

The Adventurers' Academy

Initiation scenario for Astrenor

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Duration: 3-4h
For 2 to 4 level 1 players

Action	Infiltration	Dialogue	Reflection
★☆☆	★☆☆	★☆☆	★☆☆

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Synopsis

In this scenario, players will attempt to earn their adventurer's diploma in order to join one of the prestigious guilds of Rautha and begin their adventures under the best of auspices. To obtain this qualification, players will have to succeed in several tasks that will call upon their intelligence, their strength and their team spirit, essential qualities for any self-respecting adventurer.

It is strongly recommended that the players discover the lore of Astrenor before playing this initiation scenario. A world map is available on our website at www.Astrenor.com

Context

Year 308, 15 years after the last great war between the allied forces of Rautha and the troops of Asgure.

During this last confrontation, the allied forces stormed Dezolation, destroying the largest military base of Asgure in the process. This attack was carried out in retaliation for the massacre of the Velugian Duchy, caused by an incursion of the Korimdor Empire years before. The Battle of Dezolation lasted several months and the allied forces managed to reach the gates of Korimdor, but once there they found themselves surrounded by the enemy, trapped in a magical force field. Most of Rautha's soldiers perished at the gates of Korimdor and only a handful managed to escape from Asgure. To this day, no one knows how Asgure has gained such magical power. Despite heavy losses for the alliance, the destruction of the military base in Dezolation put a stop to the empire's plans for conquest and since then Asgure's troops have not set foot on Rautha.

After centuries of conflict, it is difficult to know who started the aggressions. This is why, even if peace reigns today, the inhabitants are already preparing for a new war. It is in this tense context that the different governments of Rautha decided to open several schools to train the new generations. The Adventurers' Academy is one of the most prestigious of these schools. Extremely selective, it trains its students to become erudite fighters in the service of the alliance. It is located in Castle City, capital of the Republic of Rautha. Each year, the academy welcomes students from the three kingdoms for the Adventurer's Exam. The purpose of this event is to reward the elite of this new generation and to allow the largest guilds in Rautha to recruit them.

Your story begins on the day of your adventurer's exam, which takes place, as it does every year, in Castle City. Some of you have just traveled to the capital, others have been living there for years, but you all share the same desire: to complete your years of training

The arrival at the academy

It's 8am, the day is dawning and the bells of the academy are ringing in the walled city of Castle City: the exam is about to begin. The PCs (player characters) wake up, some of them stressed, some others strongly self-confident, and begin to head for the academy with the firm intention of graduating as adventurers and joining a renowned guild.

As they leave their place of residence, their gear on their backs, they see a crowd heading toward the sound of the bells. On the spot, more than a hundred young adventurers are gathered in front of the school's still closed gates. A banner welcoming the students who came to take the exam is hung on the walls of the academy.

After a few dozen minutes of waiting, the gate opens as if by magic, freeing the access to the central courtyard. In this courtyard, a platform and a multitude of benches are set up for the occasion. On this platform, the director of the academy, Leroy Merlin, waits patiently behind a wooden lectern for everyone to settle down before taking the floor to say the following words:

«Welcome dear students,
I hope you are all well and looking well on this exam day.

As we do every year, the Adventurers' Academy is proud to welcome students from the kingdom of Irdian, Epheria and Drukh. The teachers and I hope that your stay in Castle City will be as pleasant as possible and that you will find what you came for.

Before the exams begin, as is the tradition and in order to consolidate the bond between our different nations, we will form the teams for these two days of tests. Mr. Paul Empois, our guidance counselor, will proceed in a few moments to the call of the different teams. When your name is called, please come up to the podium and join your classmates.

This year's exam will be even more selective than in previous years, as only the members of the top five teams will receive their diplomas at the end of the two-day exam. Give your best in each test and stay focused until the end of the exam. I wish you all the best of luck and with that, I turn the floor over to Mr. Empois.»

As the principal's speech ended, a wave of protest began to rumble through the academy. The students, furious with this new rule, understand that this year they will have much less chance to obtain their diplomas than their predecessors, and cry foul.

Mr. Empois slowly climbs on the stage in a total din, his back slightly arched, and suddenly shouts «SILENCE!» The students, startled by this change of behavior, fall silent almost instantly. Once calm is restored, Paul Empois resumes his usual nasal voice and begins calling out the teams. These were composed beforehand by the whole faculty of the academy, according to each one's aptitudes.

Adventurers' Academy

An imposing and modern school, made up of several buildings tens of meters tall, built in polished stone. The Adventurers' Academy is one of the most prestigious schools in Rautha. Every year it rewards the elite of the new generation thanks to its internationally renowned exam.

Central courtyard

Green space located in the heart of the academy. For the occasion, the courtyard was arranged to welcome the hundred or so students who came to take the exam. Several dozen benches face a platform on which stands a desk bedecked with a welcome banner.



Leroy Merlin

A man in his sixties with a long, graying beard, dressed in a magnificent black and gold mage's robe. A legend of the Republic of Rautha, Leroy is a powerful sorcerer who has participated in many battles for the alliance. He has decided to devote his old age to passing on his knowledge to the new generations by becoming the director of the Adventurers' Academy.



Paul Empois

An elf with a pallid complexion and medium-length hair, he wears small round glasses and a tight suit. He speaks with a nasal and tired voice and does not seem very concerned by the students' distress. It is difficult to give him an age as his voice is so out of tune with his appearance.

The names are called and the students gradually join their different teams. After a few minutes, the names of our adventurers (PCs) are called, to form team 6 together.

If you only have 2 players at your table, add one of the pregenerated characters to team 6 to form a minimum team of 3. This character will be played by the GM, however, he/she should not make any decisions for the group that might benefit or hinder the team.

As the teams are called, the students break into small groups in the central courtyard of the academy and begin to get to know each other. While some discuss everything and anything to break the ice, others are already thinking about the first challenge and organizing alliances and strategies with other teams.

Test 1: General Knowledge Quiz

The students come on stage one after the other and after about 20 minutes all the teams seem to be formed. There are 20 of them. The PCs who happen to be in the same team can take the opportunity to exchange a few words and introduce themselves to the others.

It might be interesting to go around the table and ask the players to talk about the story of their characters. Who are they? Where are they from? And what are they looking for?

The PCs can also choose to talk to other teams, but they will get very little useful information from this method. Most teams say they don't know what the next challenge is.

This is actually not true, some teams have been able to get some information about the tests, however these teams prefer not to disclose anything in order to keep an advantage. This is understandable given the new rule this year.

If a player chooses to eavesdrop on the other teams' conversations, he or she can obtain information about the first test by making a successful Perception check of difficulty 15. The player can make a Dexterity check beforehand to try to get closer discreetly to lower the difficulty of the Perception check. By secretly listening to the conversations of the other

teams, a player can hear this:

Student 1: «I heard that the first test would be a history-geography quiz.»
Student 2: «Who told you that?»
Student 1: «My father, he's a member of the Adventurers' Guild and he knows the teachers at the academy well, but don't tell anyone, it shouldn't be made public»
Student 3: «Shh! I think we are being watched.»

If the PCs are chatting or waiting in their corner, a young hooded adventurer approaches them and asks if they would like to have a head start on the test, for a fee of course. The young man's name is Maurice and his attire makes it clear which path he chooses to go. He sells the list of answers to the first test for 6 gp, a successful Charisma check will lower the price to 4 gp, but not less.

The answers are actually wrong, Maurice just takes advantage of the exam to steal some coins from the most gullible.

After several tens of minutes of waiting, Paul Empois goes back on the stage and announces the topic of the first test, which will be a questionnaire on the history and geography of Astrenor. He then asks the students to follow him to the examination rooms for the first test. Without flinching, the students fall into step and follow the counselor through the halls of the academy. Once they arrive, the teams are divided into different rooms: teams 1 to 5 in room A, teams 6 to 10 in room B, teams 11 to 15 in room C and teams 15 to 20 in room D.

The PCs find themselves in room B, supervised by Professor Roguelike. He is sitting behind a desk. He welcomes the candidates in a very sober manner and warns potential cheaters.

The tables at the back, the ones furthest from the professor's desk, are crowded even before the PCs enter the room, they have to be quick if they don't want to end up in the front row. The PCs can make a Dexterity check of difficulty 10 to try to get a seat in the middle rows.

Once all the students are seated, Professor Roguelike stands up and hands out the papers. The PCs then have 5 minutes to answer the following 10 questions:



Maurice

A young student in his early twenties, he wears loose dark clothes and a hood on his head. He usually hangs out in bad places and is ready to use any stratagem to get his diploma and fill his pockets.

List of bogus answers

Sheet of paper on which is written: 1.A, 2.B, 3.A, 4.C, 5.D, 6.D, 7.B, 8.A, 9.C, 10.A

Room B

This is a large rectangular room that can accommodate about 30 students with a chair and an individual table for each candidate. It is supervised by Professor Roguelike who sits at a desk at one end of the room, although he sometimes gets up and does rounds of surveillance between the tables.



Professor Roguelike

Reptilian in his thirties, with red scales and long black hair. Relatively tall and thin, he wears a black shirt and pleated trousers. His cold gaze and the way he addresses the students show great severity.

1. What are the 3 continents of Astrenor called?	
A. Zandalar, Kalimdor, Pandaria	B. Egela, Adux, Yegrith
C. Rautha, Asgure, Tolan	D. Castle City, Korimdor, Zatais
2. Who is the current president of the Republic of Rautha?	
A. Panorius	B. Panoramix
C. Palerus	D. Panasonic
3. What is the name of the event that determines the new emperor of Korimdor?	
A. The Game of Thrones	B. The confrontation of Asgure
C. The battle royale	D. The Tournament of Kings
4. What is the name of the sea that connects the Duchy of Velugian to Dezolation?	
A. The Sea of Tears	B. The Sea of Blood
C. The sea of the crater	D. The Black Sea
5. What is the capital of Korimdor?	
A. Azmarin	B. Hankala
C. Xynnar	D. Kled
6. What is the political regime of the Kingdom of Epheria?	
A. Republic	B. Parliamentary Republic
C. Monarchy	D. Parliamentary Monarchy
7. What religion has its roots in the Elrig Theocracy?	
A. The cult of fire	B. The cult of light
C. The cult of flames	D. The cult of the sun
8. What is the highest mountain in Astrenor?	
A. The infinite mount	B. Dragon's Nest
C. Gigantic	D. Mount Olympus
9. According to the legend, who founded the Kingdom of Irdian?	
A. Elios	B. Urdin
C. Irdia	D. Toric
10. In what year did the last great war take place?	
A. Year 303	B. Year 293
C. Year 283	D. Year 273

If a PC tries to cheat during the test, then he will have to make Dexterity checks to avoid being caught. If they fail twice or fumble, the teacher will kick them out with a 0.

You can play a scene where the teacher catches a student cheating and kicks him out, in order to increase the pressure and encourage the PCs not to cheat.

Once the first test is over, the students are invited to go to the central courtyard while the teachers correct the papers.

Calculate your PCs' team score by adding up their number of correct answers. If there are only 2 PCs, then the NPC accompanying them will get 7 correct answers to add to the score of your PCs. This result will be useful for the rest of the scenario

The correct answers are:
1C 2A 3D 4B 5B 6D 7A 8C 9A 10B

Test 2: Arena Combat

Gathered again in the central courtyard of the academy, the students discuss the last test and try to figure out their points.

The few teams who have been victims of Maurice's deception are actively looking for him but he is nowhere to be found.

After a good hour of waiting, the director Leroy Merlin joins the students in the courtyard, accompanied by Mr. Empois and two armored men who each carry a huge trunk containing all kinds of weapons, which they deposit on the stage. Once behind his desk, the director Leroy takes the floor to announce the results of the first test.

Here is the temporary ranking of the 5 best teams:
Include the PCs' team in the ranking if its score is higher than that of the fifth-place team.

Test 1/3	**If a team of 3**	**If a team of 4**
1 Team 12	29	38
2 Team 5	27	36
3 Team 11	25	33
4 Team 8	23	30
5 Team 18	21	28

The director then invites all students who have scored between 6 and 8 out of 10 to come up to the stage to choose a weapon from the trunk on the left. This trunk contains «Uncommon» weapons (green) that can only be used for the second test. Then he summons the students who scored 9 or 10 on the quiz to choose a weapon from the right trunk. This trunk contains «rare» weapons (blue) they can use during the second test.

The PCs will have the possibility to add a weapon of «Uncommon» or «Rare» rarity depending on their result in the first round. To find out which weapons are available, you can consult the appendices of the rulebook or the database of our application by clicking on the «Add equipment» button of a CSO character sheet.

Once the weapons have been given out, Leroy speaks again:

«Dear students, as you may have understood, with these new weapons in your possession, the second test will be an arena battle, to test your strength and bravery.

Each team will be called to the stage to pick a small paper on which is written the creature or creatures that the group will have to face.

For the occasion we have invited the representatives of the Adventurers, Mercenaries and Explorers guilds to come and watch the fights.

You will be graded on how long it takes you to defeat your targets, the risks you take and the injuries you sustain, as well as your fighting style.

Good luck to all of you.»

The director then hands over to Mr. Empois who calls the teams one at a time in order to proceed to the random draw of the creatures. On the desk is a jar containing the small pieces of paper on which are written the names of the monsters to face.

The teams are called in ascending order, teams 1 and 4 draw Kobolds while teams 2 and 3 draw Goblins, both of which are relatively weak creatures.

However, when team 5 goes through, it discovers with astonishment that they have to face an Ogre. The young apprentice adventurer who has just picked up the piece of paper asks in a horrified voice if it could be a mistake. The counselor casually replies that they can retake the exam next year if they don't feel up to it.

Feel free to emphasize the terror generated by this announcement, so that the PCs understand that if they run into an Ogre, they stand to lose far more than their chance of passing the exam.

Have a PC roll a d6. The fate of the team is in his hands, as the result will determine which group of creatures the team will face.

Here are the groups of monsters to face according to the result of the die:

1 : 3 (or 4)* Goblins	2 : 3 (or 4)* Kobolds
3 : 2 (or 3)* Harpies	4 : 2 (or 3)* Gnolls
5 : 1 Troll (+1 Gnoll)*	6 : 1 Ogre (+1 Gnoll)*

* Only for teams of 4 PCs

Once the drawing of the creatures is over, Mr. Empois asks the students to follow him to the battle arena, right next to the academy.

On the way, the PCs can see a few defeated faces belonging to the members of the teams who have drawn an Ogre.

Passing the doors of the fighting arena, the students discover a magnificent hall. The hall is adorned with several paintings and sculptures of famous academy alumni and exhibits prestigious weapons from the Wolforge Forges. The hallway connects the bleachers and dressing rooms through its southern corridor, and the combat zone and infirmary through its northern corridor. The students barely have time to marvel at the place, as the counselor leads them to the stands.

As they enter, the PCs can see the professors and representatives of the Castle City guilds settling into the boxes above the stands, overlooking the arena.

Once everyone is settled, Paul Empois enters the center of the arena to announce the start of the second test. The teams are called in ascending order and invited to join the combat zone to face the group of creatures that they have drawn.

The fights follow each other quite quickly without much difficulty for the first teams, until the passage of team 5. No sooner have they entered the combat zone than the PCs can feel the stand vibrating: the Ogre is about to appear in the arena. The beast bursts into the arena, knocking down the doors of the hallway and terrorizing the students. The Ogre is tied up at the ankle to prevent its escape, but this doesn't diminish the threat it represents for those within range. The creature seems to be enraged and it doesn't take long before it sends one member after another of the team 5 to the infirmary.

With team 5's swift defeat over, it's the PCs' turn to go down into the arena and face their creatures.

The map of the battle arena and the creature sheets are available at the end of this document.

Determine the order of combat and play the combat rounds as indicated in the rulebook.

If a player falls unconscious (below 1 hit point) he is dragged out of the combat zone by one of the security guards. This is an exam, no student should lose their life.

Combat arena

Building belonging to the Adventurers' Academy, intended for the organization of confrontations for prestigious events. The arena is composed of an oval-shaped combat zone, measuring 15m in length and 11m in width. Various obstacles are spread on the floor, regularly renewed in order to ensure the combats will be diversified. This area is surrounded by stands that can accommodate 300 to 400 spectators. Above the stands, there is a large box reserved for the teaching staff and important personalities of the capital.

Here is the scoring grid for the fights:

Points	Require
	Duration of the fight (number of rounds)
20	If the fight lasts 3 rounds or fewer
10	If the fight lasts between 4 and 5 rounds
5	If the fight lasts between 6 and 7 rounds
0	If the fight lasts more than 7 rounds, it is interrupted
	Risk taking and injuries (number of unconscious team members)
20	If all members are standing
10	If only one member is unconscious
5	If 2 members are unconscious
0	If 3 or more members are unconscious
	Style (to be determined by the GM)
0-20	Depending on the show offered by the team members

The score obtained by your PCs at the end of this round is to be added to their score from the first round. This result will be useful for the rest of the scenario.

At the end of their fight, the PCs still standing can choose to continue to watch the fights or to go for a walk in the city until the second test is over. However, the students must meet after the fights, around 8pm, in the big hall of the academy to get the results of the second event and to participate in the dinner organized for the event.

The unconscious PCs wake up in the infirmary of the fighting arena. They are in the expert hands of Doctor Corina Verus. In the infirmary we find the entire Team 5 and a few other students with mostly minor injuries. When they are back on their feet, the students must have the consent of Corina Verus to leave the infirmary. A Charisma check of difficulty 10 should be enough to convince her, otherwise you will have to use your seductiveness.

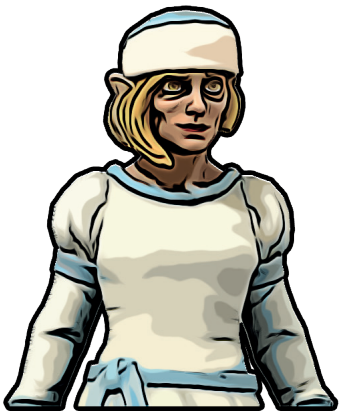
It is about 1pm, count 1 hit point per half hour of rest.

Example: A character who has fallen to -5 HP will have to wait at least until 4pm to have 1 HP and be able to try to leave the infirmary.

Don't forget to remove the bonus weapons, obtained at the beginning of the test from your characters' inventories.

Infirmary

A place where people injured during fights in the arena are treated. The infirmary can accommodate up to 20 patients and contains all the necessary first aid equipment.



Corina Verus

Elf in her fifties, expert in healing magic and in the decoction of medicinal potions. Despite her old age, she does not hesitate to flirt with young people who find themselves in her infirmary. She wears a white nurse's outfit that reveals her legs withered by the weight of years.

Night in the dormitory of the academy

It's 8pm. The students who came to take the exam are invited to a dinner organized by the academy. The end of the second test has dissipated the tensions between the teams: this evening is therefore the ideal opportunity to get to know the other students better.

In the great hall a banquet awaits the students. The director Leroy Merlin takes the floor to congratulate all the participants and to give the new temporary classification.

Here is the temporary ranking of the top 5 teams:
Include the PCs' team in the ranking if its score is higher than that of the fifth-place team.

Test 2/3	If a team of 3	If a team of 4
1 Team 11	75	83
2 Team 12	72	81
3 Team 20	68	76
4 Team 8	63	70
5 Team 10	55	60

After a few words from the director, the students, somewhat exhausted by this day of exams, rush to the buffet to taste the delicious food of the capital. The PCs who enjoy the banquet get 5 energy points back.

The evening goes smoothly and the students take the opportunity to chat. They talk a lot about the day's battles. Teams 10,11 and 20 made a strong impression in the arena, some already see them graduating. As for the teams at the bottom of the ranking, they hope that tomorrow's event will reshuffle the cards.

Once the dinner is over, students are invited to go to the dormitory. They will be able to rest and get in shape for the final test. Each team has its own room with a bed and a safe for each student. On each door of the dormitory rooms is written a number, which corresponds to the number of the team that occupies it. In order to avoid incidents during the night, the building is guarded by four guards who make rounds inside and outside the dormitory.

It is about 9:00 p.m., so PCs who wish to perform actions during the night must pass a Constitution check of easy difficulty (5) for the first few hours, then standard (10) for the next few hours, to try to stay awake.

At the stroke of 1am, if the PCs are in their room, a certain Maurice will come knocking on their door. No doubt that if the PCs have been tricked by Maurice, they will want to fight him, but if they take the trouble to

Great Hall

Main room of the academy, which serves as a dining hall for the students. This sumptuous room is decorated with the coats of arms of the different schools of Rautha. The room has five large tables that can accommodate about a hundred guests and a long buffet that stretches along the wall. The teachers' table is at the back of the room and is slightly elevated.

Dormitory

Residence for students who come to Castle City for the exam. The dormitory is located outside the academy, just in front of it. The building has about 20 rooms, sanitary facilities, showers and even a small kitchen.

listen to him, he will give them a «foolproof» plan to help them get their diplomas. Maurice stole a laxative potion from Corina Verus' medicine chest, while she was busy making small talk with a student. He wants to pour it into tomorrow's breakfast dishes to oust the other teams by giving them severe diarrhea. Maurice solicits the PCs for a diversion to help him get into the academy's main hall without attracting the attention of the guards.

Maurice is actually working for the director, Leroy Merlin. His job is to find out the clever ones who would try to cheat. If the PCs accept Maurice's plan and carry it out, they will automatically be eliminated from the exam. But they won't know that until the breakfast the next morning. Have them act out Maurice's infiltration scene as if nothing had happened. The guards are aware of this and are careful not to cross paths with Maurice, leaving him free to roam. Once outside the dormitory, Maurice heads for the academy, the doors are closed but it is relatively easy to climb the gate. Make a Strength check of easy difficulty (5) for the PCs who wish to climb the gate. Once in the central courtyard, Maurice enters the great hall through a window that «by chance» was left open. In the main hall, Maurice approaches the buffet and pours his laxative potion on the dishes. If the PCs decide to turn back and cancel the mission early, then Maurice will strangely not be very insistent. If they do that then the PCs still have a chance to graduate.

Test 3: Trust test

The next morning, the bells of the academy wake up the students. They get up at their own pace and begin to head towards the academy.

In the main hall, the PCs notice that the students are not rushing to the banquet like the day before. They notice some shifty gazes from their fellow students, most of whom remain planted at the entrance to the main hall. The principal and teachers are already seated at their tables and seem to enjoy the show. After a few minutes the director breaks the silence:

«Good morning, students,
I'm glad to see you again for this second and last day of the exam. I hope you slept well and did not do anything stupid during the night?
Because according to our informant, some of you seem to have slept... restlessly.
Maurice please come and join us.»

At that moment, Maurice, who was hidden among the students, joins

the teachers' table alongside the director Leroy Merlin.

«The night was an opportunity for us to test your sense of morality and honor. What could be more important indeed than these two values for a Rautha adventurer?

Maurice here came to each of the teams during the night to propose a foolproof plan that should have allowed those who accepted, to oust their little comrades and ensure their own graduation.
However, this was a ruse to test you, so all teams that agreed to follow Maurice's plan will be eliminated from the exam.

I hope that this will serve as a lesson to the teams involved and that their members will grow from it.
Maurice, your turn.»

Maurice takes the floor to name the eliminated teams, 2, 9, 15 and 20. If the PCs participated in Maurice's plan, their team number is also called.

The teams named by Maurice are escorted out by a dozen guards, to the booing of their comrades. Anger and humiliation can be read on the faces of these students who see their hope of becoming graduate adventurers reduced to nothing. Unfortunately, they will not graduate from the academy. But perhaps they have caught the eye of the representatives of the Mercenaries' Guild, which cares little for the methods as long as the work is well done.

Go directly to the conclusion part to know the fate of the PCs that tried to cheat.

Once the deception is revealed, the remaining students finally settle down in the big room and start eating. The elimination of Team 20, which was one of the top 5 teams, creates the buzz. No one knows who the fifth ranking team is now. But there is no time left for a guess, because the third and final test is about to begin.

The students have barely finished gobbling their breakfast when the director asks them to join the central courtyard. The representatives of the Castle City guilds and the teachers who have come to attend the last event and the graduation ceremony are gathered. A voting booth has been installed on the platform and a ballot box was placed on the lectern. Leroy Merlin goes up on the stage accompanied by his right-hand man Paul Empois and takes the floor to announce the rules of the third test:

«Here we are at last for the last test of the adventurer's exam.

It's been about 24 hours since you joined a team and got to know your teammates. You have talked, eaten and even fought together. Strong bonds have been forged, there is no doubt about it. For this last test we will try those bonds. Since an adventurer must know how to work as a team and be able to discern the trustworthiness of his companions, the last test will be a test of trust.

The rules for this test are very simple.
In the voting booth on my right are two types of ballots that say «Trust» or «Betray».
The «Trust» ballot will allow you to double your team's total points if all members choose it.
The «Betray» ballot will allow you to triple your team's points if you are the only one to choose it. However, if a member chooses the «Betray» ballot, all the other members of his team who have chosen the «Trust» ballot will be eliminated.

You will be given an envelope with your name on it before you enter the voting booth. Put your chosen ballot in your envelope and place it in the ballot box facing me.

The teams will be called in turn by Mr. Empois who will reveal the votes. Think carefully and make the right choice!»

The director's speech once again elicits strong reactions from the audience. The spectators are excited, while the students take advantage of the little time they have left to work out their strategy.

In order to keep a form of fairness, the teams are called in descending order, unlike before the second test. Team 20 was eliminated, so Team 19 goes first. The members of team 19 go on stage, called by Mr. Empois and go one after another into the voting booth. During the count, the tension rises and the stress can be read on the faces of the students. The members of team 19 all chose «Trust» and take the lead in the provisional rankings, as for the teams 18 and 17.

As team 16 is being counted, the advisor reveals a first «Betray» ballot followed by 2 (or 3 if team of 4) «Trust» ballots. Immediately, insults began to fly between the members of Team 16, resulting in a tearful scene worthy of a tragedy. The members of the team who voted «trust» are forcibly led out of the school walls by several guards while the only member who voted «Betray» sees the number of his team take the lead.

Feel free to emphasize the unfairness and violence of this scene.

Following the passage of the team of 16, the «Betrayal» votes become more and more present and the scenes of betrayal punctuate the test until the passage of the team of your PCs.

When team 6 is called, the PCs approach the stage and go up to join Mr. Empois, who gives them each an envelope with their name on it. The PCs take turns entering the voting booth, choosing a ballot and placing their envelope in the ballot box on the desk.

Ask your players to secretly give you their choice between «Trust» and «Betray». If you are using our charactersheetonline.com platform you can ask your players to send you a private message directly from the chat via the /w command. Then play the reveal of votes by Mr. Empois with small pauses between each ballot to maintain the suspense until the end. Then

Reminder of the rules of the Trust Test

If everyone votes «trust»: The team's points are doubled and no one is eliminated.
If only one team member votes «betray» and the others vote «trust»: The team's points are tripled but only the one who voted «betray» is not eliminated.
If two or more vote «betray»: The team score remains unchanged and the members who voted «trust» are eliminated.

apply the rules in the same way.

Once the PCs have passed, the rest of the teams take turns marching alongside Mr. Empois to perform their trust test.

The third event is now over and the remaining students are waiting impatiently for the results to be announced. Some of them take the opportunity to relax, while others try to approach the guild representatives who have come to attend the event.

After a good half hour, Leroy Merlin comes back on stage, with the list of results in his hands. The director takes the time to congratulate the students still present and to thank the teachers and the members of the security who allowed the organization of this examination.

After his customary words of thanks, the director takes a more solemn tone to announce the members of the five teams that have graduated from the academy. The call is done in descending order with, first, this year's top students who make up team number 12. The members of this team join the director on stage under the cheers of the public and receive their diplomas from the Adventurers' Academy. Then it is the turn of the second best team to be called, then the third and so on...

Here is the final ranking of the top 5 teams:
Include the PCs' team in the ranking if its score is higher than that of the fifth-place team.

Test 3/3	If a team of 3	If a team of 4
1 Team 12	144	162
2 Team 16	135	150
3 Team 10	110	120
4 Team 3	99	109
5 Team 19	90	100

If the PCs' team scores 90 or more (or 100 if there are 4 of them), then they will get their diplomas and make a lasting impression on the people who came to see them crowned.

If the PCs' team scores below 90 (or 100 if there are 4 of them) then they will not get their diplomas, but they will be able to take advantage of the opportunity to get to know the representatives of the different guilds, and maybe be recruited by one of them.

Now that the graduation ceremony is over, it's time for the guilds that attended the event to recruit. The graduating students are the ones who are in demand with the various representatives, but they are not the only ones attracting the interest of the guilds. It will take some elbowing for the lower tier students. But with some willpower and persuasion, they may be able to join a guild today.



Adventurers' Guild

The Adventurers' Guild is one of the oldest institutions in the Republic of Rautha. Very prestigious, only graduates of the greatest academies can apply. Members of the Adventurers' Guild are highly regarded and their services are idolized. Their motto is «Honor, Valor, and Resilience.»



Explorers' Guild

The Explorers' Guild is very famous on the continent of Rautha. Its members often lead expeditions abroad. Their discoveries and knowledge have made it possible to map the world. Their motto is «Mystery Alone Gives Meaning to Being».



Mercenaries' Guild

The Mercenaries' Guild is one of the most lucrative institutions in Rautha. Its members do not hesitate to lend their services no matter the type of request as long as the reward is worth it. Their motto is «Service for Gold».

Congratulations, you have completed the initiation scenario of Astrenor!

Conclusion

Joining a guild is essential to be able to accept missions and finance your adventures. This is why your PCs will have to join one for the rest of the campaign.

The PCs who have been eliminated can try to join the Mercenaries' Guild, but only if their score allows it.

Here are the guilds available according to the scores of your PCs:

Conditions	Guild available
You have obtained your diploma	Adventurers' Guild
You have not been eliminated and have obtained more than 50 points on the exam	Explorers' Guild
You have obtained more than 50 points during the exam	Mercenaries' Guild

If the PCs can't join any of these guilds, you will have to find a reason for their team to have kindled the interest of the Mercenaries' Guild or have them play a bonus scenario to prove themselves.

Once a guild has been chosen, the PCs are invited by the recruiter to the guild headquarters to sign their membership contracts, which will mark the beginning of the next scenario.

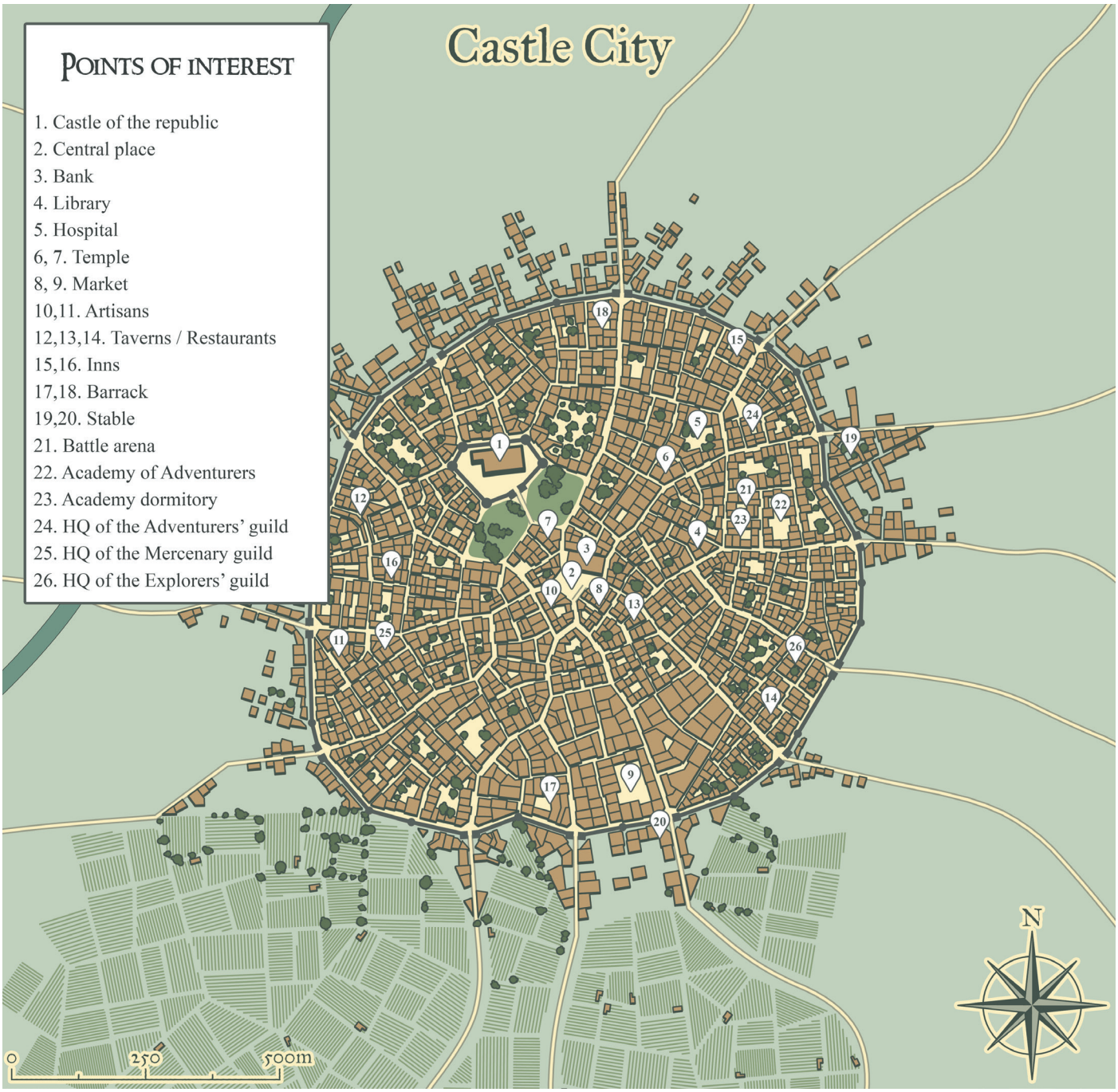
AWARDS

Here is the list of end-of-scenario rewards available based on the objectives achieved:

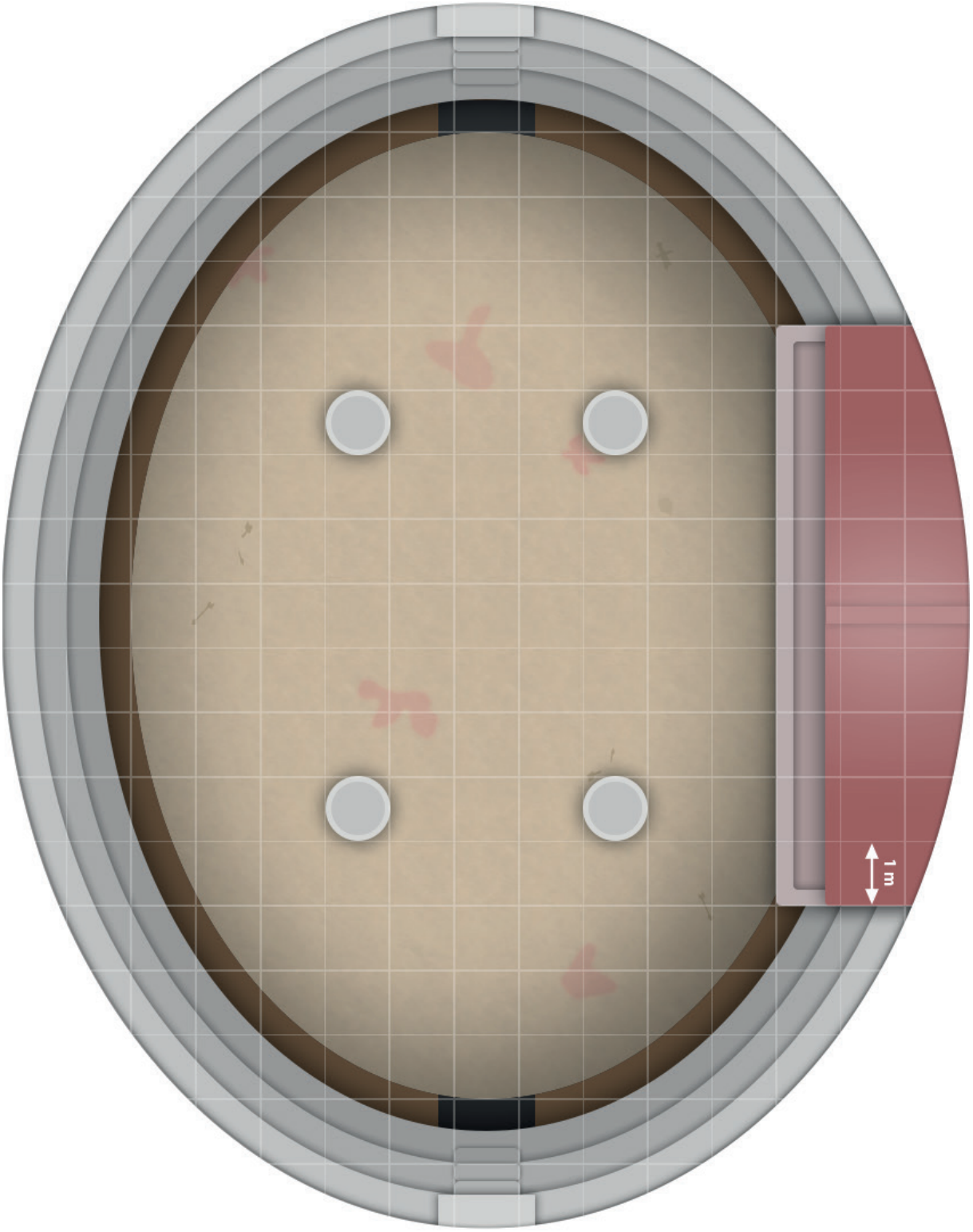
Goals	Awards
Have joined the Adventurers' guild	60 gold pieces per player
Have joined the Explorers' guild	40 gold pieces per player
Have joined the Mercenary guild	20 gold pieces per player
Have obtained your diploma	1 morale point and 100 experience points
Have defeated an Ogre	100 experience points
Have defeated a Troll	70 experience points
Have defeated 2 Gnolls	60 experience points
Have defeated 2 Harpies	50 experience points
Have defeated 3 Kobolds	50 experience points
Have defeated 3 Goblins	40 experience points

Appendix

Map of Castle City



Combat Arena



CREATURES

GOBLIN

HP : 5 EP : 5

STR	DEX	INT	CON	PER	CHA
-4	4	-4	-4	4	-4

Weapon	Range	ATK	DMG
Knife	Melee	1d20	1d4+DEX

Goblins are small, malevolent creatures that live in abandoned caves or gloomy slums. Individually weak, they gather in large numbers to torment other creatures.

Edges : Combat Agility, Darkvision

KOBOLD

HP : 9 EP : 9

STR	DEX	INT	CON	PER	CHA
-3	3	-4	-1	3	-4

Weapon	Range	ATK	DMG
Basic Dagger	Melee	1d20	1d6+DEX
Sling	10m max	1d20	1d4+DEX

Kobolds are very cowardly reptilian creatures that have a habit of infesting sewers and swamps. They make up for their physical ineptitude with their great talent for setting traps.

Edges : Darkvision

Special move : Tactical Retreat

HARPY

HP : 12 EP : 8

STR	DEX	INT	CON	PER	CHA
1	3	-2	-3	4	-3

Weapon	Range	ATK	DMG
Talons	Melee	1d20+2	1d4+DEX+STR

A harpy combines the body, legs and wings of a vulture with the torso, arms and head of a human. Its sweet melody has led countless adventurers to their doom.

Edges : Elusive, Flight

GNOLL

HP : 15 (1) EP : 10

STR	DEX	INT	CON	PER	CHA
2	2	-3	0	3	-5

Weapon	Range	ATK	DMG
Common Weapon of choice			

Armor	Require	Penalty	AP
Padded Armor	None	-	1

Gnolls are savage humanoids with hyena heads, attacking without warning and slaughtering their victims to then devour them.

TROLL

HP : 25 (1) EP : 20

STR	DEX	INT	CON	PER	CHA
5	1	-4	5	2	-5

Weapon	Range	ATK	DMG
Claws	Melee	1d20+2	1d4+DEX+STR

Dreaded green-skinned giants, trolls eat everything they can catch and devour. Only acid and fire can stop the regenerative properties of a troll's flesh.

Edges : Tough, Elusive, Giant

Special move : Regenerating Bite

OGRE

HP : 30 (2) EP : 20

STR	DEX	INT	CON	PER	CHA
7	-2	-5	7	0	-5

Weapon	Range	ATK	DMG
Giant Club	2m max multi-target*	1d20	1d8+STR

**all targets within a 2m radius of him*

Ogres look like giants and are known for their irritable nature. When provoked, an ogre will lash out in a fit of frustrated anger until it has no more objects or creatures to crush.

Edges : Tough+, Elusive, Giant

Special moves : Fury, Overturn, Charge