



ASTRENOR

The Academy of adventurers

Scenario of initiation to Astrenor

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Duration : 3-4H
For 2 to 4 players of level 1

If you find any spelling mistakes, errors or inaccuracies, please feel free to discuss them with us on our discord or report them by mail to charactersheetonline@gmail.com



CHARACTER
SHEET ONLINE

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 precious sesame, 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 to players to know the lore of Astrenor before playing this initiation scenario. For this, a world map is available on our website at www.Astrenor.com

CONTEXT

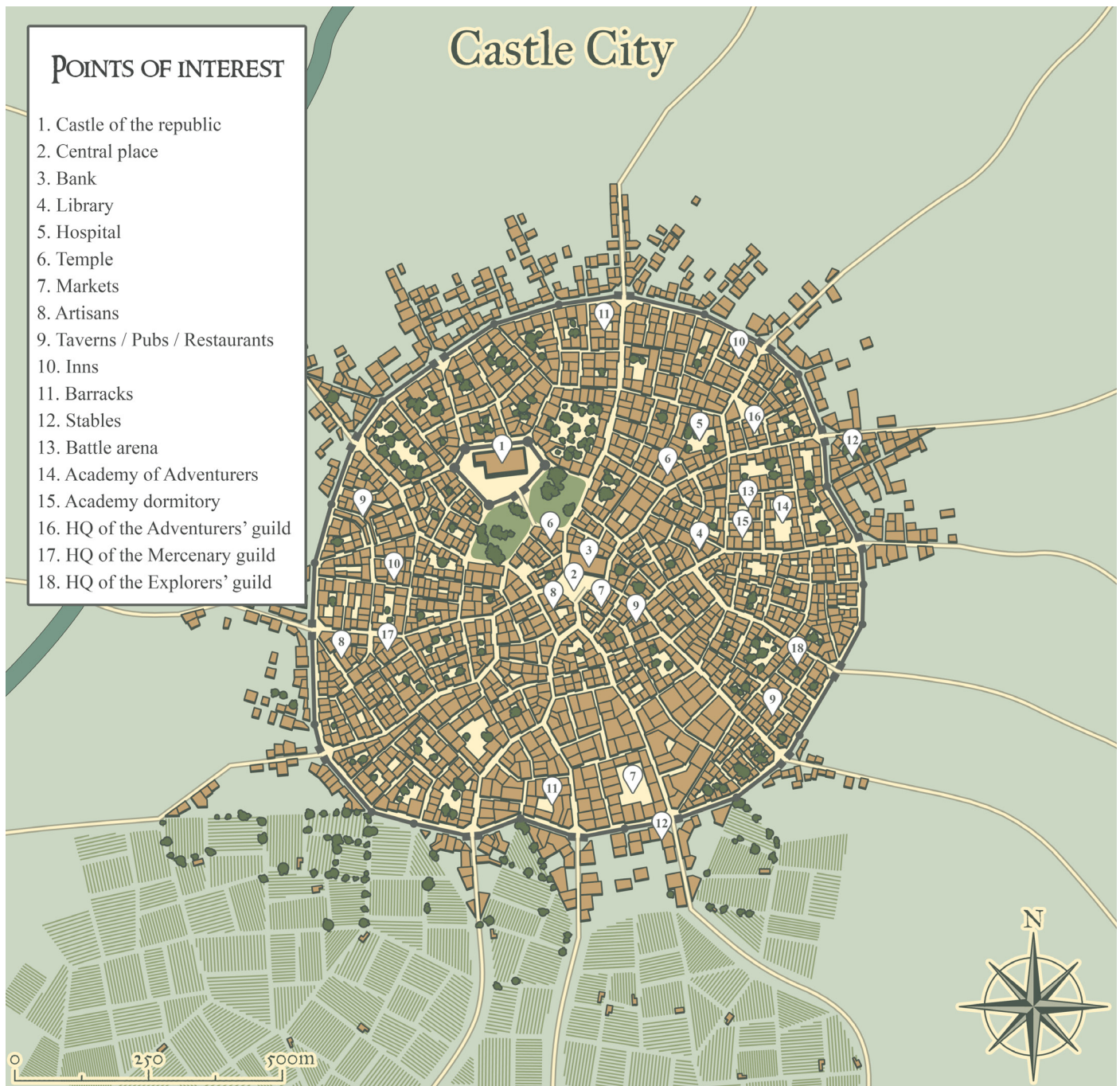
The year is 308, 15 years after the last great war between the allied forces of Rautha and the troops of Asgure.

During this last confrontation, the allied forces stormed Dezolation, destroying the largest military base of Asgure in the process. This offensive was carried out in retaliation for the massacre of the Velugian Duchy, caused by an incursion of the Korimdor Empire years earlier. The Battle of Dezolation lasted several months and the allied forces managed to advance to 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 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, 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 Academy of Adventurers is one of the most prestigious of these schools. Ultra 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. Every 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 traveled to the capital the day before, others have been living there for years, but you all share the same desire; to complete your years of training.

MAP OF THE CITY



Academy of Adventurers

An imposing and modern school, composed of several buildings of about ten meters high, built in polished stone. The Academy of Adventurers 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, it is the place of relaxation and reception of the students. For the occasion, the courtyard was arranged to welcome the hundred or so students who came to take the exam. There are several dozen benches facing a platform on which is a desk decorated with a welcome banner.



Leroy Merlin

A man in his sixties with a long, greying 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.

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, indicating that the exam is about to begin. The PCs (player characters) wake up somewhat stressed, and begin to head to 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 pool of people heading in the direction 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 Adventurer's 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. Mister Elon Stinker, 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. Stinker.»

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

Mister Stinker slowly climbs on the stage in a total din, his back slightly arched, when suddenly he shouts «SILENCE! The students, surprised by this change of behavior, fall silent almost instantly. Once calm is restored, Elon Stinker resumes his usual nasal voice and proceeds to call the teams. These were composed beforehand by the whole faculty of the academy, according to the aptitudes of each one.

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 pre-drawn 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.

EVENT 1: QUESTIONNAIRE OF GENERAL CULTURE

The students parade on the 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 tell 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 events, however these teams prefer not to disclose it 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 event by making a successful Perception roll of difficulty 15. The player can make a Dexterity roll beforehand to try to get closer discreetly to lower the difficulty of the Perception roll. By secretly listening to the conversations of the other



Elon Stinker

An elf with a sallow 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.



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.

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.

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 get out»

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 exam, for a fee of course. The young man's name is Maurice and his attire makes it clear which the path he chooses to go. He sells the list of answers to the first test for 6 PO, a successful charisma roll will lower the price to 4 PO, 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, Elon Stinker 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, welcoming the candidates in a very sober manner and warning 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 roll 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:

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. Dragons' 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 rolls to avoid being caught. If they fail twice or critically, 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.



Professor Roguelike

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

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

EVENT 2: ARENA COMBAT

Gathered again in the central courtyard of the academy, the students discuss the last test and try to calculate 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. Stinker and two men in armors who carry each one a huge trunk containing all kinds of weapons, which they come to 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:
Please consider joining the PCs team if their scores are higher than the fifth team.

Event 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 weapons of «unusual» rarity (green) that can only be used for the second round. Then he calls on the students who scored 9 or 10 on the quiz to choose a weapon from the right trunk. This trunk contains «rare» weapons (blue) that can only be used in the second round.

The PCs will have the possibility to add a weapon of «unusual» 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 distributed, Leroy speaks again and says this:

«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' guild, the mercenary and the explorers 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»

The director then leaves the place to Mr. Stinker who calls the teams one by one in order to proceed to the draw of the creatures. On the desk is a jar containing 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 it has to face an Ogre. The young apprentice adventurer who has just picked up the piece of paper asks in a horrified voice if it is not a mistake. The counselor casually replies that if they don't feel up to it they can retake the exam next year.

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 die of 6 to determine which group of creatures his team will face.

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

1 : 3 (ou 4)* Goblins

2 : 3 (ou 4)* Kobolds

3 : 2 (ou 3)* Harpies

4 : 2 (ou 3)* Gnolls

5 : 1 Troll (+1 Gnoll)*

6 : 1x Ogre (+1 Gnoll)*

* Only for teams of 4 PCs

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, on which are installed various obstacles that are regularly renewed in order to vary the combats. This area is surrounded by stands that can accommodate between 300 and 400 spectators. Above the stands, there is a large box reserved for the teaching staff and important personalities of the capital.

Once the draw of the creatures is over, Mr. Stinker asks the students to follow him to the battle arena, which is right next to the academy.

On the way, the PCs can see a few terrified faces, which belong to the members of the teams that drew an Ogre.

After passing through the doors of the fighting arena, the students discover a magnificent hall, decorated with paintings and sculptures of famous academy alumni and prestigious weapons from the Wolford 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 into the bleachers.

As they enter the stands, 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, Elon Stinker enters the center of the arena to announce the start of the second round. The teams are called in order and are 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 the team 5. This one has just entered the combat zone, that the PCs feel that something makes vibrate the stands, 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. This one is nevertheless tied up at the level of the ankle to prevent it from escaping. The creature seems to be enraged and it doesn't take long before it sends one by one the members of team 5 to the infirmary.

With Team 5's lightning passage 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 health 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.

Here is the scoring grid for the fights:

Points	Conditions
Duration of the fight (in number of turns)	
20	If the fight lasts less than 3 rounds
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 (in number of unconscious limbs)	
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 with 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 who are still standing have the choice to continue to watch the fights or to go for a walk in the city until the second event 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. The recovered students must have the consent of Corina Verus to leave the infirmary. A charisma roll of difficulty 10 should be enough to convince her, otherwise you will have to use your charm.

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

Example: A character who has fallen to -5 HP will have to wait at least 16 hours 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 event, 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 equipment for first aid.



Corina Verus

Elf of about fifty years old, expert in repairing magics and in the decoction of medicinal potions. In spite of her old age, she does not 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

Great Hall

Main room of the academy, which serves as a canteen 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.

It's 8pm, the students who came to take the exam are invited to a dinner organized by the academy. The end of the two exams 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, but before feasting the director Leroy Merlin takes the floor to congratulate all the participants of the exam and to give the new temporary classification.

Here is the temporary ranking of the top 5 teams:

Consider joining the PCs team if their score is higher than the fifth team.

Event 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 dinner is over, students are invited to go to the dormitory to rest and get in shape for the final event, which will take place tomorrow morning. 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 roll of easy difficulty (5) for the first few hours, then medium (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 listen to him, he has a plan to help them get their diplomas. Maurice stole a potion of «shit» from the pharmacy of Corina Verus, while she was busy making small talk with a student. He wants to pour it into tomorrow's breakfast dishes to crowd out 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 of Leroy Merlin, to find out for him the clever ones who would try to cheat in the exam. 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 tomorrow morning at breakfast. 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 roll of easy difficulty (5) for the PCs who wish to climb the gate. Once in the central courtyard, Maurice enters the great hall from a window that «by chance» was left open. Once in the main hall, Maurice approaches the buffet and pours the liquid from his «shit» 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.

EVENT 3: TRUST TEST

The next morning, the bells of the academy come to wake up the students of the dormitory who gradually get up and begin to move each in turn towards the academy, in order to benefit from the breakfast.

Once they arrive in the main halls, the PCs notice that the students are not rushing to the banquet like the day before. They notice some shifty looks 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 be watching the performances in an amused manner. After a few minutes the director speaks up and says this:

*«Good morning, students,
I'm glad to see you back for this second and last day of the test. 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 little during the night.
Maurice please come and join us».*

At that moment, Maurice, who was hidden among the students, joined the teachers' table alongside the Leroy Merlin director.

«This night was an opportunity for us to test your sense of morality and honor, for what could be more important than these two values for a Rautha adventurer.

Maurice here came to each of the teams during the night to propose a plan that should have allowed those who accepted, to oust their little comrades and ensure their 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 these members will grow from it.

Maurice is yours.»

Maurice takes the floor to announce the eliminated teams, calling 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 mercenary guild, who care little for notions of honor 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, is the talk of the town, as no one knows who the fifth ranked team is now. But there is no time to dither too long, because the third and final round is about to begin.

The students have barely finished eating their breakfast when the director asks them to join the central courtyard for the last test of the exam. In the courtyard, the representatives of the Castle City guilds and the teachers who had come to attend the last event and the graduation ceremony were gathered. A voting booth was 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 Elon Stinker and takes the floor to announce the rules of the third event.

«Here we are at last for the last event 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, bonds have been created between you, there is no doubt about it. For this last round

we will test 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. Stinker 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 in event number 2. Team 20 was eliminated, so Team 19 opened the ball. The members of the team 19 go on stage, called by Mr. Stinker and pass each one in turn in the isoloir. During the counting, 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 head of the temporary ranking, it is the same for the team 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 play. 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. Stinky, who gives them each an envelope with their name on it. The PCs take turns going into 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

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.

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. Stinky with small pauses between each ballot to maintain the suspense until the end. Then apply the rules in the same way as for the other teams.

Once the PCs have passed, the rest of the teams take turns marching alongside Mr. Stinky 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. Once the friendliness are over, the director takes a more solemn tone to announce the members of the five teams that have graduated from the academy. The roll call is done in descending order with, first, this year's majors who make up team number 12. The members of this team join the director on stage under the cheers of the public and receive in hand their diplomas of the academy of the adventurers. 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:

Consider joining the PCs team if their score is higher than the fifth team.

Event 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 has a score lower than 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 why not try to 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 by the various representatives, but they are not the only ones who attract the interest of the guilds. It will take some elbowing for the lower tier students, but with some willpower and persuasion, they too may be able to join a guild today.

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 mercenary guild, but only if their score allows it.

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

Conditions	Guild available
Have obtained your diploma	Adventurers' Guild
Not to have been eliminated and to have obtained more than 50 points on the exam	Explorers' Guild
Have obtained more than 50 points during the exam	Mercenary Guild

If the PCs can't join any of these guilds, then they will have to find an excuse for their team to be interested in the mercenary guild or 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.



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 highly sought after. Their motto is «Honor, Bravery and Resilience.»



Explorers' Guild

The explorers' guild is very famous on the continent of Rautha. Its members often lead expeditions outside the continent and their knowledge has allowed the elaboration of world maps. Their motto is «Only the mystery founds the being».



Mercenary Guild

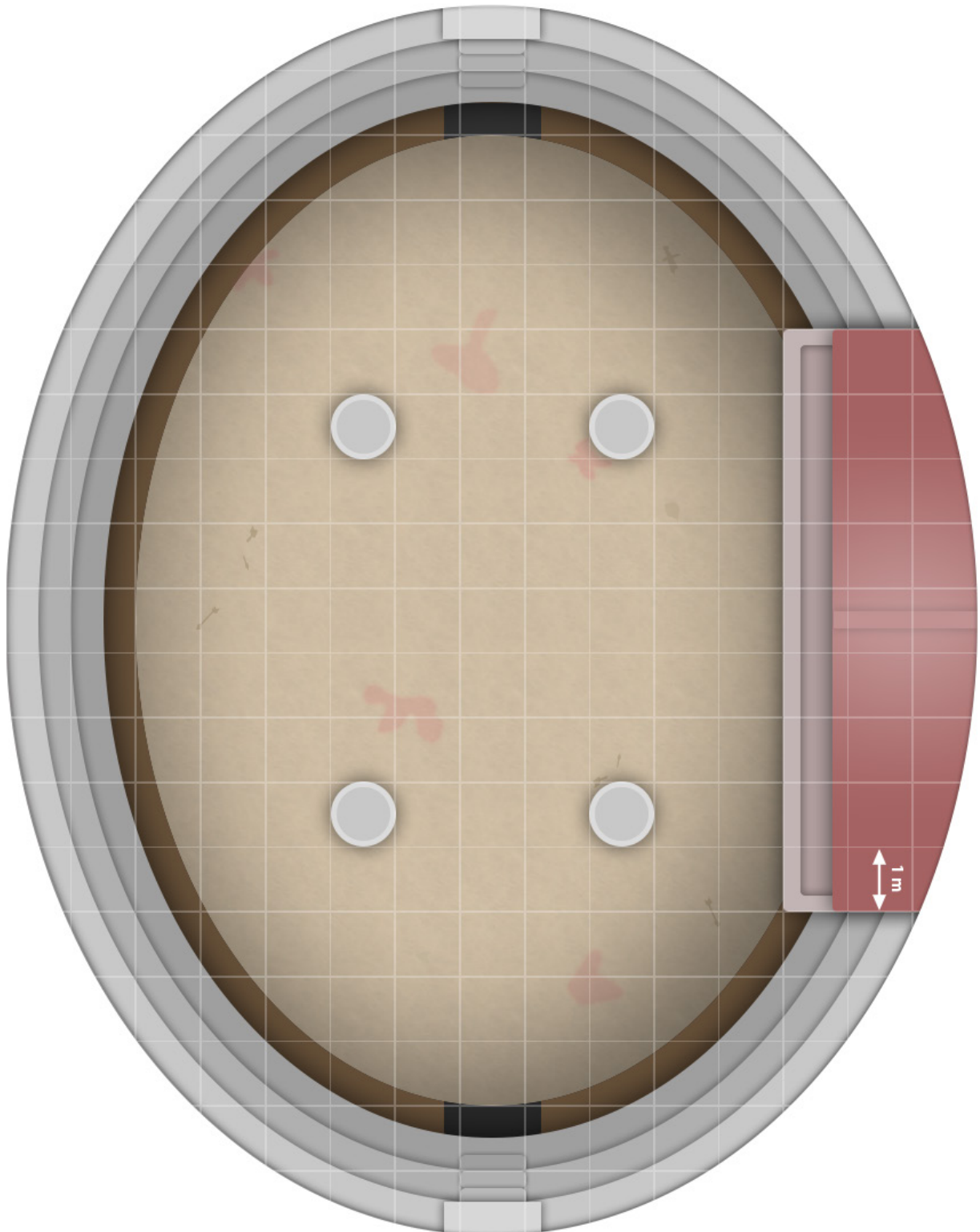
The mercenary guild is one of the most lucrative institutions in Rautha. Its members do not hesitate to lend their services no matter what the type of request as long as the reward is worth it. Their motto is «To serve at the price of gold».

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

COMBAT ARENA



CREATURES

GOBLIN

HP : EP :

STR	DEX	INT	CON	PER	CHA
<input type="text" value="-4"/>	<input type="text" value="4"/>	<input type="text" value="-4"/>	<input type="text" value="-4"/>	<input type="text" value="4"/>	<input type="text" value="-4"/>

Weapon	Range	ATK	DMG
Knife	Melee	D20	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.

Strengths : Agile in combat, Nyctalope

KOBOLD

HP : EP :

STR	DEX	INT	CON	PER	CHA
<input type="text" value="-3"/>	<input type="text" value="3"/>	<input type="text" value="-4"/>	<input type="text" value="-1"/>	<input type="text" value="3"/>	<input type="text" value="-4"/>

Weapon	Range	ATK	DMG
Basic dagger	Melee	D20	1D6+DEX
Slingshot	10m max	D20	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.

Strengths : Nyctalope

Special moves : Tactical withdrawal

HARPY

HP : EP :

STR	DEX	INT	CON	PER	CHA
<input type="text" value="0"/>	<input type="text" value="3"/>	<input type="text" value="-2"/>	<input type="text" value="-3"/>	<input type="text" value="4"/>	<input type="text" value="-3"/>

Weapon	Range	ATK	DMG
Claw	Melee	D20	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.

Strengths: Flight

GNOLL

HP :  EP :

STR	DEX	INT	CON	PER	CHA
<input type="text" value="1"/>	<input type="text" value="2"/>	<input type="text" value="-3"/>	<input type="text" value="0"/>	<input type="text" value="3"/>	<input type="text" value="-5"/>

Weapon	Range	ATK	DMG
Common Weapon of choice	-	-	-

Armor	Prerequis.	Malus	PA
Padded armor	-	-	1

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

TROLL

HP :  EP :

STR	DEX	INT	CON	PER	CHA
<input type="text" value="4"/>	<input type="text" value="0"/>	<input type="text" value="-4"/>	<input type="text" value="4"/>	<input type="text" value="2"/>	<input type="text" value="-5"/>

Weapon	Range	ATK	DMG
Claw	Melee	D20	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.

Strengths : Robust, Giant

Special strokes: Health*

**applicable only on itself*

OGRE

HP :  EP :

STR	DEX	INT	CON	PER	CHA
<input type="text" value="6"/>	<input type="text" value="-3"/>	<input type="text" value="-5"/>	<input type="text" value="6"/>	<input type="text" value="0"/>	<input type="text" value="-5"/>

Weapon	Range	ATK	DMG
Giant club	2m max	D20-3	1D8+STR

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

Strengths : Robust+, Giant

Special moves: Fury, Reversal