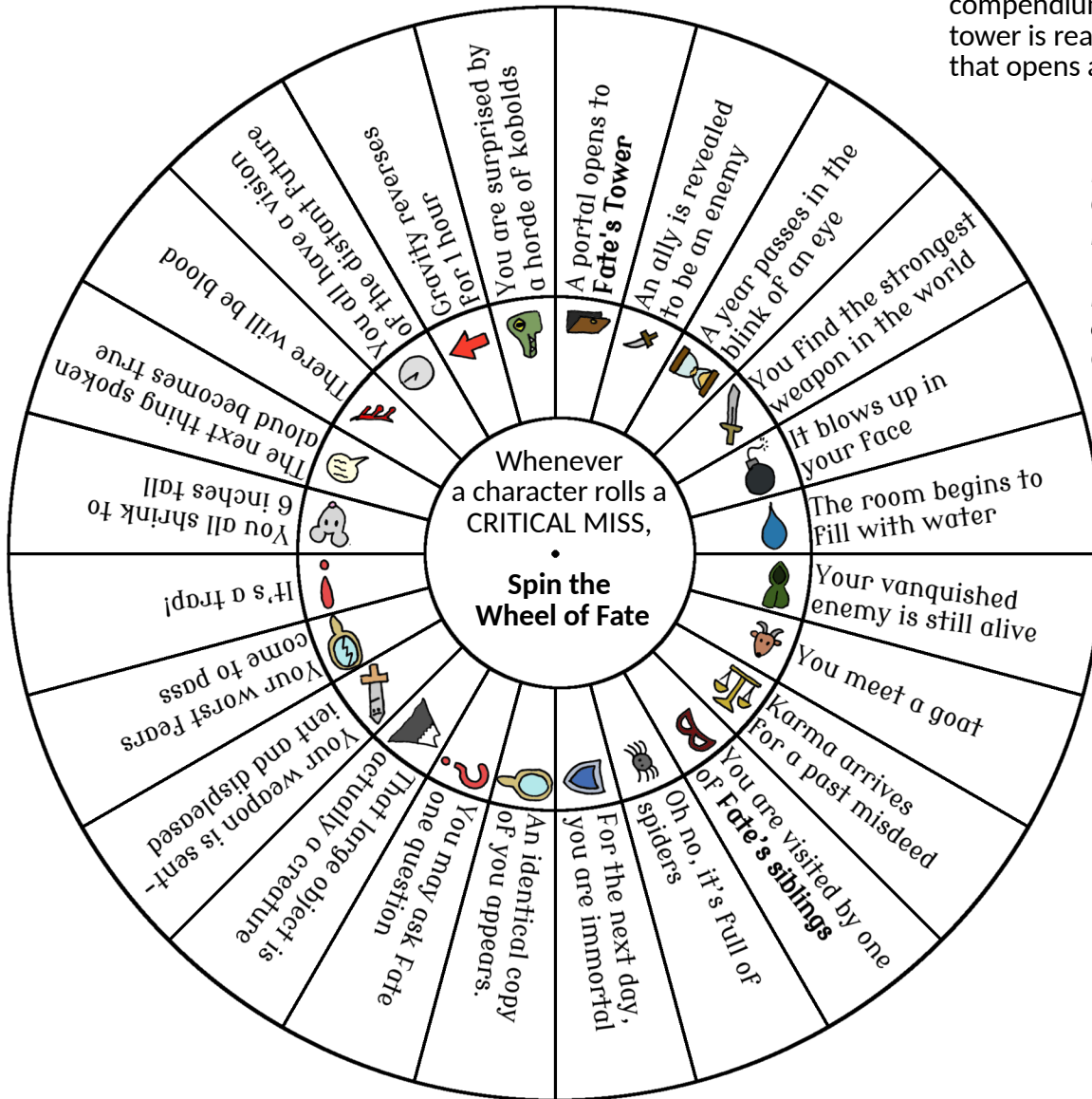


Spin the Wheel of Fate

By Eshan Mitra

This page may be played on its own (with the party arriving at Fate's tower) or as a modifier to any other adventure in this compendium (Just use the spinner. Fate's tower is reachable by spinning the space that opens a portal, or by planar travel)

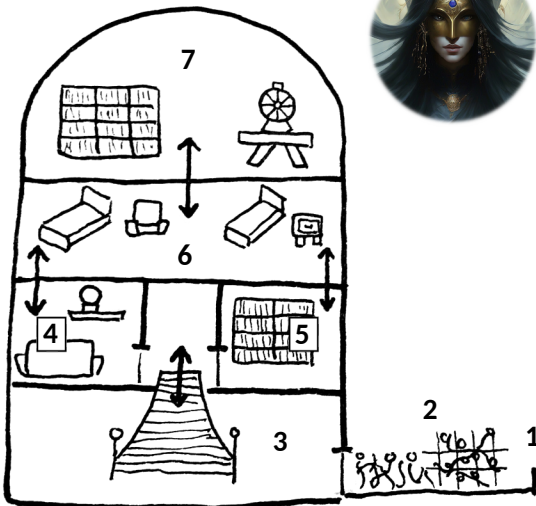


Print the page on heavy paper. Cut out the arrow and attach it to the spinner.

Each spin must make at least one full circle to count. Otherwise, respin.



Fate's Tower



Fate lives in her tower in another world. Bored, she watches over the creatures of the mortal realm. They are merely pieces in her game, to be subjected to her whims of chance.

1. The Gatekeeper informs you that this is Fate's Tower, but will not let you in unless you have reason to be here.
2. Fate's garden is exquisite. A winding path is adorned with flowering plants, and vines crawl up the trellises. Should any flower be disturbed and petal fall, **spin the Wheel of Fate**.
3. The Foyer is patrolled by ghosts. In life, some of them were smiled on by Fate, while others incurred her wrath.
4. A comfortable sitting room. Fate's servant Wilfred, an ordinary human, sits on the couch. A crystal ball sits on the mantle. If you gaze into the crystal ball, **spin the Wheel of Fate**. A spiral staircase leads up.

5. The library is guarded by several animated books on the shelves. If you open the ledger sitting on the reading table, **spin the Wheel of Fate**. A spiral staircase leads up.
6. The guest rooms. One or two of Fate's siblings may be here for a visit. An ornate spiral staircase leads up to Fate's study.

Fate's Siblings (d8)

- | | |
|---------------|--------------|
| 1. Luck | 5. Knowledge |
| 2. Misfortune | 6. Balance |
| 3. Death | 7. Hope |
| 4. Fear | 8. Wrath |

7. Fate lounges in her study. She plays with the Wheel of Fate while watching a magical image of the mortal realm. If unmasked, she may reveal her true name: Chaos.