



By Donathin Frye & Kienna Shaw

SOLO  
ADVENTURE



# THE TEST OF HIGH SORCERY

Journey to the Tower of Wayreth to become a Mage of High Sorcery  
in this Dragonlance adventure for fourth level characters

# THE TEST OF HIGH SORCERY

A solo Dragonlance D&D5e adventure and Dungeon Master companion resource for arcane spellcasters undertaking their Test of High Sorcery.

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## INTRODUCTION

*The Test of High Sorcery* is a D&D5e adventure that can be played with or without a Dungeon Master—by yourself or with companions willing to risk their lives to help you pass your Test. Players can enjoy the adventure as part of any Dragonlance campaign, including Wizard of the Coast's *Dragonlance: Shadow of the Dragon Queen*, or as a thrilling standalone experience. Alternatively, elements of this book can be used for spare parts by Dungeon Masters looking for scenes, characters, and encounters to include in any sorcerous ordeal.

*Dragonlance: Shadow of the Dragon Queen* allows aspiring mages to take an abbreviated version of the Test of High Sorcery late in its story. If you play this adventure instead to take the full Test at the Tower of Wayreth, consider these adjustments and guidelines:

- This adventure is designed to be played by 4th level characters before they gain access to 3rd level spells.
- After you deliver a scroll to the mage **Wyhan** at her apothecary in **Kalaman** during Chapter 4: Shadow of War, she agrees to sponsor you to take your Test of High Sorcery before you begin working with the Kalaman military. When you are ready, she casts *teleport* to take you outside Wayreth Forest at the start of this adventure. The mages there can teleport you back to Kalaman when you finish the adventure.
- **Par-Salian**, the current white-robed leader of the Mages of High Sorcery, allows you to take your Test despite the ongoing war. He believes you might play a vital role in protecting Solamnia.
- Before you play this adventure, speak with your Dungeon Master. Decide together whether your character can die during the Test of High Sorcery—and whether any boons or magic items you receive return with them to *Dragonlance: Shadow of the Dragon Queen*.



## The Test of High Sorcery

The deadly Test of High Sorcery is the most important event in most mages' lives, binding them to the Gods of Magic, who look down upon the world from Krynn's three moons. Those who pass the Test join one of three Orders of High Sorcery: the White Robes devoted to Solinari, the Red Robes faithful to Lunitari, or the Black Robes reverent to Nuitari. They become a family—dysfunctional at times—but united in purpose to protect and evolve magic in the world of Krynn. Mages who journey through the Forest of Wayreth and reach its Tower of High Sorcery undergo a perilous series of trials that challenge their skill and resolve. A mage's soul is forged by the Test of High Sorcery, forever changing them.

Many minor magic practitioners never take the Test, happy not to risk their lives in pursuit of the higher mysteries of magic. However, to keep the world safe from dangerous mages, the Conclave polices the use of powerful magic: any wizard, warlock, sorcerer, bard, or artificer who has not passed their Test and is seen casting a 3rd level or higher spell may be reported to the Conclave, branded a rogue mage, hunted, and stripped of their magic forever. For this reason, most mages who take the Test of High Sorcery are level 3rd or 4th level characters who have not yet gained access to more powerful spells.

**Your adventure** begins with a journey through the fey-haunted woods of Wayreth Forest in search of its Tower of High Sorcery. There you will meet other mages, each with their own ambitions and goals, while you prepare to take your Test. When you finally climb the long stairs to enter the Testing Grounds, know that each mage's Test is crafted for the individual, drawing on their past, present, and potential future. The Test challenges your fears, ambitions, vulnerabilities, and insecurities. The Test of High Sorcery is rigorous and dangerous; failure means death. The ordeal lasts for several days, allowing mages to rest and study several times.

Though each Test of High Sorcery is unique, every Test contains similar elements to determine a mage's worth and resolve. These shared experiences also help mages of different Orders and ideologies better appreciate and understand their kin.

- Every Test of High Sorcery presents eight unique trials the mage must undergo and survive.
- Every Test presents several challenges that examine the depth of a mage's knowledge and use of magic.
- Every Test presents several perils that cannot be solved through magic alone, testing the mage's other talents and ability to solve problems even when their magic becomes exhausted.
- Every Test presents a confrontation involving a known ally.
- Every Test presents a choice to save someone or something dear to them—or give up their magic forever.
- Every Test presents a deadly duel against a highly dangerous foe that encompasses the mage's greatest fears.

*A voice speaks from beyond the veil, filling the dimly lit Hall of Mages with an echo of rasping whispers. "Can this young mage truly endure such a dangerous trial? I smell the fear on her flesh."*

*Par-Salian nervously twists his wrinkled hands around the haft of a golden half-moon staff. "This is what the Gods of Magic demand, and who are we to argue? Just two tired old men, really." The aged wizard leans forward, his thin frame barely visible beneath his clean white robes. "Solinari, Lunitari, Nuitari—they require champions of the arcane to lead this new generation of mages and face the troubles of the world. She has the potential, but her fire burns wild and bright. She must be challenged and shaped so she might find true power and purpose within herself."*

*"And what if she cannot be tempered by our Test? What if she burns too bright, Highmage, and grasps beyond her reach?" The raspy, ethereal voice swirls around the white-robed wizard's ears, almost taunting him.*

*Par-Salian frowns sadly, but his stormy eyes remain resolved. "Then we will let the wind carry away her ashes."*

## THE PERILS WITHIN

Your character's Test will wind through many paths presented by this adventure. While your choices will lead you to different challenges, some potential themes and scenarios you may face include alcohol, the death of loved ones, body horror, claustrophobia, drowning, nightmares, burning and fire, harm to baby creatures, undead, snakes, bullying, manipulation, force feeding, and high-risk moral choices.

The Test of High Sorcery seeks to push mages to the limits of their abilities, but that doesn't mean pushing past the limits of your comfort as a player. If your choices lead you to a scenario that explores content that you're not comfortable with, go off the written path or backtrack as necessary.

## MAKING NARRATIVE CHOICES

The adventure is broken up into narrative sections signified with letters and numbers. Your adventure begins in section **A1**. When the text tells you to **go to a different section**, stop reading and turn to that section immediately. If you play digitally via the adventure PDF, you can click on the bolded text to jump to the correct section. Sometimes the text will only tell you to go to a different page if you meet certain criteria.

**Example 1:** If you have fewer than half your maximum hit points remaining, **go to D23**.

**Example 2:** If you noted the **Two Weeks From Retirement** trait, **go to D26**.

During the adventure, you will be asked to make choices to determine what happens next. Choices are presented in a specific format, and the text following a choice only occurs in your story if you choose that path for your character. For example:

If you attempt to smooth talk your way into the tavern by lying or pretending to be someone else, make a **DC 16 Charisma (Deception) check**. If you succeed, **go to D41**. If you fail, the tavern guard isn't fooled, and you may try something else instead.

If you decide to fight your way through the guard in broad daylight, **go to D43**.

If you decide to give up and head back to the town square, **return to D10**.

## How to Play

*The Test of High Sorcery* is inspired by classic interactive fiction series, or gamebooks, that ask you to make choices so that you have a new experience each time you play. This adventure lets you roleplay in the beloved world of Dragonlance and experience its iconic Test of High Sorcery. The dice and your wits and choices will determine the outcome, and to help you through the adventure, scenes are annotated so that you may keep track of your progress.

As the adventure progresses, you will come across **bolded text** that indicates important information or the need to roll the dice. Sometimes the outcomes of your choices during the adventure require you to note a trait. For example, the adventure may tell you to note the **Mastered Your Fears** trait. Keep track of the traits you have noted, as they will impact what happens as the story progresses.

If you are a beginner to D&D5e or want to jump into the adventure immediately, there are several premade sample characters in the back of this book and attached as an accompanying PDF to help you.

You should play a **4th level character** but can play a character of a higher or lower level to adjust the adventure's difficulty. Your character may possess an uncommon magic item. Mages undertaking the Test must be able to cast spells from the wizard, warlock, sorcerer, bard, or artificer spell lists. Companion characters who help a mage take their Test may choose any class. *Wizard of the Coast's Player's Handbook* and *D&D Beyond* are excellent tools for creating a new character. Make special note of feats, features, items, and spells.

At specific moments during the adventure, your character will receive opportunities to take **short or long rests**, allowing them to regain their hit points, spell slots, and other resources.

Your character can also gain new items, all of which you can refer to in the **Appendices** at the back of this book. Should you survive the Test, you will be forever changed in some ways based on your choices and the story's outcomes—as detailed in **Chapter Four: Epilogue**.

## GOING OFF THE WRITTEN PATH

Of course, the most important part of roleplaying is using the power of your imagination! Your character may attempt to handle situations in ways that do not appear as options. If they do, consider the difficulty of what you want to attempt, select one of your character's skills that you believe applicable, and roll the dice to determine the outcome. If you cast a spell to solve a problem in a clever way that the adventure does not account for, either treat the outcome as a success or make an Arcana check to determine whether or not you succeed. Use your best judgment to select a path forward that most closely resembles your character's actions, and then reimagine what follows slightly to fit the story in your head.

Consult the following table to determine appropriate difficulties for ability checks in this adventure. If another character uses the Help action to aid your check, increase the difficulty by 3—the Test of High Sorcery's challenges increase when you bring companions rather than face it alone.

Difficulty Check (DC)	Difficulty
Very Easy	7
Easy	10
Average	13
Hard	16
Very Hard	19
Improbable	22

## Theater of the Mind

Unlike many D&D adventures, *The Test of High Sorcery* does not use combat encounter maps, tokens, or miniatures. Instead, it asks you to play the adventure in your head cinematically, using your imagination to paint the scene and determine variables like distance and cover. If you prefer to use maps and tokens, you may find it helpful to draw out grid maps to keep track of combat, with each square on the grid representing 5 feet of movement.

Each combat encounter in the adventure provides guidelines on the **environment** that make the scene more dynamic, including a description of an enemy's **weakness** which a clever mage might exploit. Encounters also offer **enemy tactics** to help you make decisions for foes.

If you play this adventure alone, during its combat encounters, you will be required to roll initiative, make decisions, and act for enemy Non-Player Characters (NPCs) who are out to harm your character. To have the most fun, attempt to get into the mindset of the enemies and imagine what they might do or say in reaction to your character. **Try as hard as you can to root for the bad guys on their turns as much as you do for your character on your turn.** Your character's journey to the end of the adventure will be all the more fun and meaningful for their struggles, narrow escapes, and the moments where they overcame great adversity.



## Destiny Points

Every adventurer has a destiny and begins this adventure with **5 Destiny points**. Destiny points represent the twists and turns of fate that allow adventurers to be heroic—or to escape danger by the skin of their teeth. During this adventure, you can choose to spend a Destiny point and receive one of the following benefits:

- When you fail an attack, ability check, or saving throw—succeed instead.
- When you hit with an attack, treat it as a Critical Hit. Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal.
- When you are reduced to 0 hit points, immediately regain 10 (3d6) hit points.

Spend your Destiny points wisely, as they may be the only thing that can save your life in a challenging encounter. The number of Destiny points you have at the end of the adventure determines how well you performed on the Test of High Sorcery and what lasting impacts the harrowing ordeal might have on your character, as they are forever changed by the crucible of magic.

## Playing With Others

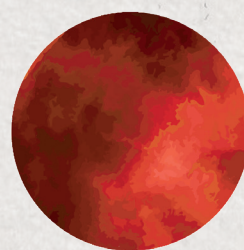
You can choose to play *The Test of High Sorcery* with friends, in which case you should all create 4th level characters to form an adventuring party. Whether playing in person or online, you may wish to read the story out loud, or you might read each section quietly on your own. When you have to make a choice or decide which character will make an ability check, you can confer as a group or take turns making decisions.

If you play *The Test of High Sorcery* with one person acting as the **Dungeon Master (DM)**, they can guide the story as they would a traditional adventure module—or even borrow individual Test challenges and encounters to craft their own version of the Test.

Only one mage can take their Test of High Sorcery at a time, and other characters accompanying them act as companions to help them survive. However, the

Conclave makes the Test far more difficult for those who dare not face its challenges alone. The following rule changes apply for a multi-character adventuring party playing this adventure:

- No matter how many characters are in the adventuring party, they all share the **same pool of 5 Destiny points**.
- If there are **two characters** in the party, **double the hit points** of each enemy they encounter.
- If there are **three or more characters** in the party, also **double the amount of damage** dealt by enemy attacks and abilities.
- When a character uses the **Help action** to aid another in making an ability check, **increase the DC by 3**.
- When the adventure requires an **ability check or saving throw**, either a DM or the group as a whole must use the context of the story to decide whether one or more characters should roll and experience any consequences—such as taking damage or suffering an effect.
- If you're not playing with a DM, during each round of a combat encounter, rotate which player also gets to control enemy actions on their turn. Players roleplaying enemies and monsters are highly encouraged to narrate how the enemies act and what they do cinematically.



## Making It Your Story

*The Test of High Sorcery* is an immersive adventure that you can make even more personal by keeping a journal of your character's experiences as you progress. If you do, consider what your character thinks about the people and creatures they meet. Fill in details about characters from their past that appear in the adventure—such as the ghosts of dead loved ones or childhood bullies. You might write a journal entry in your character's voice after each of the following portions of the adventure:

- The journey through Wayreth Forest and arrival to the Tower of Wayreth's guest chambers
- Your time alone in the private chamber and interview with the Mages of High Sorcery
- Each individual Test of High Sorcery and each long rest
- An overall reflection when you finish your Test of High Sorcery
- A final entry from beyond the grave, should you perish during one of your trials

Should you run out of Destiny points, your character can die during their Test. Of course, this is your story, and you may choose to continue playing if you wish. Or, should you die, you might create a new character with a different life story and motives, equally driven to pass the Conclave's deadly challenge.





## WELCOME TO KRYNN

Krynn is a world scarred by ongoing wars between good and evil gods. Rarely do the gods enter into battle themselves. Instead, they play a cosmic chess game with the lives of mortals and dragons. Great Cataclysms reshape the world, and entire nations vanish into the dust of history. Knights of Solamnia ride out to quest for honor and defend against the dark armies of the Dragon Queen Takhisis while wizards explore the mysteries of magic under the constant observation of the three moons.

Krynn is a dark fantasy setting—its denizens often experience heartbreaking loss in the face of impossible odds. Yet there is always hope in the world, and even many of its villains are not beyond redemption. In *Dragonlance*, ordinary everyday people who fight to defend their homes and loved ones go on fantastic adventures and rise to become heroes.

Hundreds of fantasy novels and game supplements have been released to expand on the *Dragonlance* setting over the past few decades. However, you do not need to read any of them to enjoy *The Test of High Sorcery* as a standalone adventure. *The Tower of Wayreth* and its Test could easily exist in any fantasy setting that features a mysterious and exclusive mage conclave with only a little reimagining.

While all the information needed to play this adventure is contained within this book, you may wish to learn more. *Dragonlance* has captured the imaginations of millions and inspired generations of writers and creators. If you wish to delve deeper into the setting, recommended reading includes the online resource **Dragonlance Nexus** and the following *Dungeons & Dragons* game supplements and fantasy novels:

- *Dragonlance: Shadow of the Dragon Queen (5E)* by Wizards of the Coast
- *Towers of High Sorcery (3.5E)* by Wizards of the Coast

- *Dragonlance Campaign Setting (3.5E)* by Wizards of the Coast
- *The Dragonlance Chronicles* novel series by Margaret Weis and Tracy Hickman
- *The Dragonlance Legends* novel series by Margaret Weis and Tracy Hickman
- *The Lost Chronicles* novel series by Margaret Weis and Tracy Hickman

The following offers an introduction to *Dragonlance*, its most important gods, events, people, and themes. While you do not need to read these sections, they may help inspire ideas for your character.

## Deities of Krynn

While mortals worship many deities in the Krynn pantheon, some gods play a larger role in the study of arcane magic and the major wars that have ravished the world. The following sections detail the gods most likely to impact the lives of young mages taking their Test. In particular, the three Gods of Magic influence the Mages of High Sorcery—the moons that represent those gods affect the arcane power of their followers' magic as they move from high conjunction to low conjunction in their lunar cycles.

### SOLINARI

Solinari is often called the Mighty Hand, the Ivory Disk, and God's Eye. He is the god of good magic and is known to be patient, often preferring to let matters sort themselves out over time rather than directly intervene and possibly throw off the balance between good and evil in the world. Solinari is the son of Paladine and Mishakal, and a brother to Kiri-Jolith and Habbakuk. He works most closely with Lunitari and Nunitari, the other gods of magic, to promote the use of magic on Krynn.

Solinari is the patron of the Order of White Robes, mages who use their magic compassionately to protect others and prevent terrible events from coming to pass. He imparts upon his followers the belief that magic should be used to help everyone in the world. When good mages die, he guides their souls to the Beyond. He is often said to dwell on the silvery moon Solinari, which has the slowest lunar cycle of the three moons of Krynn.



## LUNITARI

Lunitari is also known as the Veiled Maiden, Maid of Illusion, and the Night Candle. She is the god of magic used for neutrality or to maintain the balance between good and evil. Lunitari has a reputation as a trickster god who creates illusions and plays pranks on mortals to entertain herself. She is the daughter of Gilean and a companion of Solinari and Lunitari. She also is dear friends with Reorx, who sometimes helps her forge magical artifacts.

Lunitari is the patron of the Order of Red Robes, to which many mages who survive their Test belong. Beyond preserving the balance between good and evil magic, Lunitari encourages her followers to embrace freedom, adventurous curiosity, and unravel the mysteries of the arcane. She lives upon the red moon, Lunitari, which has a slightly faster lunar cycle than Solinari.

## NUITARI

Some know Nuitari better as the Devouring Dark, Nightreaver, and Ungod. Sometimes depicted as a beautiful high ogre, he is the god of evil magic used to obtain power, wealth, and revenge. Despite being the son of Takhisis and Sargonnas, and twin of Zeboim, he largely detests the other evil gods for daring to twist magic and manipulate mages for personal gain. He often represents ambition and has proven to care greatly for the mages who follow his path.

Nuitari is the patron of the Order of Black Robes, whose members have included such powerful and world-changing mages as Fistantilus and Raistlin Majere at times in their lives. Nuitari whispers to his followers, urging them to work within the laws of High Sorcery as he does, but only as a means to accrue more power and influence. His domain is the black moon, Nuitari, which has a much faster lunar cycle than the other moons. The black moon can only be seen in the night sky by Black Robe mages and others who worship Nuitari—to them alone, the moon is far brighter than the silver and red moons.

## TAKHISIS

Takhisis has gone by many names, including the Queen of Darkness, the Temptress, the Dark Warrior, and, on other worlds, Tiamat. She is the goddess of evil and control. Takhisis has been responsible for many of the worst calamities to befall Krynn and created the evil blue, black, white, red, and green dragons around the dawn of time. Sister to Paladine and Gilean, she is one of the three deities summoned by the High God to create the world. As the leader of most of the evil gods, she consorted with Sargonnas to give birth to Zeboim and Nuitari.

Takhisis desires nothing more than to bring all souls under her control and dominate the world. She inspires her followers through a mix of fear, seduction, and temptation. Takhisis teaches them that the strongest should always lead those weaker than them. Most often worshipped by dragons, draconians, bakali, and evil members of other races, some non-evil people also worship Takhisis out of fear or due to her religion's belief in achieving total order in the world. She is represented in the stars by the constellation known as the Many-Headed Dragon.



## PALADINE

Paladine, known as Bahamut on other worlds, is also called the Platinum Dragon by many on Krynn. He is the leader of the good gods and was one of the first the High God summoned to create the world. He represents divine magic, the soul's desire for greatness, leadership through setting a good example, and redemption. Paladine is the husband of Mishakal and father to Solinari, Habbakuk, and Kiri-Jolith. Though he is an enemy to all the evil gods, his greatest foe is his sister Takhisis. Paladine has opposed her many attempts to conquer the world.

Paladine rarely turns his back on evil people and encourages his followers always to help those who have fallen into darkness find their way back to the light. For much of history, he was the patron deity of paladins, the Knights of Solamnia, and the Knights of the Rose in particular. Many elves revere Paladine as the highest of their pantheon, calling him E'li. Of all the gods, Paladine most often walks amongst the mortal world in disguise to help others find the light without influencing them with his divine majesty. Some of his many guises include the helpful dwarven merchant Albin Shortlocke Hammerfist, the befuddled wizard Fizban the Fabulous, and the wise elf Valthonis.

## GILEAN

Gilean is sometimes called the Book, the Sage, or the Gray Voyager. As the leader of the gods of balance, he represents knowledge and free will. He often acts as the mediator between the good and evil gods, siding with whichever faction threatens to upend the balance between the two. Gilean prefers to remain an observer when possible, often seeming to mortals and the other gods to appear cold and uncaring. Like Paladine and Takhisis, Gilean was summoned by the High God to create the world. His only child is Lunitari, and historians claim she sprung from his mind fully formed.

Gilean is the patron deity of scribes, librarians, historians, and scholars. His followers may never destroy a book, no matter the contents. One myth claims that a mortal scribe will be plucked from the River of Time to become Gilean—many believe the immortal scholar Astinus of Palanthas, who records all history, will fulfill this prophecy. Many

scholars also believe that the High God gifted Gilean the Tobril, which contains the original plan for the future of Krynn.

## OTHER GODS

Other Gods of Good in the pantheon include:

- Mishakal, god of healing
- Branchala, god of music
- Habbakuk, god of beasts and the sea
- Kiri-Jolith, god of honor and war
- Majere, god of meditation and order

Other Gods of Balance in the pantheon include:

- Chislev, goddess of nature
- Reorx, god of crafting
- Shinare, goddess of wealth and trade
- SIRRION, god of fire and change
- Zivilyn, god of wisdom

Other Gods of Evil in the pantheon include:

- Sargonnas, god of vengeance and fire
- Chemosh, god of the undead
- Hiddukel, god of lies and greed
- Morgion, god of disease and secrets
- Zeboim, goddess of storms and the sea

## History of Krynn and Sorcery

The Orders of High Sorcery were first founded around the year 2638 Pre-Cataclysm (PC), during the Age of Dreams, and significantly influenced events across the world for at least three thousand years thereafter. In time, the Order built five Towers of High Sorcery. The Tower of Wayreth—the first tower—was the only one to survive the many trials of history and remained the most common location for aspiring mages to take their Test.

You can play the *Test of High Sorcery* adventure during many different points in history, though the surrounding sociopolitical and worldly circumstances affecting your character might vary. The adventure

does not assume any given time period, so you can choose for yourself. The following sections provide an overview of the world's history and its impacts on the Orders of High Sorcery.

## ANSALON AND OTHER REGIONS

This adventure centers around the Tests of High Sorcery, so the following historical accounts focus on the continent of Ansalon in Krynn's southern hemisphere, where many of the most famous world events take place. The continent is notably home to the Towers of High Sorcery.

**Ansalon** was once mostly one large landmass until the Cataclysm struck, causing catastrophic changes to land and sea. During the Chaos War, the Second Cataclysm further transformed the continent's geography. Regardless of the era, the continent's ecosystems are incredibly varied—it contains vast forests, high seas dotted with islands, great plains, desolate wastes, blistering deserts, humid jungles, snow-capped mountains, freezing tundra, volcanos, and more. Beyond being the dwelling place for many chromatic and metallic dragons, Ansalon was also home to many diverse nations and tribes of men, elves, goblins, hobgoblins, ogres, trolls, dwarves, kender, minotaurs, gnomes, bakali, draconians, and other races. Ansalon's history has seen the rise and fall of great empires, magnificent cities, and the Towers of High Sorcery.

You can choose to play a character from another part of the world who has traveled to Ansalon in pursuit of greater arcane knowledge. You might play a character from the nature-loving underwater kingdom of **Watermere**, the far-off minotaur-ruled continent of **Taladas**, the subterranean realm of **Chorane** beneath the glaciers of the south pole, or one of the mysterious **Dragon Isles** hidden amongst stormy seas. You might even choose to play a character from another world looking to further their mastery of magic—the planet Krynn exists in the **Krynnspace system** and is accessible by planar travel or spelljammer vessels.

## THE AGE OF STARBIRTH

The first age of Krynn predates recorded history and the rise of most sentient races. The era began with the mysterious High God summoning other gods—Paladine, Gilean, and Takhisis—to call forth a pantheon of other companion deities to aid them. Together, the pantheon created the world of Krynn alongside the High God. Once they finished their work, the High God withdrew from the world, leaving it to the pantheon to populate and decide its fate.

Treachery followed shortly thereafter. Takhisis corrupted the gods' first dragons to reflect her image, creating red, blue, black, green, and white dragons. Paladine and Reorx responded to Takhisis's betrayal by crafting monuments to the first dragons, then gave the monuments life, creating the first gold, silver, copper, bronze, and brass dragons. The All-Dragons War followed, resulting in the gods withdrawing from the world before the conflict left Krynn a ruined world.



## THE AGE OF DREAMS

The most prolonged period of history, this age is often split into three eras: the Foundation (9,000 – 5,000 PC), the Time of Light (5,000 – 2,000 PC), and the Time of Knights (2,000 PC – 960 PC).

**The Foundation** saw the beginnings of the first civilizations of beautiful but cruel ogres, elves, and humans. Ogres were the most powerful of the civilizations until a compassionate ogre named Igraine renounced their peoples' cruelty and renamed their followers the Irda. The Irda sailed away to a far-off island, and the remaining ogres grew brutal and ugly. Eventually, the humans revolted against the ogres and began to build new civilizations alongside the Silvanesti and Kagonesti elves.

**The Time of Light** saw great growth and tremendous change across the world. Reorx created gnomes, and a too-curious gnome stole a dangerous living artifact known as the Graygem from the moon Lunitari. The Graygem escaped and spread wild magic across Krynn, transforming animals, plants, and peoples. The Graygem's magic resulted in the creation of many new races, including kender and dwarves. New nations rose and spread across the continent of

Ansalon, leading to the accidental return of dragons. The First and Second Dragon Wars nearly destroyed much of the world but were ended when three mages who had mastered the art of wild magic commanded the earth to swallow the dragons. Their mighty spells stopped the dragons but caused thousands of innocent lives to be lost when the wild magic proved uncontrollable.

In response to the arcane tragedy, the three gods of magic summoned the three wild mages to their citadel and taught them the art of controlling their magic so they could return to the world and instruct others. Thus the three mages—Corentheas the White, Eriane the Red, and Shaud the Black—created the Orders of High Sorcery and built the Tower of Wayreth in a secret fey forest. They designed the first Tests of High Sorcery, and as more mages flocked to join their Orders, the study of magic began to spread across the continent. While the first great human empire of Ergoth began conquering much of the continent and building great cities, the Orders built four more Towers of High Sorcery in the cities of Daltigoth, Losarcum, Istar, and Palanthas. Powerful mages who refused to join the Orders were branded dangerous rogue mages and hunted, to either be stripped of their magic forever or executed.



During the **Time of Knights**, Ergoth's emperors grew ever more brutal and lustful for power until one of the empire's heroes, Vinas Solamnus, turned against his realm and began the Rose Rebellion. Vinas's rebellion rallied a massive army that won many victories, forcing the emperor to grant independence to many of his previous subjects. So the nation of Solamnia was founded, and Vinas formed an order of knights dedicated to doing good in the world. The **Knights of Solamnia** would become one of the most important factions moving forward, its ranks filled with legendary heroes and tragic villains.

As the Empire of Ergoth's strength waned, other nations grew, including Istar and Sancrist. At the same time, the Silvanesti elves grew ever more removed from the world and its people. When the Dark Goddess Takhisis resurfaced to unleash dragons upon the world, the Third Dragon War threatened to destroy thousands of years of civilization. The Mages of High Sorcery created mighty artifacts known as Dragon Orbs to defend their towers. But it was a Knight of Solamnia named Huma Dragonbane—and his beloved dragon companion Heart—who defeated the avatar of Takhisis in battle by impaling her with the first magical Dragonlance ever forged. Huma and Heart both sacrificed their lives to save the world, bringing an end to the Age of Dreams.

## THE AGE OF MIGHT

The Age of Might lasted from around 960 PC – 0 PC when the Cataclysm struck and forever changed the world of Krynn. During the Third Dragon War, a cleric of the good god Paladine protected the growing city of Istar. Dwarves from Thorbardin began to split off to create new kingdoms, surviving wars with great hordes of ogres, while nations like Hylo and Solamnia established increased trade with other lands. The Silvanesti elves grew increasingly removed and isolated, briefly coming into conflict with the Empire of Istar before they could sign a treaty.

Over hundreds of years, the **Empire of Istar** expanded until it became the major power in Ansalon. In 280 PC, the first Kingpriest of Istar proclaimed the empire the moral center of the world and began using religious doctrine to repress freedoms. Later, another Kingpriest furthered the empire's growing

zeal by creating the Proclamation of Manifest Virtue, which lists actions considered evil enough to warrant execution. Over time, the Proclamation's list of evils grew—certain races were considered evil and hunted. Istar began employing mind readers so that even having evil thoughts became a crime. During this time, the gods stripped many clerics of their divine magic and tried to sway the Kingpriests to turn away from their tyrannical zealotry.

**Kingpriest Beldinas**, the last in his line and an immensely powerful cleric, declared war on the Towers of High Sorcery in 19 PC. He claimed arcane magic itself was an act of evil. During the war, the Towers of High Sorcery in Daltigoth and Losarcum were destroyed. The Towers in Istar and Palanthas became abandoned, and the Mages of High Sorcery surrendered by agreeing to exile themselves to the Tower of Wayreth. Mages seemed to disappear from the rest of the world, like the elves before them.



Kingpriest Beldinas then declared that he would ascend to godhood. The gods sent Beldinas thirteen terrible signs to warn him of his folly. True-hearted clerics vanished into thin air, never to be seen again. Trees wept blood, and a mighty storm ravished Istar. But Beldinas and his followers believed their path was righteous and could not be dissuaded. The last hope to stop Beldinas was a quest the goddess Mishakal gave to the disgraced Knight of Solamnia, Lord Loren Soth, to seek out Beldinas and stop him. But Soth's vile heart was swayed from his path by paranoia and jealous thoughts toward his beautiful wife. When Soth turned away from his quest, a fiery mountain fell from the sky and smote the world.

**The Cataclysm** destroyed the Empire of Istar, shattered its lands, and created the Blood Sea. Millions of people died, and the event forever changed the geography and climate of Krynn. Afterward, divine magic and the gods seemed to vanish from the world, along with the surviving peoples' faith in them. Thus ended the Age of Might.

## THE AGE OF DESPAIR

History divides this age into the Time of Darkness (1 AC – 331 AC) and the Time of Dragons (331 AC – 383 AC). While the Orders of High Sorcery began to operate openly again after the Cataclysm, many people did not trust its typically wealthy members, and many rogue mages chose not to join the Orders. The Conclave did not return to its former glory until later in the age, prior to the War of the Lance, under the guidance of the powerful white-robed wizard Par-Salian.

The **Time of Darkness** marks the post-apocalyptic period following the earth-shattering events that ended the previous age. Civilization fell back into lawless chaos, people starved in the streets, and deadly plagues spread without divine magic to stop them. Hungry dwarves turned against one another in civil wars fought over food, leading to the fall of the underground empire of Thorbardin. Lord Soth rose from his fiery grave as a terrible Death Knight, and the Knights of Solamnia were blamed for the Cataclysm and became maligned and persecuted by the people they once served. As people turned their backs on the old gods, cults worshipping “new gods” sprung

up to take advantage of peoples' need to believe in something larger than themselves.

Meanwhile, the evil goddess Takhisis toiled. She pulled the sunken Temple of Istar in the Blood Sea to the Abyss and created a haven for her evil followers in the land of Neraka. She sent her growing armies to steal the unhatched eggs of the good dragons. Takhisis then awoke the good dragons from their long slumber and forced them to agree not to interfere with her schemes in exchange for returning their eggs after the coming war ended. Secretly, however, she corrupted the metallic dragon eggs to create a new race that worshipped her—the Draconians.

History relates the **Time of Dragons** to the **War of the Lance** and the **Chaos War**, the most famous of Krynn's many epic conflicts. Takhisis required an artifact known as the *Foundation Stone* to be made whole again, so she sent her allies to find its missing piece. She placed her Dragonarmies under the command of Dragon Highlords, skilled generals who combined shrewd political alliances with vicious tactics to envelop Ansalon in a terrible war. During this time, the Knights of Solamnia regained their honor and respect, while the Mages of High Sorcery revealed themselves as allies to the world when it was most in need.

All would have been lost without the gods' return and the exploits of the Heroes of the Lance. The famous adventuring group included Sturm Brightblade, Tasslehoff Burrfoot, Tanis half-elven, Laurana Kanan, Caramon Majere, and many others. Their company also included Raistlin Majere, who rivaled the evil archmage Fistantilus as the greatest mage the Orders of High Sorcery had ever known. Both wizards became masters of chronomancy and time travel, facing each other in sorcerous battles in the past, present, and future. It is unknown if, through the soul-stealing magic of the Bloodstone of Fistantilus, the mages might actually be two versions of themselves at different times in their lives.

Takhisis and her armies were vanquished for a brief time. But the Knights of Takhisis rose from defeat to strike back, conquering most of the continent of Ansalon. To stop Takhisis, the few remaining Irda shattered the *Graygem artifact* and freed the entity



trapped within, known as Chaos. Chaos-spawned monsters began to swarm across the world, forcing the followers of both the good and evil gods to work together for survival. The gods and their heroes exiled Chaos from Krynn during a climactic final battle. Takhisis used the battle as a diversion, finally enacting her plan to dominate all of Krynn. In the aftermath, Takhisis moved Krynn to a dimension where she was the only god, causing all other gods to seem to be exiled. She tricked mortals into believing she had left Krynn, happy to rule from the shadows.

## THE AGE OF MORTALS

The latest era of Dragonlance began in 384 AC, and the setting's known history currently ends in 433 AC. Takhisis's reign began with mortals losing divine clerical powers and the magic of High Sorcery. For a time, the Orders of High Sorcery disbanded, and people returned to the use of Mysticism—the magic of life itself—and the raw power of wild magic that once nearly destroyed the world during the Age of Dreams. However, even these forms of magic seemed to fade from the world as Takhisis's power grew in the shadows.

The fragile peace following the two prior wars ended with the arrival of alien dragons from other worlds, who began to slaughter native dragons and dominate the world. The arrival led to the rise of Mina, who led the **Knights of Neraka** and a great army of the undead serving the One God—secretly another name for Takhisis. The Knights of Solamnia, the **Silvanesti** elves, the **Qualinesti** elves, and many others allied against Takhisis's armies and suffered many defeats during the **War of Souls**. Many of the evil dragons, and even Lord Soth, refused to join Mina's army and were destroyed by Takhisis's power.

At last, Mina managed to summon Takhisis back into the world. However, when Takhisis appeared, Paladine revealed the gods had not abandoned the world and sacrificed his own godhood to make Takhisis mortal. The elvish queen Silvanoshei then sacrificed her life to slay Takhisis with a broken Dragonlance. Mina underwent a quest to rise to godhood, eventually repenting for all her evil tasks and becoming the Goddess of Tears, who brings comfort to mortals who feel sorrow. As magic returned to Krynn, a new Conclave of High Sorcery was founded in 422 AC at the original Tower of Wayreth. Mages again traveled to the tower to take their Tests of High Sorcery and unravel the mysteries of the arcane.





# CHAPTER ONE: THE TOWER OF WAYRETH

## A1 - Before a Dark Forest

You stand before Wayreth Forest, the ancient forest that holds the Tower of Wayreth within. Blackened and withered branches entwine, creating a dense skeletal canopy that blocks all light from the moons Solinari and Luntari above. Out of the corner of your eye, you swear you see movement between dead hollow trunks accompanied by red eyes that glow in the darkness. Thick fog curls around your feet, crawling up your body and slipping into your mouth—leaving the taste of death behind.



Everything about this forest cautions you of the dangers within, and every inch of your body instinctively seizes with hesitation. But to get to the Test of High Sorcery, you must continue your journey forward.

When you step into the forest, **go to A2.**

## A2 - Wayreth Forest

The forest, once a near-impenetrable wall of dead trees, transforms before your eyes when you enter its embrace. Previously decayed branches bloom with vigorous life, forming familiar leaves and flowers that remind you of journeys past. The forest floor is damp, covered in fallen petals, and lit by clear moonlight from the sky above. As you look behind, you see that the forest has closed in on itself, trees moving to block the trail from where you came. The only path lies ahead.

You walk along the way for hours, accompanied only by the sound of your footsteps and rustling trees. As you approach a bend, you hear groans and whispers fill the air, brushing past your face and ears. When you search for the source of the eerie sounds, your attention is drawn to a ghostly hand that extends from the shadows off the path. Skeletal fingers curl, beckoning you towards it.





-  If you go towards the ghostly hand, **go to A3.**
-  If you ignore the ghostly hand, you rush down the path and turn the bend. When you look back, the hand is gone. **Go to A8.**



### A3 - In Dark Seclusion

As you approach the hand, you see that the arm it is attached to simply slips into darkness, leaving you to imagine what the rest of its body looks like. A disembodied voice floats from the shadows, raspy and rattling, as the hand takes yours in its chilling grasp.

“Another youngling, brought here by the lure of the Tower. Tell me... as you march towards death, what are you most haunted by?”

-  If you speak about the death of a family member or loved one, **go to A4**.
-  If you share your painful regret about unrequited love, **go to A5**.
-  If you admit that you have important business elsewhere left unresolved, **go to A6**.
-  If you reply otherwise or do not answer, **go to A7**.

### A4 - In Dark Seclusion

From within the depths of the shadow, a face appears, bearing a striking resemblance to a dead loved one, terrible and comforting all at once. From their lips, the ghostly figure speaks once more. “Magic bears wondrous powers, to even bring back the dead if so desired. But be warned: such strong desires can be warped, and so too can magic’s purpose be twisted.”

The ghostly hand and face vanish, leaving you alone in the darkness. Note the **Dead Loved One** trait.

As you return to the path, **go to A8**.

### A5 - In Dark Seclusion

The ghostly hand gently trails up your arm, settling upon your chest, its chilling touch so cold that it’s almost warm again. “The sweet bitterness of love, a poison unique in its power to kill you ever so slowly. You may yet find a chance to fill your heart, but you may have to sacrifice another’s instead.”

The ghostly hand vanishes, leaving you alone in the darkness with only the memory of its touch left on your chest. Note the **Unrequited Love** trait.

As you return to the path, **go to A8**.

### A6 - In Dark Seclusion

The ghostly hand turns yours upwards, fingers trailing down unseen lines across your palm as if mapping the course of your past and future. “To live is to run along the wheel of destiny. Just as fortunes turn—and wheels tread upon the road—what you run from in the past will find you in the future.”

The ghostly hand vanishes, leaving you alone in the darkness. Note the **Unresolved Business** trait.

As you return to the path, **go to A8**.

### A7 - In Dark Seclusion

The ghostly hand withdraws, the voice within the darkness tutting under its death-rattling breath. “While the Test may provide you great fortune, no person has left those walls untouched by the ghosts of their trials. You may yet join us here in the shadows.”

The ghostly hand vanishes, leaving you alone in the darkness.

As you return to the path, **go to A8**.



## A8 - Wayreth Forest

Shaking off the chill of the dead, you continue walking down the trail. The trees begin to part, unfurling to reveal a clearing bathed in moonlight. A group of small fairies clothed in splashes of glittering dew and bright flowers dance in raucous merriment, feet stomping along the edges of a strange symbol carved on the ground. The fey creatures join their voices in song, a child-like rhyme floating through the air.

“Four hopeful mages enter the woods, three get scared by the ghosts, two enter the foreboding tower, and one dies with only vain hopes!” The fairies all giggle and cackle, then their heads turn in synchronous motion when they notice you standing there.

“Here comes a hopeful mage!” one of the fairies titters.

“How long do you think they’ll last?” asks another.


“Poor thing, going to their death and doom!” a third chimes in.

“If they’re smart, they’ll turn back around,” a fourth declares.

“But they could survive... if they eat this!” a fifth says, and with a wave of their hand, they reveal a piece of fluffy white bread—fresh and sweet.

When they stop dancing, the symbol on the ground flickers with glowing light. You feel a powerful hum of arcane energy emanating from it.


 If you approach the fairy offering, go to A9.

 If you approach the symbol, go to A12.

## A9 - A Well-Lit Clearing

The fairies resume their singing and dancing around the symbol, now circling it at a dizzying speed. The fairy with the bread flies up to you, the bread extended in her hand. “Come now, sweet one, eat up! The stuffy-headed mages won’t let you take our gift into your Test, so you have to eat it now if you want our help!” There’s surprising strength in her grip as she presses the morsel of food into your hand, her smile wide and eyes sparkling with expectation.

 If you eat the bread now, go to A10.

 If you try to secret the bread away, go to A11.

## A10 - A Well-Lit Clearing

You accept the offering, taking a bite of the bread. It’s impossibly light, dissolving on your tongue immediately before you can even chew or swallow. As it goes down your throat, you feel lighter. A warm, tingling sensation washes through every inch of you. Strength returns to tired limbs, and your eyes see with new clarity.

The fairies all cheer, and the one who offered you the bread pats your cheek, the twinkle in her eyes shifting to an all-knowing gaze. “We’ll see you soon,” she whispers sweetly, giving you a wink.

In a blink of an eye, the clearing vanishes, along with the fairies and mysterious symbols. Before you stand imposing, gold and silver gates. The Tower of Wayreth looms above your head. Note the **Fey Dealings** trait and go to A15.



## A11 - A Well-Lit Clearing

You attempt to fake eating the bread, trying to slyly stuff the bread into your bag. **Make a DC 13 Dexterity (Sleight of Hand) check.**

**If you fail**, the fairy quickly grabs the bread, her once cheerful expression growing cold even as her smile remains. “Come on, sweet one. Eat. Up.” In a flurry of motion, you’re beset by the group of fairies. Tiny fingers force open your mouth and shove the piece of bread down your throat. You choke, but the bread dissolves into sweet nothingness, and a warm, tingling sensation washes through every inch of you. The fairies all jeer, giggling with malice, before disappearing in the blink of an eye. Before you stand imposing, gold and silver gates. The Tower of Wayreth looms above your head. Note the **Fey Dealings** trait and **go to A15.**

**If you succeed**, you fake chewing the bread while carefully and swiftly slipping it into your bag. The fairies all cheer, and the one who offered you the bread pats your cheek, the twinkle in her eyes shifting to an all-knowing gaze. “We’ll see you soon,” she whispers sweetly, giving you a wink.

In a blink of an eye, the clearing vanishes, along with the fairies and mysterious symbols. Before you stand imposing, gold and silver gates. The Tower of Wayreth looms above your head. Note the **Stole Fey Bread** trait and **go to A15.**




## A12 - A Well-Lit Clearing


Ignoring the fairies and their taunting song, you walk towards the symbol carved on the ground. The sigil is a circle that frames five entwining lines, the intersections marked by ancient runes. As the fairies dance, their footsteps mar and desecrate the carving, and the symbol pulses dark red with each motion. **Make a DC 10 Intelligence (Arcana or Religion) check.**

**If you fail**, you are uncertain what the symbol represents or what the faeries’ ritual dance does. **Go to A13.**

**If you succeed**, you recognize the symbol as a sign of power belonging to Takhisis, the Queen of Darkness, goddess of evil dragons and domination. The wild dance of the fairies is not just a frivolous whimsy—the dance is fey magic that weakens the unholy power of the symbol, leeching away Takhisis’s mark on this region of Wayreth Forest.

As you’re about to walk away from the symbol, you hear a whisper, soft and velvety. “Please, adventurer. Stop these terrible creatures from destroying me. I promise I will reward you richly...”

 If you let the fairies continue dancing, **go to A13.**

 If you try to stop them, **go to A14.**

## A13 - A Well-Lit Clearing

You stand back and let the fairies continue their wild dance. The crimson light of the strange symbol slowly fades until it becomes dark and silent. The fairies then stop dancing and giggle to each other as if they share a secret joke you aren’t part of.

“Hope you remembered all that—we won’t be helping you again!” one of the fairies declares between fits of merry laughter. Note the **Watched a Fey Dance** trait.

In a blink of an eye, the clearing vanishes, along with the fairies and mysterious symbols. Before you stand imposing, gold and silver gates. The Tower of Wayreth looms above your head. **Go to A15.**



## A14 - A Well-Lit Clearing

You step into the ring, waving your arms and hands to disperse the dancing fairies. They immediately scatter, flying up into the air with angry chitters. They shoot dirty looks down at you before disappearing into the forest canopy's shadows. The symbol beneath your foot glows with renewed strength, shimmering with alternating red, blue, black, white, and green arcane light. The whisper returns, louder in your ear.

"Thank you, adventurer. You will be rightly rewarded, and sooner than you know... should you accept my gift."

Energy thrums around you, tinged with a darkness that sinks deep into your heart. The symbol of Takhisis melds into the forest floor, and then the clearing vanishes. Before you stand imposing, gold and silver gates. The Tower of Wayreth looms above your head. Note the **Mysterious Friend** trait and **go to A15**.

## A15 - At the Tower Gates

Polished silver and gold arches loom above you, the gate's metal twisting in ornate patterns that reflect the ethereal moonlight. You can see a courtyard of dust and stone through the bars, overgrown weeds creeping through cracks and crevices. There's no one in sight, yet you feel like someone is watching your every movement.

Just before you place your hand on the gates, they swing open, allowing you to step into the courtyard beyond. You take a breath and steel yourself beneath the shadow of the Tower of High Sorcery. You know this is your last step before it is too late to turn back.

When you take your first step beyond the gates, four connected mage towers rise into the night sky. The wall around the towers forms an equilateral triangle decorated with depictions of Krynn's moons in different phases. The towers themselves are crafted from black stone and etched with glowing stained glass and arcane runes. The two tallest towers lean precariously, looking as though they could topple over at any moment.

Between you and the Tower of Wayreth awaits a dusty, unspectacular-looking courtyard. When you proceed into the courtyard, **go to A16**.



## A16 - The Courtyard

Your footsteps echo against the stone, leaving imprints in the dust. The feeling of being watched intensifies, the sensation prickling up your back, and you turn around quickly. Right before your eyes stands a nervous half-elven woman wringing her hands, a ratty apprentice robe wrapped around her mousy form.

"H-Hello! I'm sorry if I startled you. I was just..." Her words trip over each other in their quickness, her voice vibrating from anxiety. "Well, I've been waiting here for a while to take my Test, and I was starting to think I was the only one here, so I was beginning to doubt if I was even in the right place. But then you showed up, so maybe you too are a mage here to take..." she takes a deep breath in, her voice lowering to a conspiratorial whisper, "...the Test of High Sorcery?"

Before you can even answer, she looks you up and down, her hands now coming to press to her cheeks in embarrassment. "What am I talking about, of course you're here for the Test. Otherwise, you wouldn't have made it through Wayreth Forest." Letting out a sigh, she collects herself and sticks out her hand to you. "I'm Kyrian. It's nice to meet another mage hopeful here. It's been pretty scary waiting here alone. Honestly, it's terrifying to think about the Test, too. I'm worried that I'm going to fail and die, or maybe I'll say the wrong thing to the mages, and they'll kick me out—or maybe I'm not even supposed to be here in the first place and me trying to be a mage is all just a big mistake!"

Kyrian sheepishly claps her hands over her mouth and goes silent for a moment, before she slowly speaks through her cupped fingers. "Sorry. I ramble a lot when I'm nervous. I'm just so uncertain about what's waiting in the Tower, you know? I get anxious just thinking about it."

— If you commiserate and share your own apprehensions, **go to A17**.

— If you project self-confidence, **go to A18**.

## A17 - The Courtyard

Relief washes across Kyrian's face, and she smiles. "It sometimes seems like everyone knows what they're doing, and it's kind of nice to hear you feel uncertain, too. Like I'm not so alone." She takes your hands in hers, then looks over to the door of the fore tower. "It'll be okay, right? We can go in together."

You both make your way to the Tower of High Sorcery's large wooden doors, which open as soon as you approach. Note the **Uncertain About the Future** trait, then **go to A22**.

## A18 - The Courtyard

Kyrian scratches the back of her head, disappointed that you seem much more confident than her. Then her expression changes and her eyes sparkle with a new admiration. "You really seem to know what you're doing. I'm only taking the Test because magic is the only thing I'm okay at and because my parents and grandparents were mages, too." She looks at you, eagerly leaning in. "Can you tell me what gives you so much confidence? I-I mean, there has to be something that motivates you, right?"

— If you speak about your desire for power and riches, **go to A19**.

— If you share your hope to help others, **go to A20**.

— If you reveal that you want to move on from your past, **go to A21**.

## A19 - The Courtyard

Kyrian's head tilts as she considers your answer. "That makes sense. I mean, I've always been picked on, and at least when I started learning magic, people started leaving me alone. A little. Bullies always like picking on people they think are weaker than them. And having more gold would be nice too..."

The large wooden door of the fore tower creaks open on its own, inviting you to step inside. Kyrian looks at you and smiles. "Guess we should go in!"

Note the **Greed and Ambition** trait, then **go to A22**.



## A20 - The Courtyard

Kyrian smiles widely, grasping your hands in hers warmly. "You really seemed like a nice person when I was watching you from the other side of the courtyard. And now I know you are one! I think we all should try to help people when we can. Everyone deserves a little help sometimes, right? I mean, I'd like to think so anyhow."

The large wooden door of the fore tower creaks open on its own, inviting you to step inside. Kyrian looks at you, her demeanor bright. "I think that's our cue!"

Note the **Helping Hand** trait, then **go to A22**.

## A21 - The Courtyard

Kyrian frowns, patting you on the shoulder with soft empathy. "That sounds really rough. I mean, sometimes I wish I didn't have to think about all the times in the past that people laughed at me, or pushed me around, or said I was silly for wanting to be a mage..."

The large wooden door of the fore tower creaks open on its own, inviting you to step inside. Kyrian looks at you and smiles hesitantly. "Guess we should go in?"

Note the **Unresolved Business** trait if you haven't already, then **go to A22**.

## A22 - The Antechamber

As soon as you enter the Tower of High Sorcery, you're greeted by two mages wearing red robes, their eyes keen but silent in their assessment of you. A group of other would-be mages is assembled in the large entrance antechamber, some sitting in quiet meditation while others chat and gossip.

A wealthy-looking human man looks over at Kyrian and snickers to his three companions. Kyrian bows her head, looking away as the man swaggers over to the two of you, hands in the pockets of his luxurious and well-groomed clothes.

"Looks like they'll let anyone take the test these days," he sneers, eyes fixed on Kyrian. The half-elf woman

tries to shrink away and hide behind you. "Little mice who don't know what they're doing should go home and hide in their little holes. The Test of Sorcery is for real magic users only. You'll be ripped to shreds."

Kyrian tries to speak but only manages to squeak and blush in shame.

☞ If you stand up to the human mage, **go to A23**.

☞ If you leave Kyrian to deal with the mage alone, **go to A24**.

## A23 - The Antechamber

You step in front of Kyrian, ready to intercept and defend her. **Make a DC 16 Charisma (Persuasion or Intimidation) check**.

**If you fail**, the man's face reddens with rage, his fists balled up tightly. Before he takes a swing at you, one of the red-robed mages steps in, reminding the two of you that fighting among test takers is forbidden and will result in exile. The bully becomes flustered, scowling at you fiercely. "You'll rue the day that you crossed paths with Darien Ariantal!" he declares as he strides away. Eager to escape the intense stares of her peers, Kyrian grabs your hand and pulls you into the dining hall. Note the New Rival trait and go to A25.

**If you succeed**, the bully's hand tightens in a fist for just a moment before he looks around at the gawking crowd, then back to you with a scowl. "Looks like the mouse has a guard dog after all." He turns around and walks back to his companions in a huff, leaving you and Kyrian in peace.

Kyrian smiles at you, taking your hand once more. "Thank you. It really means a lot that you would help me out there. And if I can, I'll try to help you out too, to return the favor!" The two of you chat until the red-robed mages call for you to enter the dining hall. **Go to A25**.

## A24 - The Antechamber

You step away from Kyrian and decide not to get involved. She looks over at you with fear and betrayal in her eyes. The human mage begins to demean her with cruel words, and after a few seconds, she flees to the other side of the room—eager to be away from them and you. You slink off to a quiet corner to avoid being bothered by anyone, steering clear of the wrath and attention of the bully mage. There you sit until the mages wearing red robes call for you to enter the dining hall.

Note the **Fear of Bullies** trait and go to **A25**.

## A25 - The Dining Hall

The dining hall features a blazing hearth. In its center, a long table sits surrounded by several chairs, with just enough seats for each test taker present. Supper is hot and fresh, with plenty for each mage to have their fill. While much of the large spread of food you are familiar with, there are stranger dishes entirely foreign to you. While the good meal and refreshing drinks are comforting in some ways, the tension in the air is palpable.

Some of the test takers talk quietly and lightly to each other, while others stare grimly down at their plates like this might be the last meal before their doom. Kyrian looks like she's about ready to faint. At the same time, the pompous young mage seems unphased by the gravity of your collective situation.

Dinner comes and goes quickly, whether you speak with other nervous would-be mages or keep to yourself. Before long, you are each escorted to individual chambers to rest for the night.

Go to **A26**.

## A26 - Your Private Chambers

The guest chamber prepared for aspiring Mages of High Sorcery is small but surprisingly elegant. Pleasing herbal and citrus scents fill the room, mixed with the odor of old parchment and a hint of nutmeg. Moonlight spills through a large green stained glass window near a luxurious four-post bed, effusing the room with an ethereal glow. A small hearth stays lit with a magical flame that keeps the room warm even on cold nights. Near the hearth, a claw-foot bathtub has been drawn with steaming hot water. Soft towels and vials of multi-color bath salts fill a rack nearby the inviting bath.



A simple bookshelf rests along the right greystone wall, stuffed with books of every shape and size. Between the bookshelf and the bed sits a round obsidian study table with a single wooden chair. Dozens of names have been carved onto the underside of the table. A few of the oldest carved names include Nalib Courtkey, Gadrella of Tarsis, Karal Baavluurch Chulzurkh, and Ronald Greely. The only object on the stone table is an inert scrying orb held within a platinum base that resembles a dragon's claw.

Tonight might be your last, and time is short. Spend it wisely. You can take a short rest, copy or prepare spells, and pursue other basic downtime activities. You might also enjoy some of the room's luxuries or investigate its intriguing items.

— If you have already engaged in two of the following activities or are not interested in them, **go to A27**.

— If you enjoy a hot bubble bath, **go to A28**.

— If you lay down on the comfortable bed, **go to A29**.

— If you sit at the table to examine the orb, **go to A30**.

— If you investigate the bookshelf to find study material, **go to A31**.

## A27 - Your Private Chambers

Your private time becomes suddenly interrupted by three loud knocks upon the chamber door.

*Rap. Rap, rap.*

Without warning, the door flies open and three Mages of High Sorcery sweep into the room, each wearing different color robes. You recognize them immediately—the leaders of the Orders of the White Robes, Red Robes, and Black Robes. The black-robed archmage enters last. When they do, the magical fire in the room's hearth dims, and the chamber grows colder.

"I hope you have found our accommodations relaxing. Encouraging. A well-deserved respite." The white-robed mage's voice is soothing, full of empathy, but a little sad.

"I hope you have not *wasted* what little time might be left to you on mundane frivolities," the black-robed mage interjects, their inflection bordering on threatening.

"Their time is *their* time. How they spend it is not our concern. We are simply here to interview them and craft their Test of High Sorcery. Let us waste no more time—ours or theirs—by bickering." The red-robed mage moves between the others and speaks with calm authority. A moment later, the mages turn towards you and gesture for you to take a seat at the stone table.

"Let us begin," the mages say in unison. **Go to A40**.

## A28 - A Hot Bubble Bath

The inviting bath calls to you. After disrobing and sprinkling magical bath salts into the tub, you sink into its steamy water. As the magical salts begin to work, multi-colored bubbles begin to rise to the foaming surface. Your muscles relax, and the bubbles continue to rise. A few stray white, red, and black bubbles drift away from the bath and float slowly about the room.

You can see dreamlike images of your possible futures within the floating bubbles, each a vision of yourself, but older, wearing a different colored robe. The visions contain other figures, too—people you have not yet met but you somehow know might become important to you. You try to hold onto the details of the images before the bubbles pop, but like most dreams, their details begin to fade from memory once they are out of view.

The rest of your bath is very soothing but uneventful. Gain **Inspiration**, which you can spend to grant yourself advantage on an attack roll, saving throw, or ability check. Additionally, after you finish your next long rest, **gain 7 (2d6) temporary hit points**.

Once you finish your bath, **return to A26**.



## A29 - A Comfortable Bed

You collapse onto the four-post guest chamber bed. Its black satin sheets are cool to the touch and have been scented with lavender. Its pillows and mattress seem to almost immediately mold to your body and position, causing you to sink, and sink, and sink. Moments later, your eyes peacefully shut.

If you have the **Uncertain About the Future** trait marked on your character sheet, **go to A32**.

Otherwise, your comfortable rest quickly turns into a disturbing nightmare.

In your dream, you wade through stormy waters in a dark sea cove as thunder shatters the sky. You flee from the storm, swimming through a twisting subterranean tunnel lit by green phosphorous fungi. Your heart beats so hard in your chest that it feels like it might burst at any moment. You know in your gut that something is coming for you. The storm causes the water to rise, and you swim harder, trying to reach the end of the tunnel to find dry land. But no matter how hard you push yourself, the end of the tunnel seems to stretch on and on, as though it's getting further away.

Moments later, you take a last gasping breath and are pulled underwater by something slimy wrapped around your leg. The fungi's phosphorous lights flicker like candles and go out, casting you into magical darkness. You struggle but cannot escape. You can feel something—many somethings—watching you in the dark. Waiting. Hungry.


And then, your eyes open, and you wake from the nightmare with a start. Note the **Dreamt of Drowning** trait and **return to A26**.


## A30 - The Scrying Orb


When you investigate the orb further, its dim interior begins to glow with pale blue light. The glass sphere rattles within its dragon claw base. Shapes begin to form within the orb, half-shrouded in mist. You observe a ship sailing into a monstrous lightning storm. The vision shifts after a few moments, revealing a large red door etched with glowing arcane runes. Then the image changes again, showing a tall, crumbling tombstone, behind which stands a shadowy figure with an outstretched hand. At last, the light inside the orb dims until it is merely a pale flicker. To use the orb, **make a DC 13 Intelligence (Arcana) check**.


**If you fail**, the orb's light fades entirely, and you cannot use it—**return to A26** and pursue another activity instead.

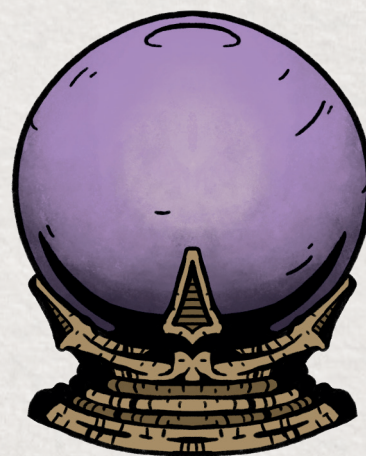
**If you succeed**, you can focus on one of the images you saw and attempt to conjure it again in more detail.

 If you conjure the vision of the ship and the storm, **go to A33**.

 If you conjure the vision of the large door and arcane runes, **go to A34**.

 If you conjure the vision of the tombstone and shadowy figure, **go to A35**.

 If you avoid the orb and pursue another activity instead, **return to A26**.



## A31 - The Dusty Bookshelf

The imposing wooden bookshelf fills the entire length of the chamber on one side. An old ladder leans against the far corner, several of its lower rungs splintered from use. Motes of dust dance silently off the shelves, glowing in the nearby hearth light. Each shelf is crammed with heavy leather-bound books, stacks of parchment tubes, slender journals, and untitled volumes. There seems to be little method and much madness in the bookshelf's organization.

At a glance, a few interesting but unhelpful titles include *A History of the Second Dragon War*, *Raising a Sorcerous Child Safely*, *101 Delicious Recipes for Dwarven Guests*, *Drowning in the River of Time: The Unpredictable Dangers of Chronomancy*, and a tattered brochure titled *So You Want to Be a Hero?* that advertises a far-off academy for prospective adventurers.

You could easily spend hours or days sorting through the bookshelf's mess to find something useful.

If you search for a book about the Tests of High Sorcery, **make a DC 10 Intelligence (Investigation) check**. If you succeed, **go to A36**. If you fail, you cannot find anything on that subject and may search for something else instead.

If you search for a forgotten spellbook, **make a DC 13 Intelligence (Investigation) check**. If you succeed, **go to A37**. Otherwise, you cannot find anything useful on that subject and may search for something else.

If you search for something obscure, **make a DC 16 Intelligence (Investigation) check**. If you succeed, **go to A38**. If you fail, you cannot find anything intriguing and may search for something else.

If you cannot find anything you were looking for or give up, **return to A26**.



## A32 - A Strange Dream

You dream of sitting inside a small ferry boat. A figure clad in grey robes rows the boat through still, black waters using a gnarled wooden staff. A large cowl hides their face behind a mask of shadows.

Thin red mist rolls gently across the endless river, carrying with it the putrid scent of decay. The night sky above is dark, and the stars are nowhere to be seen. Solinari and Lunitari seem muted, their white-and-red moonlight barely reflecting off the water. The ferryperson rows and rows—their motions are slow and rhythmic. They say nothing. You try to greet them and ask where they are taking you, but the only sound that escapes you is that of a croaking frog.

At last, the ferryperson stops rowing. You can see a shrouded riverbank in the distance ahead. You croak again, trying to plead with them not to stop, to bring you to the shore. From beneath the ferryperson's cowl, they speak in a familiar voice. "The future doesn't mean forgetting the past. The past is always with you, no matter how far and how fast you run. Be brave, look it in the eyes, and smile."

You watch as the ferryperson slowly lowers their cowl to reveal the face of your best childhood friend, smiling at you encouragingly. Memories come flooding back, and you recall the times you spent together in your youth—shared adventures, daydreams, loss, and longing.

A moment later, you stir from the dream. Note the **Remembered Your Childhood Friend** trait, then **return to A26**.



## A33 - Vision of a Storm

The swirling mists inside the orb dissipate, revealing a vision of one possible future. You witness a great storm at sea that splits the sky wide open with violent forks of lightning. You see yourself there on a small wooden ship, a sloop with a single mast and headsail. You sail through the storm towards dark, rolling fog in the distance. Crashing waves toss the vessel about like a toy, but somehow you manage to steer the ship into the screaming winds toward the mist.

The vision in the orb expands, showing your vessel being pursued through the sea by an Amphi Dragon—a monstrous creature that looks like a giant toad with sea-green scales covered with yellow, acid-oozing warts. As the Amphi Dragon swims closer to your sloop, you witness yourself turn around just in time to spot it cresting the waves. The Amphi Dragon's extremely long tongue flies from its maw towards you—and you cast an attack spell to counter, striking true and severing the monster's tongue before it reaches you. The Amphi Dragon roars in fury and pain, then descends beneath the water's surface.

A moment later, mist clouds the inside of the orb. Its light dims, then goes out entirely. The vision ends. Note the **Scried the Amphi Dragon** trait, then **return to A26**.

## A34 - Vision of a Door

The swirling mists inside the orb dissipate, revealing a vision of one possible future. You witness yourself in the vision, standing in a narrow bone-littered dungeon corridor. Before you is a large door made from crimson metal, etched with strange runes that fill the hallway with cold white light. At waist height on the door is a hand-shaped hole. You watch yourself turn from the door and pick up a skeletal hand from the ground, then stick it through the hole in the door.

The hole suddenly closes around the skeletal hand, trapping it in the door. After a few seconds, the door opens inward. You don't wait to see what is on the other side, though. You immediately turn and run all the way toward the dead end on the other side of the hall.

A moment later, mist clouds the inside of the orb. Its light dims, then goes out entirely. The vision ends. Note the **Scried the Arcane Door** trait, then **return to A26**.

## A35 - Vision of a Graveyard

The swirling mists inside the orb dissipate, revealing a vision of one possible future. You observe yourself within the image, standing in a mist-shrouded graveyard surrounded by dead, twisted trees. There you stand before a tall stone tombstone, but the vision is too blurry to read what is written on it. Standing behind the headstone is a large shadowy figure wearing a black-cowled robe. The shadow pulls back its hood, revealing a hideously bloated corpse face twisted in agony. Then the specter extends a ghostly finger toward you.

You witness yourself in the vision do something strange next. You look over the headstone carefully, then twist your torso to turn your back to the ghost. You place your head and palms flat on the dirt at your feet, then kick up your legs into a headstand. The specter pulls its shadowy hood back over its head, and it lowers its outstretched hand.

A moment later, mist clouds the inside of the orb. Its light dims, then goes out entirely. The vision ends. Note the **Scried the Hideous Specter** trait, then **return to A26**.

## A36 - At the Reading Table

After you clean the dust off of a small but well-loved tome titled *The Foundations of High Sorcery*, you sit down at the stone table to read it by hearth light. The introductory chapter describes the historical events that led to the founding of the Conclave of High Sorcery following the tragic events that ended the Second Dragon War. The histories were recorded by Highmage Corentas the White, one of the three founding members of the Conclave.

You absorb the history in detail, noting that Corentas seemed uncertain that balance could truly be maintained between good and evil mages. At the end of the chapter, Corentas presents the Foundations of Magic that all Mages of High Sorcery must abide by:



- All wizards must follow the bidding of the Conclave and their Order.
- No outsider must learn the secrets of the Orders.
- All wizards must report any renegade mage activity they discover.
- Altering the forces of creation and the fabric of magic is forbidden unless the Conclave grants permission to do so.
- Breaking any of these rules will result in the Conclave passing judgment. The severity of said judgment may vary, ranging from sanitary duties at the tower, ex-communication and stripping the guilty individual of their magic forever, and execution without the possibility of resurrection.

Near the back of the book, Corenthas describes the Test of High Sorcery and the Conclave's philosophies on crafting the exam to be so rigorous that failure means death. Each Test is crafted for the individual, drawing on their past, present, and potential future to forge their soul in the Crucible of Magic. It challenges their fears, ambitions, vulnerabilities, and insecurities. The Tests last for several days, allowing mages to rest and study at specific times during the ordeal. Additionally:

- Every Test presents several challenges that examine the depth of a mage's knowledge and use of magic.
- Every Test presents several perils that cannot be solved through magic alone, testing the mage's other talents to solve problems even should their magic be exhausted.
- Every Test presents a confrontation with a known ally.
- Every Test presents a choice to save someone or something dear to them—or give up their magic forever.
- Every Test presents a deadly duel against a highly dangerous foe that encompasses the mage's fears.
- Mages may call on an ally to help them face their Tests, but the ally's life is put at risk, and the Tests' difficulties increase appropriately.

Once you finish studying the book and jotting down notes for later, **return to A26.**

## A37 - At the Reading Table

Wedged behind a thick cookbook titled *A Cannibal's Guide to Health and Happiness*, you find something even more unexpected—a ratty-covered tome with no title that nearly falls apart in your hands. Inside the front cover, a message has been scrawled in sloppy ink.

Welcome to the Community Spell Library! Us novice mages gotta stick together.

Take one scroll (ONE SCROLL) and hide this tome somewhere those old coots would never look. Use it during your Tests! And if you survive, be a friend and put a fresh scroll back inside for the next poor sod that comes along.

Sincerely, good luck!  
Nalib C

You sit down and crack the tome open. Loose spell scrolls spill onto the table, some of them quite old.

You can add spell scrolls to your inventory. Each scroll bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible.

- **Artificer Spell Scrolls:** *Cure Wounds, Darkvision, Enhance Ability, Identify*
- **Bard Spell Scrolls:** *Comprehend Languages, Cure Wounds, Enhance Ability, Identify, Knock*
- **Sorcerer Spell Scrolls:** *Comprehend Languages, Darkvision, Enhance Ability, Knock, Mirror Image*
- **Warlock Spell Scrolls:** *Comprehend Languages, Hellish Rebuke, Protection From Evil and Good, Mirror Image, Ray of Enfeeblement*
- **Wizard Spell Scrolls:** *Comprehend Languages, Darkvision, Identify, Knock, Mirror Image, Protection From Evil and Good, Ray of Enfeeblement*

If you take more than one spell scroll, note the **Stole From the Community** trait. Once you finish with the tome and replace it, **return to A26.**

## A38 - At the Reading Table

During your search for something intriguing, you find yourself scanning through a painfully earnest and dreadfully overwrought book of love poems written by a long-dead mage. As you turn the page from a poem titled *My Lucky Cerulean Tears* to another titled *Bewitched and Heartbroken*, your fingertip sticks to the parchment. You notice two pages are glued together. Carefully, you peel the pages apart, and a smaller slip of paper falls out. The slip contains whimsical handwriting but no signature.

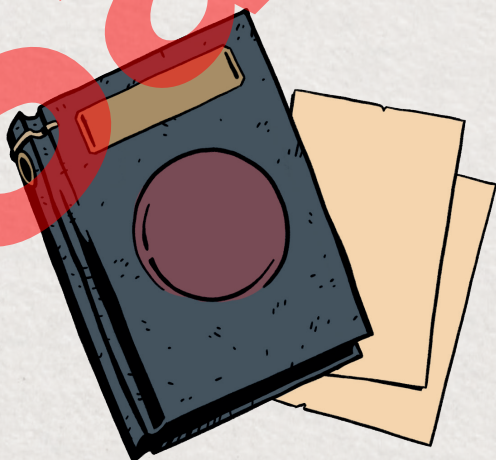
*If you're reading this, that means I didn't survive my Test. I guess I needed more luck than I thought I would! Mother always told me I had more confidence than brains. Do me a favor and play one last game with me. A scavenger hunt! It'll be worth it, I swear.*

*If you accept your mission, start by finding the Phobia Encyclopedia and turn to page 13. That's my favorite number!*

If you decide not to waste your time on a scavenger hunt and do something else instead, **return to A26**.

Otherwise, your scavenger hunt begins simply enough, but each clue gets progressively more frustrating. If you succeed on a **DC 13 Intelligence (Investigation) or Wisdom (Perception) check**, go to **A39**.

**If you fail**, your search drags on and on. At last, you reach a dead end when a cryptic clue leads you to rip open all the bed's pillows in search of a single strand of green thread. There is no thread to be found, and now you've spilled pillow feathers all over the floor. **Go to A27**.



## A39 - Under the Bed

You endure an exhausting whirlwind of questionable-at-best puns and malicious puzzles. The scavenger hunt's final clue, "*Quack! Quack! You're on the right track. Just look for the crack under your back, Jack!*" eventually leads you to look under the bed. There you find a cracked, loose chunk of stone. You pull away the stone and find a hidden hollow beneath.

Reaching your hand in, you fish around and pull out three very different objects—a moldy toy duck that squeaks when you grab it, a spell scroll tied with a dusty pink bow, and a magic wand crafted from bone with a pair of dice attached to its tip. Investigating the toy ducky, you find smudged words inked onto its underside, "*Congrats! Good luck!*"

The spell scroll is a *Scroll of Identify*, which you can keep or use immediately to cast *identify* on the magic wand. If you identify the *Wand of Fickle Luck*, you can attune to it. Add any of the items you want to take to your inventory. The moldy toy ducky is entirely mundane. When you finish, **go to A27**.

### WAND OF FICKLE LUCK

*Wand, uncommon (requires attunement by a spellcaster)*

This wand is crafted from the humerus bone of a kender with a small brass doorknob set into its base. A pair of unmarked obsidian dice attached to short brass chains dangle from the tip of the wand.

This wand has 2 charges which it regains daily at dawn. While holding the wand, you can use your reaction when a creature you can see within 60 feet of yourself succeeds on a saving throw.

Roll 1d20. On a 3 or higher, the triggering creature must reroll their saving throw and take the lower roll. Additionally, you have advantage on your next attack roll, ability check, or saving throw you make within one minute. On a 1 or 2, the wand explodes in your hand and is destroyed, dealing 7 (2d6) fire damage to you.

## A40 - Your Interview

It is difficult to help but feel small seated at the little study table with three of the most powerful archmages in the world staring at you from beneath their cowls. A long moment passes before the red-robed mage gestures gently around the room. The figure speaks, their firm but curious gaze locked upon you.

“You being here means your sponsorship to take the Test of High Sorcery has been accepted. Before we continue with this interview, understand that we will be using sorcery to peer into your mind and ensure you cannot lie to us. If you have protections against mind reading, now is the time to remove them. If you resist our magic, as is your right, your time here at the Tower of Wayreth will be at an end.”

With a hint of compassion in their voice, the white-robed mage adds, “Simply speak the truth. Be honest with us—and yourself. It is essential to the integrity of the Test and your growth as a mage.” The white-robed figure then sets a copper piece down on the table in front of you and rubs their thumb over its surface until it begins to glow faintly.

You did not come this far to turn back now. Once you agree to the terms, the white-robed mage casts *detect* thoughts, and the red-robed mage casts *zone of truth* centered around the study table. For the remainder of the interview, the archmages can look into your mind, and you cannot lie to any question they ask.

You can feel their presence in your mind already. It is gentle enough but itches slightly in a way that is difficult to comprehend. **Go to A41.**







## A41 - Your Interview

The black-robed mage rubs one palm over their knuckles. They speak with a voice like honeyed poison, a little louder than a whisper.

“While I’m certain you already know of the gods of magic, their realms of influence, and their corresponding moons—I would hate to overestimate you, so let us review! There is **Nuitari the Black**, god of magic used to pursue **personal ambition, wealth, influence, and revenge**. **Luntari the Red**, goddess of magic used to **maintain balance, unravel mysteries, and embrace personal freedoms**. And last of all, **Solinari the White**, god of magic used **patiently and compassionately to create a better world**. Better by whose standards, though? **I do wonder.**”

The red-robed mage clears their throat and taps a finger against an amulet around their neck. The white-robed mage purses their lips tightly but says nothing at the snide comment about their Order. The black-robed mage continues to whisper, smiling a little too wide for comfort.

“White, red, and black. Three Gods of Magic. Three Orders of High Sorcery who, as much as we bicker and disagree, work together to further the advancement of magecraft. Assuming you survive your Test, which seems very unlikely if I’m being honest... which Order would you join?”

-  If you declare for the White Robes, note the **Chose Solinari** trait.
-  If you declare for the Red Robes, note the **Chose Luntari** trait.
-  If you declare for the Black Robes, note the **Chose Nuitari** trait.
-  If you say you aren’t sure yet, note the **Uncertain About the Future** trait if you haven’t already.

When you give your answer, the black-robed mage steps back. They continue to stare at you, though, a little like one oggles a delicious dessert. **Go to A42.**



## A42 - Your Interview

The red-robed mage offers you a small smile and slight nod, then explains, "Of course, you cannot simply declare which Order you will join. The Test itself will determine to which god you are best aligned. Though your answer is certainly noted."

The white-robed mage clasps their hands together, softly interlocks their fingers, and then steps forward to speak. "Even the greatest mages in history experienced moments of imposter syndrome. If we accept them as parts of who we are, fear and anxiety can be a source of strength and wisdom. An honest understanding of one's weaknesses is a mage's greatest strength."

The red-robed mage steps forward to stand next to the white-robed figure. They look through you as though you were made of clean glass. "Subtlety and fortitude are also strengths great mages possess. But which of those two strengths is your weakness?"

— If you claim subtlety is your greater weakness, note the **Unsubtle** trait. The red-robed mage clicks their tongue to the roof of their mouth twice, then takes a step away from you. **Go to A43.**

— If you claim fortitude is your greater weakness, note the **Lacks Fortitude** trait. An unspoken sadness touches the white-robed mage's eyes, and they nod grimly. **Go to A43.**

— If you claim neither is a weakness for you, the black-robed mage lets loose a laugh that begins in their gut and ends in a brief cackle. After taking a breath, they say, "My apologies. But you have no idea how often we hear that." Note the **Overconfident** trait, then go to A43.

## A43 - Your Interview

After a long moment of silence, the white-robed mage holds up their hand and taps three fingers to their heart. "Strength does not only come from the gods. Or even ourselves. It comes from others. No mage should isolate themselves with only their books to keep them company." After speaking, the white-robed figure hesitates for a moment, then nods quickly aside to their fellow mages.

The black-robed mage licks their lips, then draws two objects out from their robes. In one hand, they hold a tuft of brown bat fur, and they grip a small dropper bottle of pitch in the other. The mage squeezes a single drop of pitch onto the clump of bat fur. They roll their wrist, waving the pitch-stained fur in front of their lips, then speak a string of arcane words that sound like a hissing snake. A flood of magical darkness blacker than any night you have ever seen spills from the mage's mouth, enveloping you completely.

From beyond the darkness, the white-robed mage speaks again, their voice like thunder. "Imagine that you are sailing through a storm. Dark clouds smother the moonlight. The sea rages, looking to swallow you, and your mast has shattered. Who is your anchor in the storm?"

— If you think of a dear friend, family member, or rival, note the **Imagined a Companion** trait.

— If you think of a lover, whether or not you are still together, note the **Imagined a Lover** trait.

— If you imagine yourself alone in the storm, note the **Imagined No One** trait.

After you think of your anchor, the black-robed mage whispers into the darkness surrounding you. "It is my turn now." **Go to A44.**



## A44 - Trapped in Nightmares

The black-robed mage begins to chant arcane words, their song beautiful and dreadful all at once. It seems to come from everywhere around you in the magical darkness. When the song ends abruptly, there is only silence. Then a terrifying vision assaults your mind until you feel like your skull might split open.

You see yourself standing amidst a small, silent crowd in a graveyard. All of their faces are featureless, blank slates of flesh. You push through the faceless crowd to the front of the gathering and look down at the headstone resting at the edge of a freshly dug, open grave. It is your name carved on the tombstone.

Someone familiar's laugh rings out from behind you. You turn around to see someone new standing in front of the faceless crowd, grinning and armed cross. They are someone from your past who bullied and tormented you. And their voice is just like you remember.

"You really think you'll survive the Test? You have no idea what *they* will do to you in there. And I'll be there, too. Watching from the best seat in the house. I want my laugh to be the last thing you hear when you die."

They point and laugh at you, and that laughter is echoed from the surrounding woods. A pack of hyenas slinks out from behind the trees, their maddening cackles growing to a fever pitch. Your tormenter cackles, too, watching gleefully as the hyenas creep toward you with hunger in their eyes.

You instinctively take a small step back, almost slipping on the soft ground and falling into your own grave. **Go to A45.**

## A45 - Trapped in Nightmares

Surrounded by nightmares, you hear the black-robed mage's voice echo in your mind. "Fight me! Show me you have control. That you are the master of your mind, and not I!"

You realize that you can choose to attempt to push any or all of the nightmares from your mind.

To push your funeral from your mind, you must **make a DC 13 Intelligence saving throw**. If you fail or choose not to, note the **Fear of Dying** trait.

To push the cackling hyenas from your mind, you must **make a DC 13 Wisdom saving throw**. If you fail or choose not to, note the **Fear of the Wild** trait.

To push your tormenter from your mind, you must **make a DC 13 Charisma saving throw**. If you fail or choose not to, note the **Fear of Bullies** trait. If you already have that trait and succeed on your saving throw, instead erase the trait.

If you successfully rid your mind of all three nightmares, note the **Mastered Your Fears** trait. At last, the nightmares fade—either through your sheer willpower or when the archmage mercifully dispels the vision. **Go to A46.**

## A46 - Alone in Your Room

You hear the red-robed mage's voice nearby, its tone balanced between empathy and resolve. "The Test of High Sorcery is a forge—and your soul is the metal its fire transforms. Push yourself. Challenge your beliefs. Face your demons head-on. Prove to the gods what sort of mage you will become. But first, rest. Tomorrow night, it begins."

Then the darkness fades, and you find yourself standing in the middle of your guest chamber, the archmages nowhere to be seen. The chamber's bookshelves have mysteriously vanished along with the scrying orb. Even the hot bathwater is gone, leaving behind only an empty tub. Thankfully, the mages left you the study table, the comfortable bed, and the blazing hearth to keep you warm. You realize that you are on your own until you finish your Test of High Sorcery.

After your nerves are calm, you can spend the rest of the night making final preparations for your Test by attuning to magic items, preparing spells, and finishing other downtime activities.

**After you finish a long rest, go to A47.**



## A47 - The Next Night

The night before your Test passes dreamlessly in peaceful comfort. The next day at the Tower of Wayreth is quiet, and the aspiring mages you met the day before are nowhere to be found, perhaps having already begun their Tests. As the long, isolated hours pass, the sun rises and falls. You take a walk around the silent towers to the areas open to you and out to the empty moonlit courtyard, where the red moon Nuitari soars in High Conjunction, casting red light on the world below.

Coming back from your walk, you peek into the grand hall where the leaders of the Conclave gather. The Hall of Mages is an immense obsidian chamber with a sixty-foot domed ceiling. Twenty chairs sit in shadows, while one central chair gives off a cold white glow—the hall's only light source. All twenty-one chairs face the north wall.

The longer you stare into the room, the larger the chamber grows before your eyes. You can imagine the history of the place, spells of incredible power weaved by the world's greatest mages, and the critical decisions made here about the future of the Conclave. You realize you are now a part of that history, however small or great your destiny proves to be.

At last, you turn away from the Hall of Mages and find that you are not where you were previously. **Go to A48.**

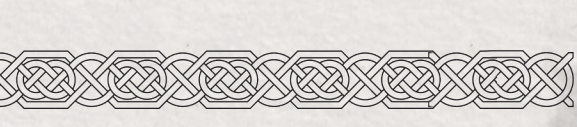
## A48 - The Long Climb

You stand at the bottom of a spiraling set of black stone stairs. The passage behind you has vanished entirely, and where the door to the Hall of Mages stood is now only a dead-end wall. You begin to climb the stairs, and it slowly dawns on you that you have been summoned to begin your Test of High Sorcery. The spiral stairwell seems to go on forever, lit by torches on the right wall that burn with white, red, and black magical flames.

At last, you see the landing at the top of the stairs. Beyond stands simple wooden double doors with a pair of silver door knockers. Along the left wall, large painted portraits hang at even intervals, portraying various past Mages of High Sorcery.

If you investigate the hanging portraits of previous mages, **go to A49.**

If you are through waiting and approach the door to the Testing Grounds, **go to A52.**



## A49 - The Wall of Mages Past

The portraits are something of a mystery. Only twelve paintings hang on the wall for no apparent rhyme or reason. You cannot know for sure if you were meant to find these specific portraits, if the Conclave changes the portraits hanging randomly, or if everything you currently see is merely an illusion. Magic is very odd like that.

The painted mages wear a balance of black, red, and white robes. They all look very different from one another, featuring numerous races. Some of the paintings reveal scowling or bored expressions. Others portray more whimsical mages, obviously not taking themselves too seriously.

You observe the final five paintings with keen interest. The first is of a black-robed kender with an enormous, dazzling smile who wears a pointy hat and a monocle. The second portrait portrays a tall red-robed high ogre with blue skin and a very proud expression, clutching a magical amulet with his long fingers. The third painting shows a shy-looking black-robed young woman with dark hair and strange pupils shaped like golden hourglasses. The fourth portrait is of a white-robed elven woman with ghostly white hair, determination in her eyes, and an ornate rapier hanging from her rope belt. All of them—mages from every sort of background—took their Tests of High Sorcery and survived. Maybe you will too.

The final painting has no frame and is entirely black. Looking at it makes your skin crawl, and you feel like someone is watching you from the other side of its shadowy canvas.

If you hurry past the black portrait, you can feel it watching you until finally reach the top of the stairs. **Go to A52.**

If you try to pierce the veil through the black canvas, make a **DC 19 Intelligence (Arcana) check**. If you succeed—or if you cast a spell like *detect magic*, *detect thoughts*, *identify*, or *see invisibility* to help you peer beyond the veil—**go to A50**. Otherwise, you stare into the inky void, and it stares back at you, but the painting remains a mystery—**go to A52**.

## A50 - The Black Portrait

The midnight-colored ink begins to swirl on the canvas, and you hear a man's deep, quiet, articulate voice in your mind. "More wood for the fire. Another sacrifice to feed the Conclave's pride. You are an interesting one, though, aren't you? With a little help, I suspect you might just make your mark on the world. No mage worth their salt is an island, after all."

If you noted the **Stole from the Community** trait, **go to A51**.

Otherwise, you can still feel invisible eyes upon you, but the creeping sensation eases. The black portrait seems less ominous now than it did before. The mysterious mage continues to speak in your mind, not answering any questions or revealing their identity.

"Even many of the most promising mages master their early tests, only to perish in the last, most vicious test. The corpses of those unlucky acolytes now lie, entombed, beneath this very tower. I alone can help you survive your final challenge. All that I ask, in exchange, is a small portion of your life force after you complete your tests."

If you accept his offer, note the **Accepted a Mysterious Mage's Help** trait. The man's last words to you are void of emotion, "Very wise. Very promising. I will be watching your progress with rapt attention."

If you reject his offer, note the **Angered a Mysterious Mage** trait. The man's voice grows loud and indignant in your mind. "How utterly disappointing that you have so little ambition or even an ounce of self-preservation. So be it. More wood for the fire."

When the mage's presence fades from your mind, the black portrait vanishes from where it hung on the wall. You inhale deeply, not realizing you had been holding your breath the entire time he spoke. With a hard swallow, you turn and finish the climb to the top of the tower. **Go to A52.**

## A51 - The Black Portrait

You can still feel invisible eyes upon you, but the creeping sensation eases. The black portrait seems less ominous now than it did before. The mysterious mage continues to speak in your mind, not answering any questions or revealing their identity.

“It seems you have already taken more than your fair share of help. I wonder, does the Conclave know how easily cheating others comes to you? Not that you should care one iota about what those pretenders think! Truly great mages understand that no rule matters as much as the rule of *power*. Take what is yours, and do not let those dusty-robed fools stop you. Let that advice be my gift to you.”

When the mage’s presence fades from your mind, the black portrait vanishes from where it hung on the wall. You inhale deeply, not realizing you had been holding your breath the entire time he spoke. With a hard swallow, you turn and finish the climb to the top of the tower. **Go to A52.**

## A52 - The Door to the Testing Grounds

At first glance, the thick wooden double doors at the top of the stairs seem mundane compared to everything else you have observed around the Tower of Wayreth. However, you quickly notice they appear to have no handle or noticeable lock. Their only distinguishing features are a pair of remarkably detailed silver door knockers resembling your own face. With no other obvious way into the Testing Grounds, you grab one of the silver knockers and rap it against the door three times.

*Rap, rap. Rap.*

A moment later, the double doors open. Beyond lies the familiar fey-haunted woods you passed through to find the Tower of High Sorcery. Heavy fog rolls across Wayreth Forest. You can see the eerie red eyes of unknowable creatures flittering about in the mist.

You step through the door and into the forest. When you turn around, the Tower of High Sorcery is simply gone—vanished. Strange shapes made of mist dart about at the corners of your vision. Indecipherable sounds echo from deeper in the shadow-shrouded forest.

Your Test of High Sorcery has begun. **Go to B1.**

