

# ADVENTURERS OF AFONFORD

## INTRODUCTION

This adventure is designed to be used with the DC 20 Alpha 0.7 rules. It is designed for a group of 3-5 players and 1 DM.

Our adventure starts in the small town of Afonford in the kingdom of Cumry. The players are a group of friends and acquaintances who have decided it is time for them to try to join the Guild of Adventurers.

The Guild is a continent spanning organisation, crossing national borders and have a monopoly on monster hunting, searching old ruins, and (for the newer members) guarding caravans through the dangerous wilds.

Once per year the Guild allows new applicants to try their hand at the Qualification, a dangerous trial that weeds out those not worthy of being Adventurers. Competition is fierce, as there are limited spaces and becoming an Adventurer is almost guaranteed to bring wealth, fame, steady employment, or all three.

## CHARACTER CREATION

### Attributes

Have each player put a 3 in the attribute they think is most important for their character. This is called their prime modifier and is used for many important checks, such as attacks and perception.

To choose their prime modifier encourage the players to think about what their character is best at. Are they smart, strong, charismatic, or quick?

Have each player put a -2 in the attribute they believe is their character's biggest weakness. Encourage them to see this as an opportunity for making their character interesting by having a flaw.

Have your players place a 0 and a 1 in each of the remaining attributes as they see fit.

### Saves

Have each player choose two Attributes to gain Save Mastery in. This can be any of the 4 attributes, and indicates a resistance to attacks targeting that attribute.

Saves do not need to be in a character's highest attribute.

### Background

The party are locals to Afonford, but beyond this we know little about them. Choose a player (A) to start and have them select another player (B), their characters have some sort of pre-existing connection, be they relatives, friends, rivals, or something else.

Once that connection is established (B) then chooses a player other than (A) to form a connection with and the process repeats. No player may have more than 2 connections, so once every player has 2 the process ends.

Encourage players to find meaningful and interesting connections, but also not to spend too long on this, a minute or two is fine per connection.

Each party member should also select an NPC to have a pre-existing connection to. NPCs have no limits on the number of connections, and players should be encouraged to choose one that makes the most sense for their character.

Once they have done this each player should select 5+ Intelligence skills to gain Novice Mastery in. Encourage players to select skills that tie in to the background story that you have already begun creating.

Next, each player needs to select 3 Trades for their character to have Novice Mastery in, again try to relate this to their backgrounds.

All characters gain fluency in Common, and Cumraig (the language of Cumry).

In this adventure the characters don't gain any starting equipment, as this will be gained from their first challenge.

### GM NOTE

All characters are human at the start of this, and other sentient races don't exist, although none sentient monsters do. Don't use any ancestries for the characters at first, but don't worry! They'll get to choose their ancestries later as part of the story.



## Class

Choose a class from the DC20 playtest rules.

### Fill in derived values

There are several values left to fill in on the character sheets. Explain each of the below to the players and have them fill in the relevant space.

**Health Points (HP)** = 7 + Might + Class Bonus

**Stamina Points (SP)** = 1 for Martials, 0 for Casters

**Mana Points (MP)** = 6 for Casters, 0 for Martials

**Physical Defence (PD)** = 9 + Agility

**Magical Defence (MD)** = 9 + Charisma + Intelligence

**Attack / Spell Check:** +4

**Save DC:** 14

**Martial Check:** Highest between Athletics or Acrobatics

**Death Threshold:** -3

**Move Speed:** 5

**Jump Distance:** Equals your Agility (minimum of 1)

**Rest Points:** 1 + Might (minimum of 0)

**Grit Points:** 2 + Charisma

Some classes give alternative calculations for PD and MD. These should be used instead if that class is selected.

Additionally Armour can increase PD. This will be covered in the first challenge of the adventure when the characters receive their equipment.

## THE TOWN OF AFONFORD

Afonford sits on the banks of the river, a crossing point between the trade road heading in from Frainc and travelling on to the capital city, Prifgaer, and beyond.

The town contains an inn and hostelry for travelling caravans, a smithy, chandlery, bakery, and an adventurer's hall. There is also a regular market in which local people trade their wares, and a keep in which Sir Cothaern the Knight in charge of this small area lives.

Outside the town walls are some small farms, all within a short walk so the farmers can dash through the gate in the case of an attack by monsters or raiders.

The Inn and Hostelry is run by an older man by the name of Tafarn, who has never married. Tafarn sells various services and supplies, as a member of the Guild of Hostlers he has relationships with Tanners and Leatherworkers, as well as Bowyers and Fletchers. Tafarn frequently bickers over the exact jurisdiction of products with the owner of the local Chandlery, Ganwyll, and the two are frequently seen together, arguing, or taking disputes to Sir Cothaern.

The smith is a large man named Ingof, he works hard to produce anything the townsfolk need, willing to trade goods for favours with locals, or coin with those travelling through.

Ingof is gruff, and no nonsense with many of the younger folk in town finding him to be very intimidating, but most of the older folk know he has a deeply kind nature. Ingof has been married for fifteen years to Golchi, who has a cottage trade as a seamstress.

The chandler is an older woman named Ganwyll, a proud member of the Guild of Chandlers and Lamplighters, which has expanded its remit to sell many useful items, such as those made by the Guild of Cutlers, and the Guild of Tailors. The Chandlers frequently find themselves at odds with the Hostlers, who similarly sell a range of general supplies.

Bara is the local baker, a young woman newly wedded to Brith, Ingof's apprentice. She inherited the local bakery from her late mother, Cacen. Bara sells all manner of baked goods as well as a selection of fresh fruits, meats, and preserves. She makes sure to avoid selling dried foods, as these are the proprietary areas of the Hostlers.

Dewin is the sole representative of the Guild of Adventurers in Afonford, acting as a liaison to post jobs for Adventurers travelling through with the merchant caravans. At 93 years old he's happy to have settled down into this administrative role after a life on the road. Dewin was both a capable woodsman and magic user in his youth, and is happy to regale the local children with tales of his glory days. If he finds one worthy, he might even teach them a few tricks.

Sir Cothaern lives in the keep in the centre of town. More a large house than a true castle, it nevertheless is the largest building in town. Sir Cothaern employs a small number of staff and men at arms, who help administer the town, collect taxes and protect the population from raids by other lords and monster attacks. Sir Cothaern is a pleasant enough lord to have, not demanding too much from his peasantry and always being willing to resolve disputes or matters of law. He is a devout follower of Cyfraith, goddess of law, and metes out swift justice, harsh but fair, against wrongdoers.



## KITTING UP

The first challenge for our prospective adventurers is putting together the gear they will need for their travels. They can have spent as little or as much time as they want on this, depending on their background. One character may have worked their whole life to get together the money, another could have persuaded their rich parents to buy it, whilst a third could have stolen every last piece.

Characters can work together or alone to acquire their gear, but each will make a single check in a **DC 13 Skill Challenge**.

Each character should choose something they wish to do to further the challenge. This could be making a skill check, using a class ability (such as a spell or manoeuvre), or helping another character.

Encourage players to plan their method for acquiring their kit together and decide who will be doing what. Each character will make only one check, and the multiple check penalty (stacking disadvantage) will apply to repeated uses of the same skill.

If a character uses a class ability in a creative way to help with their task, they can make an attack check in place of a skill check to demonstrate mastery with that ability, or have that ability take effect as normal (such as bless adding a d4 to everyone else's checks).

### SUCCESSSES

Number	Effect
0	Each Character receives Equipment Package 1
1-2	Each Character receives Equipment Package 2
3-5	Each Character receives Equipment Package 3 or 4
6-7	Each Character receives Equipment Package 5
8+	Each Character receives 5 and a Healing Potion

### EQUIPMENT PACKAGE 1

5 days Rations  
1 Dagger

### EQUIPMENT PACKAGE 2

Equipment Package 1 plus:

Hand Axe  
Bedroll  
Backpack  
50 foot rope  
Waterskin  
10 Torches  
Tinderbox  
Mess Kit  
Crowbar

Hammer  
10 Pitons

### EQUIPMENT PACKAGE 3

Equipment Package 2 plus:

Light Armour  
Longsword, Arming Sword, or Staff  
Longbow, Crossbow, or 5 more daggers  
Tent

### EQUIPMENT PACKAGE 4

Equipment Package 2 plus:

Heavy Armour  
Spear, Poleaxe, or Shield  
Arming Sword, Battle Axe, or Crossbow  
Tent

### EQUIPMENT PACKAGE 5

Equipment Package 3 or 4 plus:

Custom Weapon of your choice  
One Armour upgrade

#### GM NOTE

Based on the rolls made by the players and the level of success, put together a description of how the equipment is acquired.

#### Roll Example:

Alice rolls Trickery (5), Bob rolls an Attack Check (19), and Charlie rolls an Arcana Check (18). Overall they achieve 4 successes. Alice has a connection with Ganwyll, Bob with Sir Cotahern, and Charlie with Dewin.

#### Result Example:

Bob and Charlie request assistance from their patrons Sir Cotahern and Dewin. They arrange a display of their skills in the square to convince their masters that they are ready to strike out on their own. The two young men engage in a display of sorcery and swordsmanship, duelling each other for the favour of the town. Charlie nearly succeeds in capturing Bob in an incapacitating spell, but at the last moment the warrior breaks free and brings his blade to his friends neck, winning the contest and deeply impressing their benefactors.

As the two boys are awarded their equipment Alice decides to use the distraction to steal what she needs from the Hostelry, knowing that leaving them with a few less supplies can only help her dear friend Ganwyll. Unfortunately for her, just as she finishes filling her pack Tafarn returns. Alice turns and runs, dashing out of the door as the angry Hostler gives chase. "Got to go!" she yells to the boys as she skids round the corner and heads for the town gate. Laughing the other two are soon on her heels, dashing into the forest with angry cries following them, a familiar scene from their childhoods.



## IN SEARCH OF ADVENTURE

In whatever way the party kit up and leave town the next stage of their journey is an exploration challenge in which they need to discover the location of this years Qualification.

This is a **DC 13 Exploration Challenge**. The location of the qualification is not made public, as finding it is part of the test. Most skills can be used to achieve success in this challenge, and it is recommended to encourage the players to think creatively. They will need to search for clues as to the location, whether by asking people, checking historical information, finding and tracking other participants, or some other method they think up.

Depending on how successful they are they will arrive earlier. As each Candidate arrives they will be assigned a number based on the order in which they arrive. Candidates with lower numbers will find the subsequent rounds of the Qualification easier.

### SUCSESSES

Number	Effect
0	The party arrive at the location last receiving numbers starting at 342
1-2	The party arrive later on, receiving numbers starting at 282
3-5	The party arrive at the location and receive numbers starting at 133
6-7	The party arrive early on, receiving numbers starting at 79
8+	The party arrives first, receiving numbers starting at 1

Different events can occur depending on which skills were used. Below are a selection of examples to use in building your story of the exploration from the successful checks.

#### *Awareness*

The character that makes the awareness check notices something that leads into one of the other results. As the GM decide what it is that they notice and use this to start or expand your description of the party's success.

#### *Atheltics*

The party scale a cliff to reach the entrance to the exam, high above the lush forest blanketing the valley below. The more athletic of the group lead the way, setting up pathways for the others.

#### *Intimidation*

The party intimidate the servant of an Adventurer, pressuring them with threats and strongarm tactics. Eventually they crack and tell the party which valley the exam is located in.

#### *Acrobatics*

Once the party have found the cliff face they carefully balance along a narroe path to make their way to the cave opening.

#### *Trickery*

The party forge some papers indicating that they are Guild Officials and manage to use them to gain information from some lower level flunkies on the general location of this year's Qualification.

#### *Stealth*

The party trails a group of other applicants they have identified, following them towards the Qualification site. If the players score a 6+ they manage to overtake the other party and arrive before them.

#### *Insight*

The party observe the behaviour of people in a town they visit, deducing who has connections to the Guild and following their movements.

#### *Influence*

The party talk to other candidates, Guild members, and traders, persuading them to let slip little pieces of information which they put together to discover tha the Qualification this year will involve a treasure hunt.

#### *Investigation*

The party talk to some contacts in the trading world, and manage to get their hands on some ledgers used by the Adventurer's Guild's suppliers. They pore through the numbers and discover some large shipments being sent to a remote location.

#### *Survival*

The party pick up on clues left by the passage of the Adenturer's Assosiation examiners. Large loads have been transported along rarely used roads, and deep into a forested valley. The party can traack the signs of travel to the bottom of a tall cliff, at the top of which is the Qualification site.

#### *Knowledge*

The party study records of relevant information that was used in past Qualifications and successfully deduce that the Qualification rotates through each compass point, and this year will be held in the North.



## THE FIRST TRIAL

Once the party have found their way to the Qualification Site they are greeted by a tall man, with long blonde hair and oddly shaped ears. He is lithe, with long fingers and a severe demeanour.

The man is named Examiner Greeves, and he is originally from the neighbouring country of Frainc and speaks with a strong accent, although he is fluent in Cumraig. Greeves explains tha the first trial of the Qualification is simple. They must enter deeper into the cave and return with an Emerald, taking it to the town of Coed Ddu, which is a scant few miles away.

The Candidates will be sent in in groups of 50, with each group entering a full hour after the previous group. Only the first 200 candidates to reach Coed Ddu will be allowed to pass this round.

No matter which group they are a part of, once the party win the combat, or escape with the Emeralds, they make their way to Coed Ddu.

### GM NOTE

If the PCs choose to stay after their group has completed their visit to the cave, narrate what they see as each group exits. This could lead to a group being involved in the Boss Combat on the Cliff, even if they have completed their own mission.

### The first group is made up of Candidates 1 to 50.

If the players are in this group they enter the cave with the other candiates and quickly find that it is a twisted maze of tunnels. It doesn't take them long to come across a strange looking nest, packed with Emeralds that give off a faint green glow. If they choose to look around, they may make an Awareness check **DC 10** to spot a number of shapes hiding in little dugouts above the nest. If they don't have a light source, or darkvision this check is made with Disadvantage.

When the party spot the shapes or attempt to take an emerald, combat begins with Initiative being rolled for the Basic Combat (see next page).

Almost all of the 50 candidates who entered this round escape. Five are noticeably missing, and one of the candidates, Lladdwr (Cladoor) who does make it has blood spattering their clothing.

### The second group is made up of Candidates 51 to 100.

If the players are in this group they find that the nests near the entrance to the cave are stripped clean. If they take the time to search carefully (**DC 13** check) they find a strange looking nest, packed with Emeralds that give

off a faint green glow. If they choose to look around, they may make an Awareness check **DC 10** to spot a number of shapes hiding in little dugouts above the nest. If they don't have a light source, or darkvision this check is made with Disadvantage.

When the party spot the shapes or attempt to take an emerald, combat begins with Initiative being rolled for the Basic Combat (see next page).

If the players choose to move deeper into the cave straight away they find that they need to penetrate fairly deep into the cave to find emeralds and by the time they do they are in an area with many crossing tunnels where they find a strange nest containing a pile of Emeralds. If they choose to look around before taking the emeralds and pass an Awareness Check **DC 15** they see shapes collecting in all the tunnels. When the party attempt to take the Emeralds or spot the beasts, they attack from all sides. Roll Initiative for Intermediate Combat.

It takes longer for the candidates to return, but eventually they do. They exit the cave injured, but victorious, carrying emeralds.

### The third group is made up of Candidates 101 to 150

All of the nests near the entrance are stripped bare and the party must move deeper into the cave to find the emeralds they need, they find that they need to penetrate fairly deep into the cave to find emeralds and by the time they do they are in an area with many crossing tunnels where they find a strange nest containing a pile of Emeralds. If they choose to look around before taking the emeralds and pass an Awareness Check **DC 15** they see shapes collecting in all the tunnels. When the party attempt to take the Emeralds or spot the beasts, they attack from all sides. Roll Initiative for Intermediate Combat.

Several groups of candidates return empty handed, a few of them are badly injured. Nevertheless most manage to complete the trial.

### The fourth group is made up of Candidates 151 to 200

The PCs cannot be in this group.

About half of the candidates return with emeralds, battered from battle, but victorious. The others return more injured and empty handed, giving up on passing this year. They speak of strange beasts coming from the shadows and attacking whenever they get near a stone.



### **The fifth group is made up of Candidates 201 to 250**

The PCs cannot be in this group.

Several candidates come back out of the cave, injured and terrified. They tell you that the cave is full of beasts and that you should just give up, there's no hope in there. Some of the candidates do not return at all and only 4 return with emeralds.

### **The sixth group is made up of Candidates 251 to 300**

If the players are in this group, they find no trace of emeralds near the entrance. Several of the other candidates from Group Six rush straight ahead, deep into the cave and within minutes the sounds of combat are heard.

If the players continue to search the cave and ignore the sounds of combat they are attacked by a group of monsters that are roaming the cave hunting candidates. Roll Initiative for Intermediate Combat. Once the party are victorious they may leave with an Emerald each dropped by the monsters.

If the players rush towards the sound of combat they find a group of their fellow candidates engaged in a vicious hand to hand combat with a giant monster and several smaller minions. Roll Initiative for Boss Combat in the Cave.

The candidates from Group Six return panicking, injured, and fleeing. See Groups Seven and Eight.

### **Groups seven and eight do not get a chance to enter the cave**

Shortly after group six enters, a small number of the members of group six run back out, covered in blood and panicking. They are empty handed, with no emeralds and are yelling that "It's coming." The rest of the candidates have had enough and start to flee, leaving the party alone at the top of the cliff as the Boss exits the cave. Initiative should be rolled for Boss Combat on the Cliff.

Once the party win the combat they will be able to enter the cave and gather enough Emeralds before heading to Coed Ddu and arriving in time to move on to the next challenge.



## BASIC COMBAT (DC 10)

The party are attacked by 3 times their number of Cave Penguins. It is recommended that Penguins act in groups of 3 to make initiative run more smoothly. This should be an easy combat.

Note that if a penguin is left alone with no PCs within 5 Spaces it will simply continue to use Distress Call to attempt to warn the other penguins in the colony rather than pursue. This makes running away a great strategy.

If a player wants to pick up an Emerald this takes one action whilst adjacent to the nest. If the players flee without any emeralds see the section on *Arriving in Coed Ddu without emeralds*.

If 2/3 of the penguins are defeated the rest will attempt to flee deeper into the cave instead of continuing to fight.

## CAVE PENGUIN

*Small Beast|Level 1 Minion*

**Hit Points** 1

**Physical Defence** 10 (15/20)

**Mystical Defence** 8 (13/18)

Might	Agility	Charisma	Intelligence
2	2	0	-1

**Skills** Awareness +4, Stealth +4

**Senses** darkvision 60 ft.

**Languages** None

### FEATURES

**Wall Slide.** When sliding down from a hidden crevice in the wall the Cave Penguin can move as a Minor Action.

### ACTIONS (1)

**Attack: +4      Save DC: 14      Speed: 4**

**(1) Pecking Dash:** The Cave Penguin moves 4 Spaces then uses Melee, 1 Piercing

**(1) Distress Call:** Might Save against all enemy targets within 5 spaces. **Failure:** The targets are Impaired until the end of the Penguin's next turn.

### BEHAVIOUR

On each turn a Cave Penguin will let out a Distress Call if there are no targets suffering from Hindered within 5 Spaces.

If there are targets within 5 spaces it will move towards the nearest Impaired target and attack using Pecking Dash.

If it does not need to move it will Peck twice.

## INTERMEDIATE COMBAT (DC 13)

The party are attacked by 2 times their number of Cave Penguins, and 1 times their number of Big Cave Penguins. It is recommended that Penguins act in groups of 2 Cave Penguins and 1 Big Cave Penguin to make initiative run more smoothly. If 2/3 of the penguins are defeated the rest will flee deeper into the cave instead of continuing to fight. This should be a normal difficulty combat.

If a player wants to pick up an Emerald this takes one action whilst adjacent to the nest.

## BIG CAVE PENGUIN

*Small Beast|Level 1 Low-Tier*

**Hit Points** 8

**Physical Defence** 8 (13/18)

**Mystical Defence** 8 (13/18)

Might	Agility	Charisma	Intelligence
3	1	-1	0

**Skills** Awareness +5, Stealth +3, Athletics +5

**Senses** darkvision 60 ft.

### FEATURES

**Floor Slide.** After moving 2 or more spaces the Big Cave Penguin may move again as a Minor Action.

### ACTIONS (2)

**Attack: +4      Save DC: 14      Speed: 4**

**(1) Peck:** Melee, 1 Piercing

**(1) Sliding Tackle:** Make an Athletics check opposed by the target's Martial Check. **Success:** The target is knocked Prone.

**(1) Distress Call:** Might Save against all enemy targets within 5 spaces. **Failure:** The targets are Hindered until the end of the Penguin's next turn.

### BEHAVIOUR

Big Cave Penguins allow their lesser brethren to act first on any given turn.

On each turn a Big Cave Penguin will let out a Distress Call if there are no targets suffering from Impaired within 5 Spaces.

If there are targets within 5 spaces it will move towards the nearest Prone target and use Peck until it runs out of actions.

If there are no Prone targets within 5 spaces it will Floor Slide towards the nearest Impaired Target (backing up to take a run up if needed) and use Sliding Tackle.



## BOSS COMBAT IN THE CAVE (DC 15)

The party are attacked by 2 times their number of Cave Penguins, and 1 times their number of Big Cave Penguins -2. It is recommended that Penguins act in groups of 2 Cave Penguins and 1 Big Cave Penguin to make initiative run more smoothly. The Giant Cave Penguin should act last. The Cave Penguins will fight to the death to defend their leader.

## GIANT CAVE PENGUIN

*Medium Beast|Level 1 Boss*

**Hit Points** 20

**Physical Defence** 16 (21/26)

**Physical Damage Reduction** 1

**Mystical Defence** 12 (17/22)

Might	Agility	Charisma	Intelligence
3	1	-1	0

**Skills** Awareness +5, Stealth +3, Athletics +5

**Senses** darkvision 60 ft.

### FEATURES

**Floor Slide.** After moving 2 or more spaces the Big Cave Penguin may move again as a Minor Action.

### ACTIONS (4)

**Attack:** +4      **Save DC:** 14      **Speed:** 5

**(1) Hard Peck:** Melee,2 Piercing

**(1) Flapping Charge:** The Giant Cave Penguin moves up to 5 spaces and attacks (Melee, 1 Piercing), if the target is impaired it must make a Physical Save or be knocked 2 spaces back and fall Prone. If the target is prone the Penguin tramples them for 2 Bludgeoning and may continue moving through its space.

**(2) Inspiring Call:** All allies within 5 spaces gain +1 Damage until the end of the Giant Cave Penguins next turn and move up to 3 spaces towards the nearest enemy.

### BEHAVIOUR

On each turn a Giant Cave Penguin will let out an Inspiring Call if there are any other Cave Penguins within 5 Spaces.

If there are targets within 6 spaces it will move towards the nearest target using Flapping Charge, prioritising Prone Targets, then Impaired Targets. After using Flapping Charge it will use Hard Peck until it runs out of actions.

If there are no targets within 6 spaces it will move towards the nearest enemy.

## BOSS COMBAT ON CLIFF (DC 15)

The party are attacked by the Giant Cave Penguin, one Big Cave Penguin, and 3 Cave Penguins. The Giant Cave Penguin will try to knock the players off the cliff with Flapping Charge. Describe several other candidates (not the party) being knocked off the cliff as it charges out of the cave, and the others fleeing.



## COED DDU

### ARRIVING IN COED DDU WITHOUT EMERALDS

When the party arrive without having gained the emeralds they need they are still able to progress by stealing or trading for emeralds with adventurers that have extra. This is conducted as a skill challenge **DC 15**.

If a player chooses to steal emeralds they gain Advantage on Attack, Awareness, Intimidation, Trickery, Stealth, Influence, Investigation, or Survival checks during this challenge. Take a note of how many Trickery, Stealth, Influence, Investigation, or Survival checks are failed when trying to steal and add this to the number of Attack and Intimidation checks attempted (whether successful or not). This is the party's Theft Total and will affect the Tournament challenge below.

If a player chooses to trade for Emeralds they do not gain advantage on their skill check, but are free to choose any skill provided they can justify it.

It is encouraged to use the list of notable candidates provided at the end of this document when describing the outcome of this challenge. A failed attempt is a great time to introduce Lladwr (Cladoor) as an antagonist, and have the PCs escape her by the skin of their teeth.

### SUCCESSSES

Number	Effect
0	After several attempts to gain an emerald have failed, Benadur, another Candidate takes pity on the party and lends them Emeralds in exchange for a favour.
1-2	The party manage to gain the emeralds they need, but it costs them 3 of their items to do so (their choice).
3-5	The party manages to beg, borrow, trade, and steal enough emeralds to make their way through to the next stage.
6-7	The party beg, borrow, trade, and steal so many emeralds that they have more to sell or trade away, they gain 50 GP.
8+	The party beg, borrow, trade, and steal so many emeralds that they have more to sell or trade away, they gain 50 GP and are owed favours by Collwr (Collar) and Ynfyd (Invid).

### ARRIVING IN COED DDU WITH EMERALDS

When the party arrive in Coed Ddu with the Emeralds (or gather them in the previous challenge), they are greeted by Gareth Owen, a local member of the Adventurer's Guild. Gareth is a short, stocky man who appears to be in his late 50s. He carries a heavy pick strapped to his back and has a thick black beard. Gareth

congratulates the party on succeeding on their quest and tells them that there is but one test left before they can receive their Adventurer's guild licenses. A one on one combat tournament held in the amphitheatre in Coed Ddu.

### THE TOURNAMENT

Combat Skill Challenge **DC 15**, each PC faces a different opponent, and the party are free to decide who fights against each antagonist.

If the party failed on the Emerald Gathering Challenge with 0 Successes they will face Benadur as their first opponent, otherwise they face Arefol.

The second opponent in the Tournament is Collwr.

The third opponent in the Tournament is Ynfyd.

If the party has a Theft Total of 2+, or were in Candidate Group One they will face Lladwr as their fourth opponent, otherwise they will contend with Sawsgwan.

Describe each opponent that they will be facing, and allow the players to decide who will face each one, and to come up with a strategy. This can include using buffs to improve the chances of the other players, or simply planning out how they will engage in each match. See the Candidates section below for each of the opponents preferred strategies and any special information.

For each failure a character takes 1 damage, +1 more for each 5 they fail by. Additionally if the party fail overall (by getting less than 3 successes in total) then each player that failed takes an additional 1 damage.

Once the overall success or failure has been determined work with your players to decide what that looked like for the characters. It is at this point that you can reveal that winning and losing didn't matter and that the Guild simply wanted to see how well you were able to perform under pressure.



## CANDIDATES

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### BENADUR

Benadur is a noble from the Capital he is certain of his superiority over lowly commoners, but conducts himself with grace and charisma. Benadur seeks to be adored by the common folk, and as such is willing to grant favours in return for a promise that they will be paid back some day.

Benadur stands six feet tall and has long, golden blonde hair and striking green eyes. He is dressed in fine armour, with an azure cape, his smiling expression as much a part of his outfit as his expertly tailored gloves.

If the party face Beandur in the tournament he will attempt to have them throw the match in as spectacular a way as they can to make him look good. If they accept the player should make a Trickery check, or a check based on an applicable Trade (such as theatre) in place of their normal combat roll. Whilst it will count as a success or failure for the challenge as normal they will take damage on a success instead of a failure.

If the party refuse Benadur's deal they can fight him notmally, but in future adventures will have created a powerful adversary.

### COLLWR

Collwr (pronounced Collar or Colloor) is a mousy little man who doesn't appear to be a good Canidate for the Guild. He offers to throw the match in favour of the party in exchange for owing him a favour in the future. If the party accept they gain an automatic success.

### YNFYD

Ynfyd (pronouced Invid) is a large woman, strong and aggressive. Whilst she is big and strong, she's not at all smart and is easy to trick. If the players engage in a straight fight with Ynfyd they roll at disadvantage, but if they attempt to fool her, use illusion magic, analyse her, or similar they gain advantage.

### LLADDWR

Lladwyr is tall, slender and has an air of danger about her. She is an unrepentant killer, and murdered several of the other candidates in the caves simply for fun. She will go all out to kill the player she is facing, and take her time doing it. All rolls against Lladwyr are made with disadvantage.

### SAWSGWAN

Sawsgwan (pronounced sassgwan) is a feeble combatant, he is tall and thin, and barely managed to get out of the penguin cave alive. Dressed in formal robes he looks nervous, and has every right to be as all rolls agaist him are made at Advantage.

## ACCEPTANCE INTO THE GUILD

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Once the tournament is over, Gareth Owen will present each of the successful candidates with a signet ring. He explains this both grants them access to the guilds resources, and to many resources of their own hitherto hidden away.

After the party have worn the rign for a day or so they find that they are able to manifest powers from their own spirit. They begin to take on aspects of mythical creatures they identify with, and can use these abilities to enhance themselves. All characters gain 5 Ancestry Points and can spend them as they wish. If they remove their signet ring they lose access to these abilities.