

BOUND IN CHAINS

AN ADVENTURE MODULE FROM THE GM'S SECRET STASH

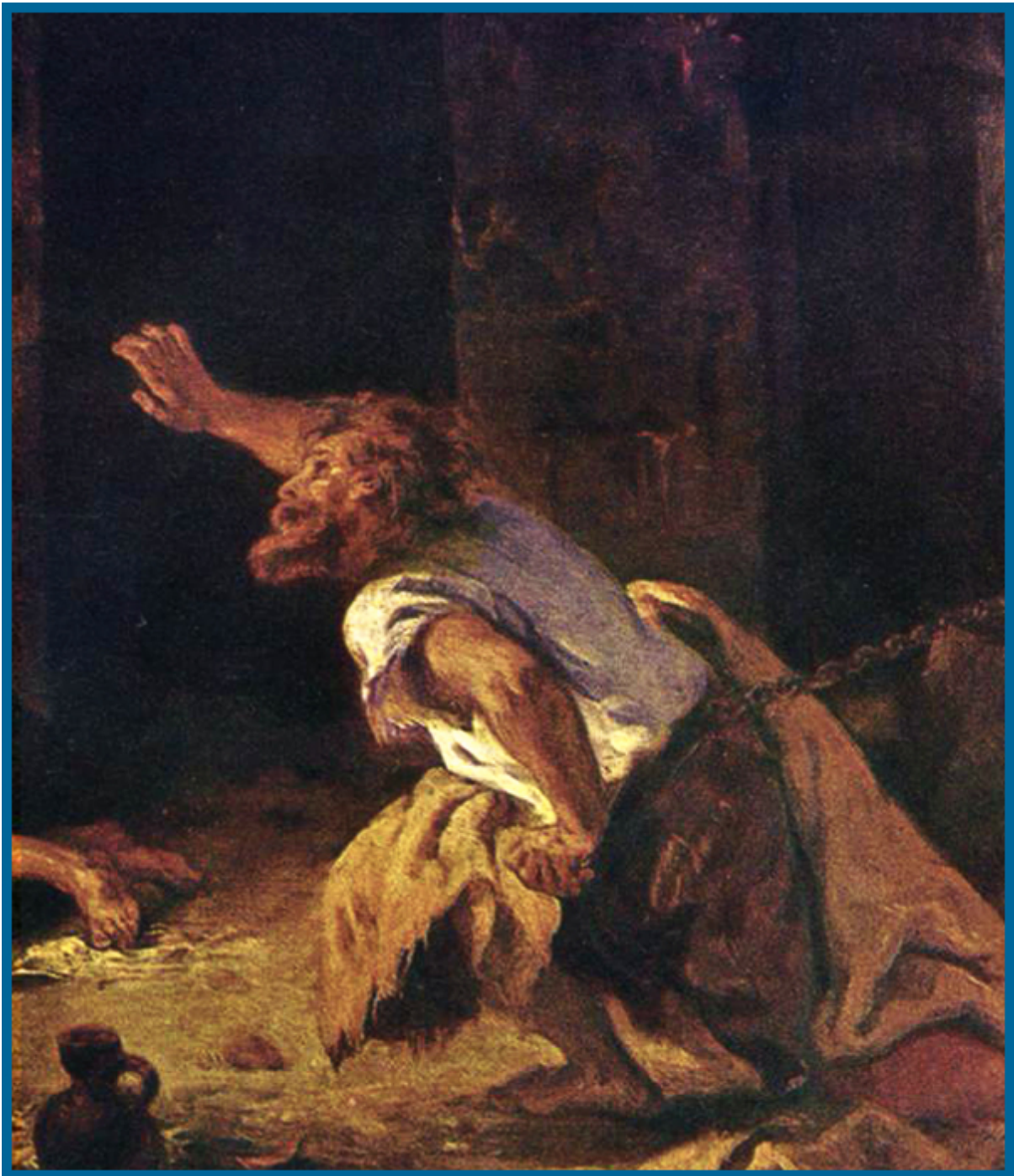
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An Adventure Module from the GM's Secret Stash



Presented by Quickphix

Bound in Chains

A 5 - 6 Hour Adventure for 6th to 8th Level Characters

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“It may not be nice to be good, little prisoner. It may be horrible to be good. And when I say that to you I realize how self-contradictory that sounds. I know I shall have many sleepless nights about this. What do the Gods want? Do the Gods want goodness or the choice of goodness? Is a man who chooses the bad perhaps in some way better than a man who has the good imposed upon him? Deep and hard questions, little prisoner.” – Warden Ava of Catena Rock

Summary

Big cities and organized crime usually go hand in hand. Yet, the holy city of Kalke seems to harbour no unsavoury elements whatsoever. The streets are both clean and safe. There are no black-markets, no gambling houses, and no brothels. The devout citizens of Kalke attribute their peace to the wise leadership of their Gods’ representative on Earth: Praetor Benin of Catena. It is said, that through his wise leadership, no evil shall ever be able to put down roots into Kalke. Any sinner caught within the city’s walls will be purified in the temple of Catena Rock and emerge as a God-fearing citizen. However, tales and legends do not always reflect the entire truth. In reality, Praetor Benin rules his city of chains through religious fear-mongering and propaganda. The famous Catena Rock may look like a temple, but it functions much like prison. Within its halls, dissenters either get worked to death or “encouraged” to swear their loyalty to the theocracy of Kalke. Rumour also has it, that an ancient God is bound to an altar under Catena Rock, devouring the souls of the hopeless sinners trapped within.

In this 5–6-hour campaign, a party of 6th to 8th level characters will be thrown into Catena Rock. Chained together and under the mercy of the insane head-warden Ava, they’ll either escape or spend the rest of their lives in servitude to the theocracy of Kalke. Will the party be able to find a way out? Is there any truth to the weird rumour of a God sleeping under Catena Rock? It is up to the players to find out, or they’ll remain forever “Bound in Chains”.

In your Campaign:

This campaign relies a lot on Gods and believe-systems. The adventure is written intentionally vague in that regard, so that GMs can fill in the blanks with the pantheon of their own campaign. The trials of Catena Rock are geared towards the classes found in D&D 5e but could be adapted to be used in other RPGs with slight adjustment.

You did the Crime

As newcomers in the city, the party did not know the meaning of the large and colourful banner standing in the middle of Kalke’s biggest square. As a result, they walked past it without paying their respect. A grave offense against the Virtue of Humility, witnessed by multiple guards. Trying to talk their way out of it is was just further prove of their heresy, breaking the holy virtues of Honor and Justice (see Appendix I). Therefore, the guards see only one solution: the foreigners must repent in the temple of Catena Rock. They escort the party politely but firmly to the Praetor’s seat of power.

You’ll do the time

The party is brought before the Praetor himself. A powerful man surrounded by his fiercely loyal guard. He’ll personally read out the party’s many offenses against the seven virtues. Here the GM can embellish the list of charges with a lot of the random stuff PCs usually do when visiting a city – maybe they were rude to locals, challenged someone to a fight, tried stealing something or selling goods of war. All of which run against one of the seven virtues. The Praetor’s court will plead to apply the law as written (see Appendix I) – but the Praetor himself feels like being “merciful” and sentences the party to repent for their sins in Catena Rock.

The Doorless Temple

Arriving in Catena Rock, or the Temple of Reformation as its also called, the party is stripped of their belongings – said to be returned to them upon their spiritual rebirth. They are introduced to the head warden Ava of Catena. She rules the temple with an iron fist, preaching the seven virtues in one breath and beating dissenters down with another. For that task, she carries a magical whip, that is quick to snap at anyone who doesn't answer the way she sees fit. The party soon realizes, that this devotion is genuine and not just a ploy to gain political power within Kalke.

Warden Ava of Catena

A middle-aged woman with a strong build and deep laugh lines on her face. A face which never quite ceases to smile, even while punishing sinners and non-believers. However, she's incredibly kind to those who follow the teachings of Praetor Benin – calling them only on first name basis, most of the time attaching an affectioned "brother" or "sister" to it.

Ability Scores

AC: 18 / HP 83 / Speed 30

STR: 14 (+2) / DEX: 10 (+0) / CON: 14 (+2)

INT: 12 (+1) / WIS: 20 (+5) / CHA: 9 (-1)

Traits

Zealot: Ava would rather die than betray the things she believes in. Once per battle, if her HP would be reduced to 0, they are instead reduced to 1. Ava gains 10 temporary hitpoints, +2 to AC, an extra turn and advantage on melee weapon attacks. However, attack rolls against her have advantage.

Destroy Undead: Ava can take an action to instantly destroy a CR 2 Undead or lower.

Immunities: charmed

Spellcaster: Ava can cast the following spells through her divine focus. Spell save DC: 17 / Spell Attack Modifier: +9

- Cantrips: Thaumaturgy, Light, Sacred Flame
- Level 1 (4): Inflict Wounds,
- Level 2 (3): Zone of Truth
- Level 3 (3): Spirit Guardians, Dispel Magic
- Level 4 (3): Guardian of Faith
- Level 5 (2): Hallow

Actions

Multiattack: Ava makes two attacks with the Martyr's Tongue.

Martyr's Tongue (Magical Whip): Melee Weapon Attack: +8 to hit, reach 15 ft., one creature. Hit: 9 (2d6 + 3) slashing damage plus 3 (1d6) piercing damage.

The Daily Routine

Ava informs the party, that life at Catena Rock follows a certain rhythm. Before she allows the party to talk or meet the other "scholars" (her name for the inmates), they'll have to spend three days in the confinement area. There, the party will be able to get used to the daily routine:

| Hour | Task |
|------------|---|
| 5.00 a.m. | Morning Lights: Waking up and studying in silence before the day's first vigil. |
| 6.00 a.m. | First Vigil: Meditating on Psalms and Scriptures |
| 7.15 a.m. | Morning group prayer |
| 8.15 a.m. | Daily Works: Physical labour |
| 12.00 p.m. | Midday Prayer |
| 12.30 p.m. | Lunch in the courtyard |
| 2.30 p.m. | Continuing the daily works |
| 5.00 p.m. | Contemplation of the seven virtues |
| 6.45 p.m. | Supper, the main meal of the day |
| 8.15 p.m. | Night Prayer with civil discussion afterwards |
| 11.00 p.m. | Lights Out |

Discipline

Ava and the other guards will keep the party in solitary until they've proven, that they can uphold the routine. Each time they don't follow the routine, another day in

solitary is added. Open rebellion by any party member will be met by force and result in supper being denied to the entire group.

- Praetor Benin has altered the original laws surrounding the seven virtues (true) after receiving a vision from the gods (false).

The Caged Scholars

After the party manages to graduate from solitary confinement, they'll be led into the temple proper (see Appendix II). There are about three dozen other inmates here – all of which are, at least on the surface – following the routine set out by Ava. In the following are just some of the PCs the party can talk to. The idea is to let the party come up with an escape plan based on the rumours swirling around – maybe even enlisting some of the NPCs for help.

Daron Wende (male human)

This spindly old merchant has been here the longest - for almost ten years now. He got caught trying to bribe city officials into ignoring his low tax-payments. He's been repenting in Catena Rock ever since then. He would've been able to leave a long time ago, but he enjoys the life in the temple. Every inmate in the temple knows Daron, as he shows each newcomer around, praising the teachings of Praetor Benin and the (in his words) "motherly love" of Ava.

Ability Scores

AC: 10 / HP 21 / Speed 30

STR: 12 (+1) / DEX: 10 (+0) / CON: 14 (+2)

INT: 15 (+3) / WIS: 14 (+2) / CHA: 12 (+1)

Rumors about Catena Rock

- There hasn't been an inmate at Catena Rock that didn't turn its life around (false).
- There's an underground river flowing right under the temple – watering the garden and running the latrines (true).
- Praetor Benin has the ability to call down the servants of the Gods to smite non-believers (almost true – the Praetor can cast Guardian of Faith)

Benkeria Daller (Female Halfling)

A fiery looking young woman. Benkeria got caught stealing in the market square and has only been here for a week. She fears she won't be able to hold out much longer. She can't stand being forced to read boring scripture. She's also scared to death of Warden Ava. However, she's more than eager to discuss possible escape plans with the party.

Ability Scores

AC: 13 / HP 37 / Speed 30

STR: 12 (+1) / DEX: 16(+3) / CON: 12 (+1)

INT: 15 (+3) / WIS: 10 (+0) / CHA: 10 (+0)

Rumors about Catena Rock

- A thief once managed to leave Catena Rock by escaping through the latrines (true). She hasn't tried escaping that way, because a heavy iron grid is apparently covering the exit of the pipes (true).
- The wardens poison the food to make the scholars more obedient (false). That's why nobody is allowed in the kitchen (false – it's to prevent stealing).
- Apparently, Ava often has favourites amongst the scholars, but she tries not to show it (true).

Chalan Meschas (male gnome)

A middle-aged gnome with the air of a professor. He doesn't talk much and prefers to just read the scripture while keeping to himself. He got himself committed into the temple on purpose, because he wants to study the origin of the Praetor's cult. He'll only admit to it if he thinks he can trust the party.

Ability Scores

AC: 10 / HP 25 / Speed 30

STR: 7 (-2) / DEX: 10 (+0) / CON: 10 (+0)

INT : 20 (+5) / WIS : 15 (+3) / CHA : 12 (+1)

Rumors about Catena Rock

- He thinks the Praetor's power stems from an ancient artefact he found under Catena Rock (true).
- The religion the praetor preaches is a variant of the long-forgotten religion of the Avatar, practiced years before Kalke was founded (true).
- He believes the Praetor keeps his people happy by putting mind-dulling drugs into the water supply (false).
- He found a reference to an ancient ritual in the library, which was apparently used a long time ago by sinners to prove their repentance (true). Maybe it could be used to escape somehow?

Artan Vigo (male human)

A muscle-bound, angry young fellow. He got imprisoned for throwing a card table at the winning inn-patron. He always speaks with barely restrained anger and shoddy politeness. He has tasted Ava's whip more than anyone in Catena Rock. He figures he'll just spend his time here and then leave Kalke as fast as he can.

Ability Scores

AC: 13 / HP 41 / Speed 30

STR: 17 (+4) / DEX: 14 (+2) / CON: 12 (+1)

INT : 9 (-1) / WIS : 10 (+0) / CHA : 10 (+0)

Rumors about Catena Rock

- There's a spot near the wall garden, where one allegedly can dig their way out. It needs to be a group effort though (false).
- He's seen Praetor Benin summon angels out of an amulet he wears around his neck (almost true)
- He thinks he could take Ava in a fair fist fight (probably not true). With her as hostage, the

other guards would have no choice but to let them leave (false).

- Ava once mentioned to him, that she'd send him "down below" to repent for his sins (true).

Stenia Thassall (female human)

This beautiful woman is always seen smoking something. Even the guards don't know where she's always getting her cigarettes from. She's been brought to the temple, because she's been trying to seduce town officials to gain favours for her store. Some of these officials are now imprisoned in here with her. She's always composed and relaxed, following the daily routine with a certain calm.

Ability Scores

AC: 10 / HP 24 / Speed 30

STR: 9 (-1) / DEX: 14 (+2) / CON: 15 (+3)

INT : 15 (+3) / WIS : 10 (+0) / CHA : 15 (+3)

Rumors about Catena Rock

- Apparently, Praetor Benin once pardoned some of the scholars after they achieved something extraordinary (true)
- She believes that Warden Ava finds her attractive and that she'd be able to seduce her (false).
- She has heard that both Warden Ava and the Praetor used to be scholars here in Catena Rock (true). It is said, that he had his revelation while meditating in a chamber deep below Catena Rock (almost true).
- Sometimes the Guards at the kitchen can be persuaded to give up extra rations (true).

Teachings of Praetor Benin

Part of the daily routine is learning the religion of the Praetor. The teachings consist of simple allegories, that all seem to drive home the point, that each person has strict role assigned to them by the Gods. Rebellion against these roles and not doing what you're born to

do is thought to be the source of all the conflict in the world. The Seven Virtues were put in place to help mankind feel at ease in their destined role while maximizing their contributions for society at large. Not wanting to participate in the Praetor's society is therefore a sin in and of itself.

The Failed Escape

At this point, the party will have come up with some ideas on how to escape. If not, the following scenarios can be used to trigger a first escape attempt:

The Garden Tunnels

Artan Vigo approaches the party with an old parchment from the library, containing a note from one of the original inhabitants of the temple, complaining about the garden soil sinking, because the stone fundament doesn't extend that far. Therefore, he reasons a way could be dug out. He asks the party for assistance, to try and dig a quick tunnel when everyone else is already asleep.

Unfortunately, he doesn't know, that this problem has been addressed decades ago. Should the party choose to follow this plan, they'll be caught – either because they made too much noise or because they caused a sinkhole in the middle of the garden by accident.

The Latrines

Benkeria Daller swears, that the latrines in the north east corner of the temple lead into an underground river, which in turn leads out of Catena Rock. She suggests blowing up or destroying one of the stone toilets and using them to escape. She doesn't have the proper tools to do so and wants to enlist the party's aid.

Unfortunately, the rather narrow and not very well flushed latrine outlet only leads to a narrow slit, emptying out about 300ft above ground onto the rocky landscape below. They'll be found out, the first time they return to the surface smelling like shit.

Seduction

Stenia Thassall managed to learn of a small, closed delivery door near Catena Rock's entrance. She believes to have seduced the guard, which carries one of the keys for that door. She suggests, that you'll steal the key from the guard's room, while she's keeping him busy. Once you've unlocked the door, you're supposed to return to her with the key. This way, you'll be able to slip away during the night without causing a fuss.

Of course, nobody but Ava has the keys to any door leading in or out of Catena Rock. Therefore, the party will be caught fumbling for the right key.

Ava's Wrath

After your failed escape attempt, Ava will be furious and disappointed, because she imagined that the party was coming around to the idea of living a "sin-free" life. After a punishment involving a lot of prayers and whiplashes, the party is once again released back under the other scholars, albeit under more heavy surveillance.

Under Catena Rock

The party's chance of leaving Catena Rock in a timely fashion is looking increasingly unlikely. Ava's hounding them wherever they go, sometimes punctuating her lessons with whip strikes. She makes a point to tell the party often how deeply they've wounded her.

After a few days, an excited Chalan Meschas approaches the party with an ancient tome. He tells them about an ancient temple, located directly under Catena Rock. Apparently, it was the site of an ancient ritual, called the Trial of the Chain. According to the legend, anyone who survives the trial will have all his or her sins forgiven. He thinks, this could be the only way for the party to escape Catena Rock. They can either tell Ava of this or the GM can have Ava overhear them talking about it. Either way, she thinks this a great idea and forces the party to participate.

The Anointment

Ava leads the party to a hidden chamber, the entrance to the underground chapel. Through the black cobblestone floor runs a line of white marble. Ava produces a small flask containing a thick, odourless oil and orders the party to answer a series of questions. After each question, the party must decide, to which player the question refers to. Once the group has decided, the player in question must step forward and kneel on the white line. Ava then paints the symbol of a chain on their forehead with the oil.

1. Who among you has the bravest soul and is willing to do what's necessary in a time of crisis?
2. Who among you is the most trusted? The one willing to sacrifice his wellbeing or even life to shield his friends from harm?
3. Who among you possesses great knowledge and is able to aid your group with sage advice?
4. Who is the heart of your group, able to soothe pain and both physical and mental?
5. Who among you is quick – both of body and mind? Able to make the best out of a bad situation to come out back on top?

Each question can only refer to one player (see Appendix III for more details). If there are fewer party members, the later questions can be skipped completely. Once every player has answered a question, Ava speaks a short spell and the party is teleported into the dark ruin below Catena Rock.

Bound in Chains

The party finds themselves in a dark dank cave. Behind them is a chest containing all their confiscated gear. However, the most noteworthy change is the glowing ethereal chain binding them all together (see Appendix III for the right order). The chain can't be broken by any means available to the players.

The Ritual of Chains

The ritual differs, depending on the class and number of the players. It consists of a number of challenges, equal to the number of players. The challenges take place in rooms that are magically sealed up, as soon as the party enters them (see Appendix IV). Each challenge plays to the strengths of one of the players. Once completed by said player, his or her mark on the forehead begins to glow in the corresponding colour. In the following the possible challenges are discussed based on the vanilla classes of D&D 5e. Each of these challenges can be used for the roles discussed in Appendix III:

Barbarian / Fighter / Monk

This trial can be run for “the strong”, “the quick” and arguably for “the heart”. As soon as the party enters, they are trapped by a glowing gate with an obvious lock in its middle. The room is empty apart from a Cube of Ooze clinging to the ceiling (30ft above the players – see Appendix V). The key is swimming within the cube and the goal is to get it out to leave the room.

Cube of Ooze Ability Scores

AC: 6 / HP 486 / Speed 15ft (see Appendix V)

STR: 14 (+2) / DEX: 3 (-4) / CON: 20 (+5)

INT: 1 (-5) / WIS: 6 (-2) / CHA: 1 (-5)

Traits

Magic Resistance: The Cube of Ooze is immune to spells of 6th level or lower unless it wishes to be affected. It has advantage on saving throws against all other spells and magical effects.

Immunities: blinded, charmed, deafened, exhaustion, frightened, prone

Cubed: The Cube of Ooze takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the Cube's Engulf and has disadvantage on the saving throw. Creatures inside the cube can be seen but have total cover. A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a

successful DC 14 Strength check, and the creature making the attempt takes 10 (3d6) acid damage. The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Transparent. Even when the Cube of Ooze is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot it, if it has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by it.

Actions

Engulf. The Cube of Ooze moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the Cube of Ooze enters a creature's space, the creature must make a DC 12 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 14 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

Bard / Cleric / Wizard

This trial can be run for “the wise”, “the quick” and arguably for “the heart”. The party enters a similar looking library like the one in the temple. There are several rows of bookshelves along the wall. In the middle of the room is a statue of a local God holding a big key under a magical forcefield. In the back of the room is a blackboard covered in text. In front of it lies a lone skeleton in an old monk's robe. The goal is to use the skills of all the players to find a way out of the room. Here's how to use or coordinate the skills:

- **Arcana / Detect Magic:** Reveals that the forcefield has no apparent power source. Higher-level checks reveal, that it seems to

pulse in regular intervals (almost like a musical rhythm).

- **History / Language:** Can be used to decipher the text on the black board. The text is talking about “divine frequencies”. Higher level checks reveal, that someone wrote an unfinished melody on the board.
- **Investigation:** Finding books in the library that either help deciphering the blackboard or finding books that are concerned with the “divine” frequency.
- **Medicine:** Figuring out that the skeleton doesn't seem to have any wounds. Probably starved to death. It holds an instrument that can be recognized as an ancient hearing aid.
- **Religion:** Recognizing the deity as an old local God (before Praetor Benin's time). Higher level checks will reveal an old legend of a prince who managed to calm this God's wrath by playing a wonderful melody.
- **Nature:** Recognizing that some of the scribbles of the blackboard are sound frequencies. Identifying the skeleton's possession as an ancient hearing aid.
- **Performance:** Being able to read, play and maybe even finish the divine frequency from intuition.

Playing the melody will break open the forcefield, making it possible to get to the key. If the party figured it out too quickly, the GM can have the statue (e.g. as a stone golem, MM p. 170) come to life and fight them.

Cleric / Paladin / Monk

This trial can be run for “the kind”, “the wise” and arguably for “the strong”. The party enters an underground cave (Appendix VI) with an improvised graveyard. They are immediately attacked by 6 Shadows (MM p. 269), that hide in the shadow of the small trees after each attack. The key to leave the room can be found in one of graves – if it is inspected while still fighting the shadow it belongs to, another shadow will spawn.

Sorcerer / Warlock / Wizard

This trial can be run for “the wise”, “the quick” and arguably for “the heart”. The party happens upon a small temple within the cave, surrounded by high walls (see Appendix VI). Upon entering, they will be closed in by a barrier. The party can destroy it, by learning the three parts of a divine spell stored within the temple – each part is written down in a separate room of the temple. Players must use all their actions to concentrate on learning one part of the spell (one round). The spell can be cast if three players simultaneously recite one part or if one player holds all three parts of the spell in his or her head. The speaker must have strong innate magical abilities. Additionally, the players are being attacked by Specters (MM p. 269). They are concentrating their attacks on the players learning the spells – if these players are hit, they must pass a concentration check or start over with learning the part of the spell they were concentrating on.

Rogue / Ranger / Druid

This trial can be run for “the quick”, “the wise” and arguably for “the strong”. The party enters a garden (see Appendix VII). In the back they can see an elevated altar, almost looking like stage. As soon as they make a step into the garden, they are shot at from the altar. On top of the altar are four magical contraptions, shooting bolts at anything that moves. Their elevated position gives them advantage on attacks against targets in the open and gives them partial cover (+2 AC)

Bolt Sentry Ability Scores

AC: 14 / HP 100 / cannot move

It's an unthinking machine that shoots magical bolts – it doesn't have ability scores. Its perception is based on movement and has a DC of 15 to beat with stealth checks. It can see 120ft with darkvision.

Traits

Immunities: All status conditions, lightning and psychic damage.

Shoot on movement: The sentry gains an attack of opportunity every time something within its field of Vision moves.

Actions

Multiattack. The sentry makes two attacks with bolts.

Force Bolt: Ranged Weapon Attack: +7 to hit, range 40/160 ft., one target. Hit: 3 (1d6) force damage. The target must pass a DC 13 Dexterity saving throw or be knocked back 10ft.

Net Bolt: Ranged Weapon Attack: +7 to hit, range 40/160 ft., one target. Hit: The target is restrained by a silky net. A creature restrained by a net bolt can escape by using an action to make a successful DC 14 Strength check, or the net can be attacked and destroyed (AC 10; hp 5).

Poison Bolt: Ranged Weapon Attack: +7 to hit, range 40/160 ft., one target. Hit: 3 (1d6) piercing damage. The target must pass a DC 12 Constitution saving throw or become poisoned for 1d4 hours.

Discharge (Recharge 6): Each creature within a 10ft. radius of the sentry must pass a DC 15 Dexterity saving throw or suffer 12 (4d6) lightning damage and become prone. On a successful save, targets take half damage and aren't prone.

The roles

After passing each test, the mark Ava painted on the players head will glow in the corresponding colour (see Appendix III). The test was used by the previous inhabitants of Catena Rock to find out, if they've truly found their role in society and within their own group.

The Final Test

The party finally arrives at the end of the cave. A massive stone door blocks the exit, without any apparent opening mechanism. Several glowing runes are carved into it, glowing in the colours of the different roles (see Appendix III) of the players. One rune is still unlit. In

front of the door stands a small stone basin on a pillar.
The inscription on it reads:

A group of sinners, bound in chains

Their divine purpose now revealed

One is a guard, the other reigns

Let us pray, may their wounds be healed.

One final task before glory

A hero's fate demands a price

So, for them to tell your story

Bravery demands Sacrifice

The liquid in the basin is highly toxic. It is up to the GM to decide whether drinking it will kill or just seriously harm the player doing it. The test is meant for “the brave” – but any player drinking will light up the final rune and open the door. A white light will consume the party, destroying the chains binding them.

Rewards

The trial has brought the party closer together, forging a bond that can't be easily broken. It's at the GM's discretion, if he wants to award any perks or magical knowledge that relate to the challenges, the roles of the player or their teamwork.

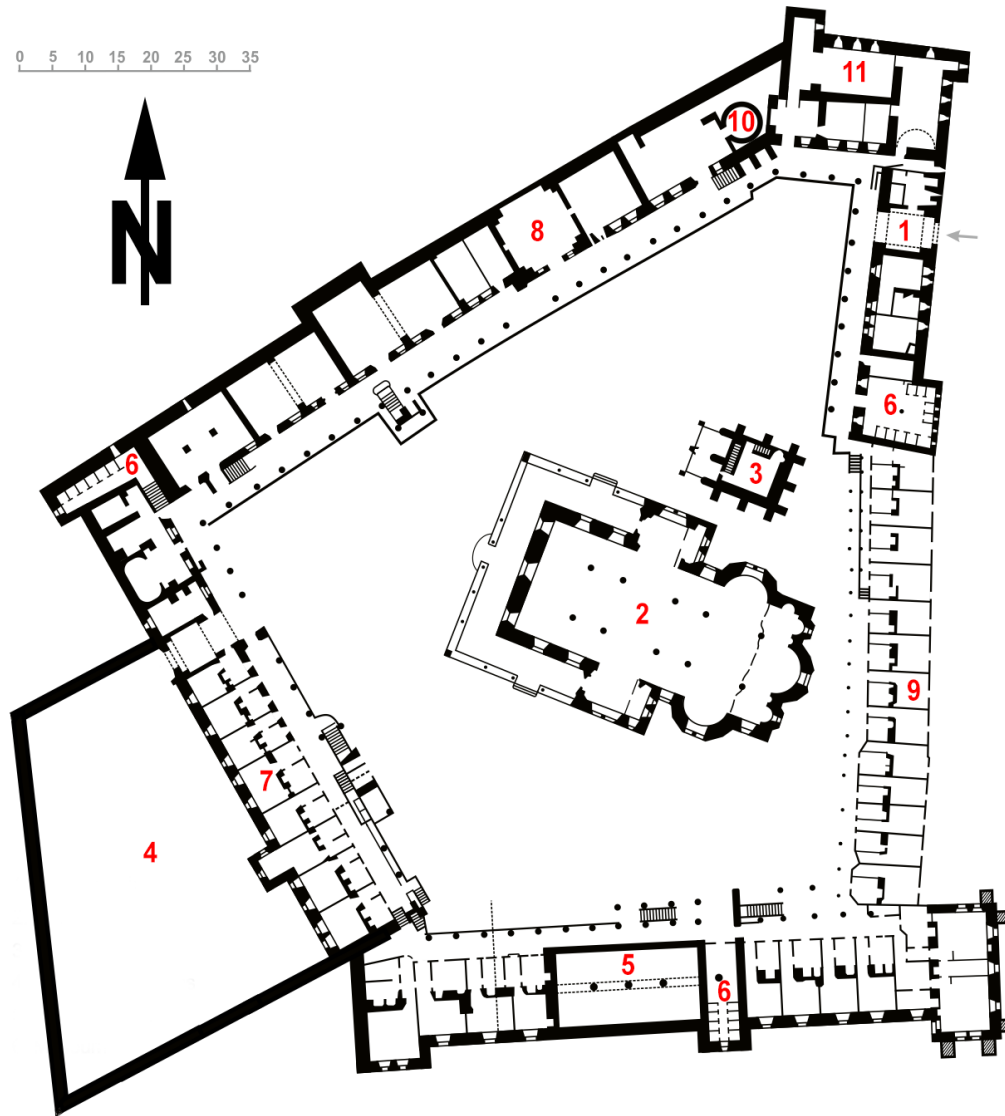
What's next?

The party awakens at the foot of Catena Rock's cliff. They are free once again, but at what cost? Exhausted both physically and mentally, the party discusses their option. The other scholars are still imprisoned in Catena Rock and Praetor Benin still rules Kalke with an iron fist. Maybe it's to put their newfound powers of teamwork to the test, trying to topple a theocracy?

Appendix I – Catena’s Eight Virtues

| Virtue | Law |
|--------------|--|
| Honesty | Thou shalt not lie, or thou shalt lose thy tongue. |
| Compassion | Thou shalt help those in need, or thou shalt suffer the same need. |
| Valor | Thou shalt fight to the death if challenged, or thou shalt be banished as a coward. |
| Justice | Thou shalt confess to thy crime and suffer it's just punishment, or thou shalt be put to death |
| Sacrifice | Thou shalt donate half thy income to charity, or thou shalt have no income. |
| Honour | If thou dost lose thine own honour, thou shalt take thine own life. |
| Spirituality | Thou shalt enforce the laws of virtue, or thou shalt be branded as a heretic. |
| Humility | Thou shalt humble thyself to thy superiors, or thou shalt suffer their wrath. |

Appendix II – Catena Rock’s Floorplan



General Information

Catena Rock is located on top of a steep cliff, which is also its namesake. Directly outside each window (with exception of the administrative wing) one can find a 400ft drop onto rocky death.

The chapel of sinners is used to acclimatize newcomers to the lifestyle. It's a two storey-chapel, containing a single room with some bunk-beds and small library.

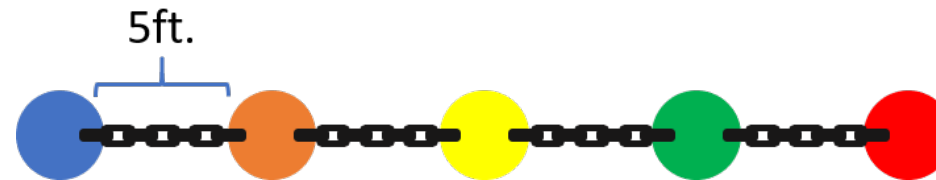
Ava spends most of her time in her tower, which stands about 80ft. tall. The other guard' live in the administrative building or among the scholars.

The yard contains several apple and pear trees, as well as a few large plots for growing vegetables. The solitary cells serve double duty as stables for the few farm animals (a few goats, some chickens, and cows).

Legend

1. Main (and only) entrance
2. The chapel of sinners
3. Warden Ava's watchtower
4. The fruit and vegetable garden
5. The library
6. Latrines
7. Scholar's sleeping quarters
8. Warden's quarter's, kitchen and mess hall
9. Solitary confinement cells and stables
10. Entrance to the underground chapel
11. Administrative Building

Appendix III – The Chain and its Links



Legend

- **Blue: The brave** – associated question from Ava: Who among you has the bravest soul and is willing to do what's necessary in a time of crisis?
- **Orange: The wise** – associated question from Ava: Who among you possesses great knowledge and is able to aid your group with sage advice?
- **Yellow: The kind** – associated question from Ava: Who is the heart of your group, able to soothe pain and both physical and mental?
- **Green: The quick** – associated question from Ava: Who among you is quick – both of body and mind? Able to make the best out of a bad situation to come out back on top?
- **Red: The strong** – associated question from Ava: Who among you is the most trusted? The one willing to sacrifice his wellbeing or even life to shield his friends from harm?

If the party is smaller, the GM can reduce the members of the chain gang from inside out. The only necessary members are “the brave” (blue) and “the strong” (red) plus one more member of the GM's choosing. If you are using miniatures, it is advisable to physically chain them together, as it makes for a more tactical and memorable session.

Appendix IV – Catena Rock’s Underground



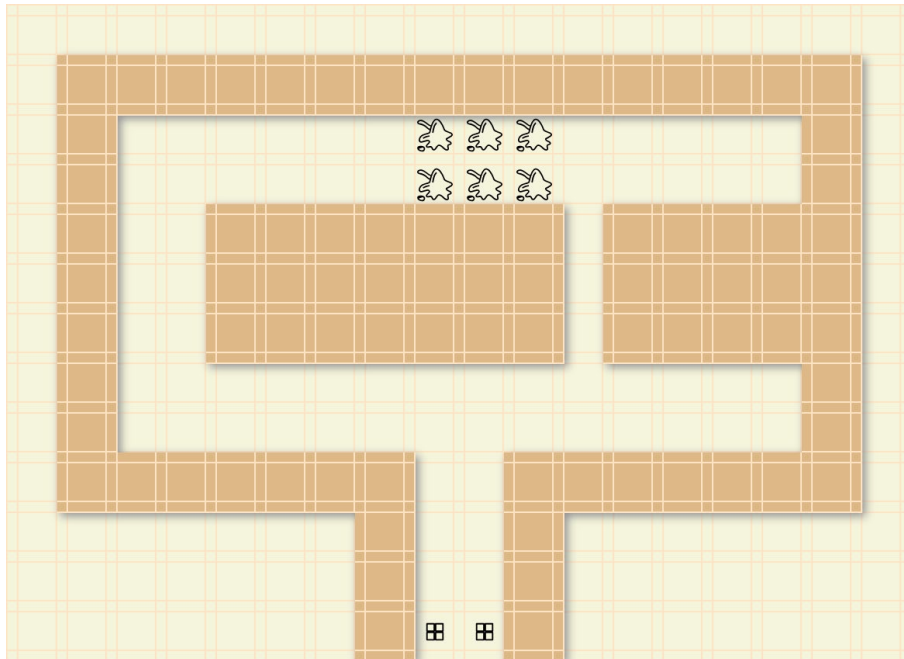
Explanation

These numbers don't note a specific spot, but one of the groups trials. How the trials are constructed depends on the party-members. The GM can place any of the trials in any of these spots. The door to the outside is located in the upper right corner, the teleportation circle in the bottom left.



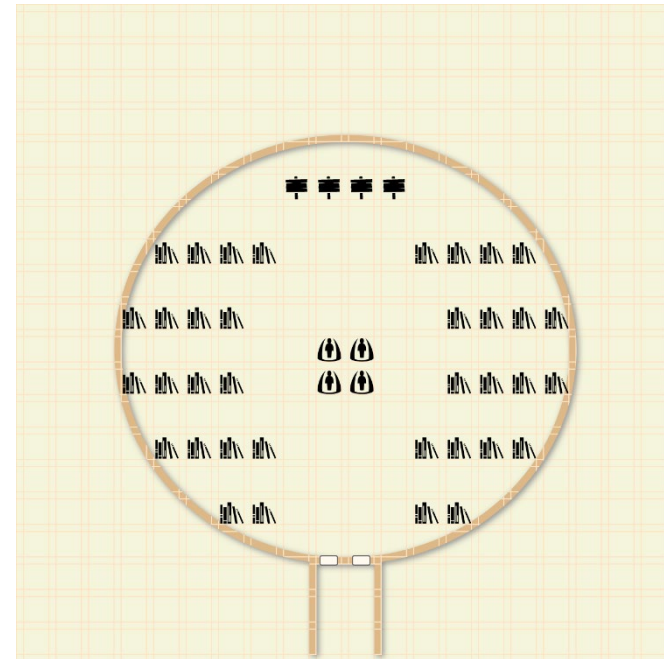
Appendix V – Encounter maps (1)

Barbarian / Fighter / Monk Map



Each tile equals 5ft, the cavern is 30ft high. The Ooze Block is 15 ft. high clinging to the ceiling – moving there until it's been seen, attacked or a player moves under it. Once per turn, it shifts three of its tiles diagonal, horizontal or vertical. It can change its shape as long as all pieces remain connected (e.g. 6 pieces in a row instead of 3 x 3). The key is always contained in the same tile of the GM's choice.

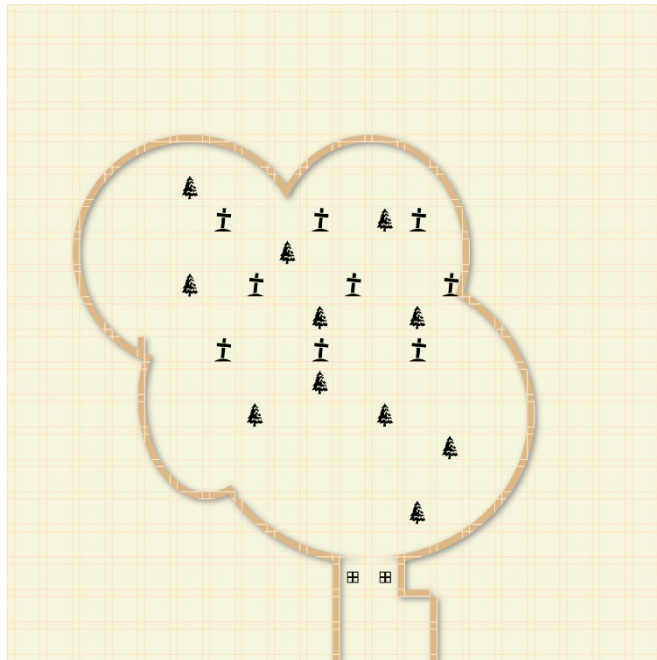
Bard / Cleric / Wizard Map



Each tile equals 5ft., the library is 30ft. high. In the middle of the room is the statue of a god holding a key. It is trapped under a forcefield. The bookshelves contain ancient tomes telling stories of Praetor Benin's god. In the back is a huge blackboard containing weird scribbles. A skeleton in a monk's robe is lying in front of it.

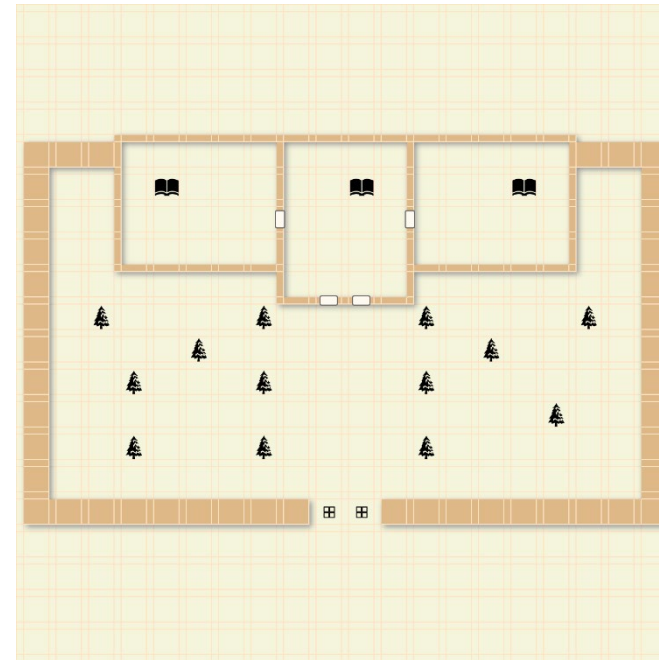
Appendix VI – Encounter maps (2)

Cleric / Monk / Paladin Map



Each tile equals 5ft, the cavern is 70ft high. Water is dripping from the ceiling and from somewhere a clod breeze is blowing. There are some small malnourished trees growing. Farther in the back of the cavern, nine burial mounds can be found. The shadows appear above their graves, attacking the party.

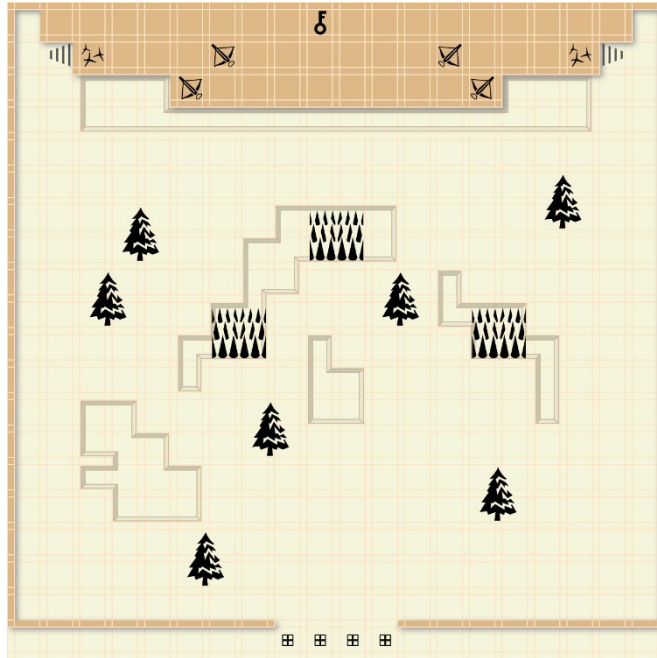
Sorcerer / Warlock / Wizard Map



Each tile equals 5ft. The room contains a small temple, surrounded by 15ft. walls. All the doors are unlocked. As soon as the party enters the temple grounds, they are closed in. The spectres appear in the rooms containing the spell.

Appendix VII – Encounter maps (3)

Rogue / Ranger / Druid



Each tile equals 10ft, the cavern is 70ft high. The stage on the back of the field is 15ft high. Each pit is 5ft deep. The spikes in the ditches are hidden under dirt and debris. The trees provide full cover. The caltrops after the stairs are visible if the player is attentive.