



The Next Wave

243

By David Samuels

A One-Round Adventure for the *Legends of the Shining Jewel* Campaign

As the adventuring community approaches retirement, King Rafe is concerned that there will be a shortage of adventurers. Replacements will need the skills necessary to allow the city to continue to prosper and has turned to current adventurers to ensure they're ready. A one round scenario for ATLS 1-9.

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WELCOME TO LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot. Some of the text in this adventure is in ***bold italics***. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

LSJ GM EMPOWERMENT CLAUSE

The coordinators of the campaign empower GMs to make changes to the module as necessary to accommodate any unforeseen actions taken by the PCs. If the players find another way to deal with the module, they should be successful and appropriately rewarded. The GM may also invent new NPCs as needed to populate the city of Amthydor, which is not completely detailed due to practical limitations. If the party is having trouble dealing with an encounter, feel free to do what is necessary to assist the PCs to succeed. Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

CALCULATING ATL (AVERAGE TABLE LEVEL) AND THE POWER OF PCs

Add up the levels of all characters at the table (plus cohorts and entourages) and any animals that will take part in combat that are not granted by class features (such as familiars, animal companions or bonded mounts). Divide this total by 6, regardless of how many player characters are at the table. This gives you the Average Table Level (ATL) for running combats.

Not all parties are created equal. Some level 1 parties can handle anything the GM can throw at them and some level 3 parties are relatively weak for their levels. If the GM finds that the party at the table is really not up to the challenge of the tier, he should adjust the encounters DOWN for that party. This is particularly important if the party has a broad mix of experience levels, is lacking clerics and paladins who can heal, or is a “role-playing” rather than “battle-ready” party. The encounters should be a worthy challenge, not an impossible task or a slaughter fest. Regardless of what the instructions say, the GM should let common sense rule the day (and the module)

LIFESTYLE IN LSJ

Player Characters have to spend money on many things during downtime: food, rent, repairs on weapons and armor and other daily expenses. In the LSJ Campaign this is reflected in Lifestyle Costs, which are paid at the start of every LSJ adventure. See page 147 of the *LSJ Campaign Guide*. If this is a player’s first time playing LSJ and an introduction module, he is not to be charged lifestyle. This is an encouragement for him to keep playing.

ADVENTURE BACKGROUND

King Torestyn recognizing that a war with D'Gar was imminent and that several of the nation's adventurers might be lost during that battle wanted to come up with a way to test the mettle of those adventurers that might be called upon to replace their more experienced brethren. He has instructed his operatives to recruit a group of the city's adventurers and task them with devising, and testing, challenges for the next wave of adventurers to make sure that have the necessary skills to overcome the challenges ahead.

LSJ 243 Being a Hero- The PCs will be devising a series of challenges to help make sure that future adventurers have the ability to help the city with future issues.

Cinnamon at the Society of Entertainers and Providers (SoEP)

Beau at the Society of Entertainers and Providers (SoEP)

High Mage Estevan Stormsinger at the Society of Entertainers and Providers (SoEP)

ADVENTURE SUMMARY

Introduction –PCS meet with Cinnamon to learn about their mission

Encounter 1: PCS create & test the Str challenge

Encounter 2: PCS create & test the Dex challenge.

Encounter 3: PCS create & test the Con challenge

Encounter 4: PCS create & test the Int challenge.

Encounter 5: PCS create & test the Wis challenge

Encounter 6: PCS create & test the Cha challenge.

Encounter 7: While PCs are creating the test of combat abilities, they will be attacked by villains

Conclusion- There is 1 conclusion.

Epilogue – There is 1 epilogue

INTRODUCTION

This morning started out like any other day within Amthydor, the capital of the Kingdom of the Shining Coast. As you are going about your business, a young rainbow-haired girl, dressed in the uniform of the Amthydoran Messenger Service, appears in front of you. After confirming your identity, and the fact that you are an adventurer, she presses a button on a stick that she didn't seem to be holding when she first appeared, and a mouth appears and begins speaking: "Your help is needed that much is true

**Whether you help us is all up to you
If you're willing to listen to our offer
Head to the society, they might fill your coffer."**

A **Knowledge (Local) DC 5** will reveal that the Society reference is most likely the Society of Entertainers and Providers located in the Academy District. If they don't think of that they can ask the little messenger.

If asked, the young girl will say that her name is Esme. She will admit that she's been practicing some of the abilities that the messenger service insisted that they learn to keep them safe within Amthydor

● **What sort of abilities?**

"How to appear some place unnoticed, and how to vanish just as quickly, as well as how to make objects appear just as quickly."

She will refuse to answer any other questions saying that she needs to go find the other 3 to 6 adventurers.

When the PCs are ready to head to the Society of Entertainers and Providers continue with the text below:

Arriving at the Society of Entertainers and Providers in the Academy District, you make your way inside the building. There is a brown-haired brown-eyed human man in his late teens to early twenties dressed in pristine clothing seated at the desk. "Greetings. My name is Beau. Welcome to the Society of Entertainers and Providers. How can the Society help you today?"

Let the PCS explain that they were asked to report here, and then continue:

"So, you're the ones that they recruited. Please head down the corridor to the second door on the left and have a seat on the chairs in that room. Someone will be in there to talk with you shortly."

Following the directions given to you by Beau, you head down the corridor, to the appropriate door and open it revealing a room with a desk and (# of PCS+2) chairs. Two of the chairs are behind the desk and the others are in front of it. After closing the door to the room and taking your seats, a flash of light appears and when your vision returns to normal you notice that two people have appeared in the room. One of the people is a human woman in her mid to late twenties dressed completely in tight fitting leathers. The other is human man is wearing nice fitting robes.

The woman begins speaking. "I am Cinnamon, one of the more renowned bards at the Society of Entertainers and Providers, and this is High Mage Estevan Stormsinger, from Aedar. His role in this will become evident shortly. You're probably wondering why you're here.

King Torestyn knows from his intelligence briefings that the possibility of a war with D'Gar keeps increasing. The King knows that the war, if it happens, will mean the deaths of many lives, both adventurers and normal citizens. The King wants to be prepared for that possibility by working on a way to make sure that the adventurers that would be counted on to replace any adventurers that fall are up to that task and that's where you come in. As adventurers within the city, the king wants you to create a test to administer to new adventurers to make sure that they're up to that task."

☛ How much?

"Ah, spoken like a true adventurer. I'll have to get back to that later."

☛ Why is High Mage Estevan Stormsinger from Aedar involved in this?

"He has been in Amthydor for the past two years as part of a wizard exchange program between Aedar and Amthydor. When he heard about what the King wished to do, he volunteered to help us."

☛ What exactly is the mission?

"You will be creating, and testing, a series of challenges to test the abilities of the next wave of adventurers. The tests would test those adventurers' strength, dexterity, constitution, intelligence, wisdom, charisma, and combat ability."

☛ What if we're unable to come up with a challenge on our own?

"You could test a challenge that I created, the only difference would be in the amount of money that you'd be paid for that challenge."

☛ How much less would the pay be if we're unable to come up with a challenge on our own?

"You'd be paid 25 gold less for each challenge that I created,"

☛ Are there any rules for creating these challenges?

"Yes, the test must be one that targets one of those specific things mentioned. Half of your group would create the challenge and the other half would test it to prove that it's a well-designed test. Mister Stormsinger will bring the challenge to life in one of our staging areas downstairs. The more challenges that you're able to create and test, the more money you'll receive. You'll be paid a base of 50 gold, plus 100 gold per challenge proven to work. So, if you manage to prove that all 7 challenges work that's 750 gold for less than 1 full day of work and you don't need to leave the city."

☛ Is that each?

"You'll each be paid 50 gold for doing this task. Your group will be paid either 75, or 100, gold per challenge created and tested based on whether you create the challenges yourselves or use ones that I created."

If the PCs attempt to haggle, a **Diplomacy DC 20** will change the amount per challenge to 150 gold, while a **Diplomacy DC 25** will raise the amount per challenge to 200 gold.

☛ Will we have whatever supplies we need to make the test work?

"Yes, if non-magical supplies are needed Mister Stormsinger will create them for you."

☛ How much time do we have to complete this mission?

"As much time as you need, but the more challenges you're able to create, the more money you'll make."

☛ Why are you and the Society involved with this mission?

"The King knew that we were going to find out about it anyway, so he figured that the best way of preventing us from spreading the news was to have us involved with the testing. We wouldn't want to spread an incorrect, or incomplete, story and until you've finished creating these challenges that's what it would be."

☛ Do we need to create all 7 challenges?

"No, create as many challenges as you're able to."

☛ Do we need to create the challenges in the order that you mentioned them?

"No, you can create the challenges in any order that you wish."

- ☛ Will you be around in case we have questions, or need inspiration for the challenges?

“Yes. High Mage Estevan Stormsinger and I will be right there with you to observe and create the setting for your test.”

- ☛ Will we have creative freedom with the challenges?

“Yes, I’m just there to observe your process and evaluate the challenges that you create. I’m also there to offer advice if you need it.”

After 10 minutes real time, please read the following

“I think that we should escort you to the room downstairs where you’ll be working on these challenges” she says. “We wouldn’t want you to lose time that you could be spending on the creative process. Please follow me.” She leads you out the door, down another corridor to a set of stairs down. After descending the stairs, she continues onward until you reach a door. Opening the door, she steps aside to reveal a dais with two tables on it as well as the same number of chairs as in the upstairs room. One of the tables has food and beverages on it, and the other has two chairs behind it. The other chairs are in front of the dais and seem to be organized in a horseshoe format. After suggesting that you take some refreshments and have a seat in front of the dais she and the High Mage enter the room and take the two seats on the dais behind the table. She suggests that you choose the challenge that you wish to start with.

- ☛ Is there a reason why we’re using this room for the challenges?

“Yes. The main reason is that people within it are prevented from dying. We use it for some of our more dangerous productions as it allows us to take more risks.”

- If the PCs want to do the Strength challenge, **GO TO Encounter 1 (page 5).**
- If the PCs want to do the Dexterity challenge, **GO TO Encounter 2 (page 6).**
- If the PCs want to do the Constitution challenge, **GO TO Encounter 3 (page 6).**
- If the PCs want to do the Intelligence challenge, **GO TO Encounter 4 (page 7).**
- If the PCs want to do the Wisdom challenge, **GO TO Encounter 5 (page 8).**

- If the PCs want to do the Charisma challenge, **GO TO Encounter 6 (page 8).**
- If the PCs want to do the combat challenge, **GO TO Encounter 7 (page 9).**

ENCOUNTER 1: STRENGTH

Note about this encounter: The PCs have complete autonomy in creating these challenges with one exception. All of the challenges need to be in good taste.

- ☛ What sort of ideas did you have for this challenge?

“I have several different ideas: ringing a bell like they do at a carnival where you get points for the location that you’re able to get the marker to go; carrying a load where you get points for the distance you can make it; or a swimming or climbing challenge where you get points for the distance/height that you’re able to reach.”

- ☛ Do we need to use one of those ideas?

“No, I only threw them out there because you asked. The decision on what sort of challenge to create is entirely up to you with one exception. Remember that whatever you wind up creating needs to be something that can be proven to work by half of your group. So, if for example you did a climbing challenge, the number of points that the adventurers would need to attain would need to be something that half of your group can achieve.”

- ☛ Can we ask for magic items to help us overcome the challenge?

“No, because we couldn’t guarantee that the next wave of adventurers would have access to those items when trying to overcome this challenge and giving people the items that’re needed to defeat the challenge means that the challenge wouldn’t be necessary.”

When the PCs come up with an idea, High Mage Stormsinger will create the area and items needed for the challenge i.e. a river for a swimming challenge, a mountain, or trees, for a climbing challenge and so on. It’s up to the PCs and the creativity of their players how this challenge goes.

As long as the PCs can come up with a reasonable plan, one that one half of their group can overcome, they will succeed at this challenge.

At this point Cinnamon will try to get them to move on to the next challenge.

Cinnamon says “You’ve completed this challenge. It’s time to move on to another challenge. Which one shall it be?”

- If the PCs want to do the Dexterity challenge, **GO TO Encounter 2 (page 6).**
- If the PCs want to do the Constitution challenge, **GO TO Encounter 3 (page 6).**
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ENCOUNTER 2: DEXTERITY

Note about this encounter: The PCs have complete autonomy in creating these challenges with one exception. All of the challenges need to be in good taste.

☛ **What sort of ideas did you have for this challenge?**

“I have several different ideas: having them try to get across a slippery surface, riding an animal during a storm, or trying to walk across a tightrope are some that come to mind.”

☛ **Do we need to use one of those ideas?**

“No, I only threw them out there because you asked. The decision on what sort of challenge to create is entirely up to you with one exception. Remember that whatever you wind up creating needs to be something that can be proven to work by half of your group. So, if for example you did a riding in a storm challenge, the number of points that the adventurers would need to attain would need to be something that half of your group can achieve.”

☛ **Can we ask for magic items to help us overcome the challenge?**

“No, because we couldn’t guarantee that the next wave of adventurers would have access to those items when trying to overcome this challenge and giving people the items that’s need to defeat the challenge means that the challenge wouldn’t be necessary.”

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ENCOUNTER 3: CONSTITUTION

Note about this encounter: The PCs have complete autonomy in creating these challenges with one exception. All of the challenges need to be in good taste.

☛ **What sort of ideas did you have for this challenge?**

“I have several different ideas: an eating or drinking contest. Another idea is a contest where you see how long a person can hold their breath either underwater, or in a noxious situation.”

☛ **Do we need to use one of those ideas?**

“No, I only threw them out there because you asked. The decision on what sort of challenge to create is entirely up to you with one exception. Remember that whatever you wind up creating needs to be something that can be proven to work by half of your group. So, if for example you did an underwater test where the

adventurers needed to hold their breath for a certain distance, or length of time, it would need to be attainable by half the members of your group.”

☛ Can we ask for magic items to help us overcome the challenge?

“No, because we couldn’t guarantee that the next wave of adventurers would have access to those items when trying to overcome this challenge and giving people the items that’s need to defeat the challenge means that the challenge wouldn’t be necessary.”

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ENCOUNTER 4: INTELLIGENCE

Note about this encounter: The PCs have complete autonomy in creating these challenges with one exception. All of the challenges need to be in good taste.

☛ What sort of ideas did you have for this challenge?

“I have several different ideas: having them try to solve a puzzle of some sort, or they could try to decipher something in a different language. Those are some that come to mind.”

☛ Do we need to use one of those ideas?

“No, I only threw them out there because you asked. The decision on what sort of challenge to create is entirely up to you with one exception. Remember that whatever you wind up creating needs to be something that can be proven to work by half of your group. So, if for example you did a riding in a storm challenge, the number of points that the adventurers would need to attain would need to be something that half of your group can achieve.”

☛ Can we ask for magic items to help us overcome the challenge?

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- If the PCs want to do the combat challenge, **GO TO Encounter 7 (page 9).**

ENCOUNTER 5: WISDOM

Note about this encounter. The PCs have complete autonomy in creating these challenges with one exception. All of the challenges need to be in good taste.

- ☛ **What sort of ideas did you have for this challenge?**

“Here are some ideas that I came up with: A judge deciding a case based on the facts, searching a location for specific items, trying to tell if someone is trying to deceive you by focusing on both their words and body language. They’re all examples of using your wits to deal with an issue.”

- ☛ **Do we need to use one of those ideas?**

“No, I only threw them out there because you asked. The decision on what sort of challenge to create is entirely up to you with one exception. Remember that whatever you wind up creating needs to be something that can be proven to work by half of your group. So, if for example you did a riding in a storm challenge, the number of points that the adventurers would need to attain would need to be something that half of your group can achieve.”

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ENCOUNTER 6: CHARISMA

Note about this encounter: The PCs have complete autonomy in creating these challenges with one exception. All of the challenges need to be in good taste.

- ☛ **What sort of ideas did you have for this challenge?**

“Something like interacting with people to gain information to be able to locate someone. Trying to gain a person’s favor or improve their opinion of you through your actions. If those don’t appeal to you, a performance type of situation might also work. Those are the first ones that come to mind.”

- ☛ **Do we need to use those ideas?**

“No, I only threw them out there because you asked. The decision on what sort of challenge to create is entirely up to you with one exception. Remember that whatever you wind up creating needs to be something that can be proven to work by half of your group. So, if for example you did a riding in a storm challenge, the number of points that the adventurers would need to attain would need to be something that half of your group can achieve.”

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- If the PCs want to do the combat challenge, **GO TO Encounter 7 (page 9).**

ENCOUNTER 7: COMBAT

As you begin the task of deciding what you want for your combat challenge the smell of something burning fills the air and then the door to this room explodes in a bolt of fire. As the smoke begins to clear you notice a number of individuals enter the room.

GM NOTE: Neither High Mage Stormsinger or Cinnamon will enter the combat unless the PCs are defeated.

Please describe to the PCS the villains that they'll be facing based on ATL

ATL 1

Human sorcerer (draconic bloodline) 3

LE Medium humanoid (human)

Init +0; **Senses** Perception +4

AC 15, touch 10, flat-footed 11 (+1 natural, +4 armor)

hp 25 (3d6+9)

Fort +3, **Ref** +1, **Will** +3

Defensive Abilities: Resist acid 5; **DR:** Nil; **Immune:** Nil; **SR** Nil

Speed 30 ft.

Melee/Full Atk dagger +1 (1d4/19-20) or quarterstaff +1 (1d6)

Ranged nil

Special Attacks claws (2, 1d4, 7 rounds/day)

Sorcerer Spells Known (CL 3rd; concentration +7)

*replace energy type with acid adding +2 to DC and +1 point of damage/die

0 level (at will)—*acid splash, detect magic, jolt, ray of frost, scoop*; **1st level** (6/day)—*flare burst** (DC 15),

mage armor, magic missile, stumble gap (DC 15)

Str 10, **Dex** 10, **Con** 14, **Int** 14, **Wis** 10, **Cha** 18

Base Atk +1; **CMB** +1; **CMD** 11

Feats Elemental Focus (acid), Elemental Spell (acid), Eschew Materials, Spell Penetration

Skills Acrobatics +1, Diplomacy +6, Fly +5,

Knowledge (arcana) +8, Perception +4, Spellcraft +8, Use Magic Device +10

Languages Common, Draconic, Terran

SQ bloodline arcana (energy spells that match bloodline energy (acid) deal +1 damage per die)

Gear dagger, quarterstaff

Special Abilities Nil

Human brawler 3

NE Medium humanoid (human)

Init +2; **Senses** Perception +4

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 36 (3d10+9)

Fort +5, **Ref** +5, **Will** +1

Speed 30 ft.

Melee/Full Atk handaxe +7 (1d6+4/×3) or unarmed strike +7 (1d6+4) or unarmed strike flurry of blows +5/+5 (1d6+4)

Ranged/Full Atk light crossbow +5 (1d8/19-20)

Special Attacks brawler's flurry, maneuver training (awesome blow +1), martial flexibility 4/day

Str 18, **Dex** 14, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +3; **CMB** +7 (+8 awesome blow, +9

grapple); **CMD** 19 (20 vs. awesome blow, 21 vs. grapple)

Feats Deflect Arrows, Improved Grapple, Improved Unarmed Strike, Pummeling Style, Scorpion Style

Skills Acrobatics +6, Climb +8, Escape Artist +6,

Handle Animal +4, Perception +4, Ride +5, Stealth +3,

Survival +2, Swim +8

Languages Common

SQ brawler's cunning, martial training

Gear studded leather, handaxe, light crossbow

Special Abilities Brawler's Cunning (Ex) Count as Int 13 for the purpose of combat feat pre-requisites.

Brawler's Flurry +1/+1 (Ex) Can make full attack & gain two-wep fighting, but only with unarmed strike, close, or monk weapon. **Martial Flexibility** (move action, 4/day) (Ex) As a Move action, gain a combat feat for 1 min. More gained for greater actions.

Pummeling Style Total damage from all unarmed attacks before applying DR.

ATL 3

Human sorcerer (draconic bloodline) 5

LE Medium humanoid (human)

Init +0; **Senses** Perception +6

AC 15, touch 10, flat-footed 11 (+1 natural, +4 mage armor)

hp 39 (5d6+15)

Fort +3, **Ref** +1, **Will** +4

Defensive Abilities: Resist acid 5; **DR:** Nil; **Immune:** Nil; **SR** Nil

Speed 30 ft.

Melee/Full Atk dagger +2 (1d4/19-20) or quarterstaff +2 (1d6)

Ranged nil

Special Attacks claws (2, 1d4, 7 rounds/day)

Sorcerer Spells Known (CL 5th; concentration +9)

*replace energy type with acid adding +2 to DC and +1 point of damage/die

0 level (at will)—*acid splash, detect magic, jolt, ray of frost, scoop*; **1st level** (6/day)—*flare burst** (DC 15), *mage armor, magic missile, ray of enfeeblement* (DC 15), *stumble gap* (DC 15); **2nd level** (5/day) —*acid arrow, resist energy, scorching ray*

Str 10, **Dex** 10, **Con** 14, **Int** 14, **Wis** 10, **Cha** 19

Base Atk +2; **CMB** +2; **CMD** 12

Feats Elemental Focus (acid), Elemental Spell (acid), Eschew Materials, Greater Spell Penetration, Spell Focus (evocation), Spell Penetration

Skills Acrobatics +2, Diplomacy +6, Fly +6, Knowledge (arcana) +10, Perception +6, Spellcraft +10, Use Magic Device +12

Languages Common, Draconic, Terran

SQ bloodline arcana (energy spells that match bloodline energy (acid) deal +1 damage per die)

Gear dagger, quarterstaff

Special Abilities Nil

Human brawler 5

NE Medium humanoid (human)

Init +2; **Senses** Perception +6

AC 17, touch 14, flat-footed 13 (+3 armor, +2 Dex, +2 dodge)

hp 56 (5d10+15)

Fort +6, **Ref** +6, **Will** +1

Speed 30 ft.

Melee/Full Atk handaxe +9 (1d6+4/×3) or unarmed strike +9 (1d8+4) or unarmed strike flurry of blows +7/+7 (1d8+4)

Ranged/Full Atk light crossbow +7 (1d8/19-20)

Special Attacks brawler's flurry, brawler's strike (magic), close weapon mastery, knockout 1/day (DC 16), maneuver training (awesome blow +1), martial flexibility 5/day

Str 19, **Dex** 14, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +5; **CMB** +9 (+10 awesome blow, +11 grapple); **CMD** 23 (24 vs. awesome blow, 25 vs. grapple)

Feats Blind-fight, Deflect Arrows, Dodge, Improved Grapple, Improved Unarmed Strike, Pummeling Style, Scorpion Style

Skills Acrobatics +7, Climb +9, Escape Artist +7, Handle Animal +6, Perception +6, Ride +6, Stealth +3, Survival +3, Swim +9

Languages Common

SQ brawler's cunning, martial training

Gear studded leather, handaxe, light crossbow

Special Abilities Brawler's Cunning (Ex) Count as Int 13 for the purpose of combat feat pre-requisites.

Brawler's Flurry +3/+3 (Ex) Can make full attack & gain two-wep fighting, but only with unarmed strike, close, or monk weapon. **Brawler's Strike** (magic) (Ex) Unarmed strikes overcome DR as various things.

Knockout (1/day, DC 16) (Ex) Declare before attack, if hit then foe is unconscious 1d6 rds (Fort neg), resave each rd. **Martial Flexibility** (move action, 5/day) (Ex) As a Move action, gain a combat feat for 1 min. More gained for greater actions. **Martial Training** (Ex)

Brawler levels count as fighter/monk levels for feat/item pre-reqs and effects. **Pummeling Style** Total damage from all unarmed attacks before applying DR.

ATL 5**Human dragon disciple 2/sorcerer (draconic bloodline) 5**LE Medium humanoid (human)**Init** +6; Senses Perception +8**AC** 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 natural)**hp** 57 (7 HD; 5d6+2d12+19)**Fort** +4, **Ref** +4, **Will** +7**Defensive Abilities:** Resist acid 5; **DR:** Nil; **Immune:** Nil; **SR** Nil**Speed** 30 ft.**Melee/Full Atk** dagger +6 (1d4+3/19-20) or quarterstaff +6 (1d6+4)**Ranged** nil**Special Attacks** claws (2, 1d6, treated as magic weapons, 7 rounds/day), dragon bite (1d6+2, 20)**Sorcerer Spells Known** (CL 6th; concentration +10)

*replace energy type with acid adding +2 to DC and +1 point of damage/die

0 level (at will)—*acid splash, detect magic, jolt, prestidigitation, ray of frost, scoop, touch of fatigue* (DC 14); **1st level** (7/day)—*flare burst** (DC 16), *mage armor, magic missile, ray of enfeeblement* (DC 15), *stumble gap* (DC 15); **2nd level** (6/day)—*acid arrow, resist energy, scorching ray**; **3rd level** (4/day)—*fly, lightning bolt** (DC 18)**Str** 16, **Dex** 14, **Con** 14, **Int** 14, **Wis** 14, **Cha** 19**Base Atk** +3; **CMB** +6; **CMD** 18**Feats** Elemental Focus (acid), Elemental Spell, Eschew Materials, Greater Spell Penetration, Improved Initiative, Spell Focus (evocation), Spell Penetration**Skills** Acrobatics +5, Diplomacy +10, Escape Artist +8, Fly +8, Knowledge (arcana) +12, Perception +8, Sense Motive +3, Spellcraft +12, Use Magic Device +12**Languages** Common, Draconic, Terran**SQ** bloodline arcana (energy spells that match bloodline energy (acid) deal +1 damage per die)**Gear** *potion of bull's strength, potion of cat's grace, potion of owl's wisdom, potion of shield of faith* +2;

dagger, quarterstaff

Special Abilities: Nil.**Human brawler 7**NE Medium humanoid (human)**Init** +6; Senses Perception +7**AC** 21, touch 16, flat-footed 15 (+3 armor, +4 Dex, +2 dodge, +2 natural)**hp** 90 (7d10+35)**Fort** +9, **Ref** +9, **Will** +2**Speed** 30 ft.**Melee** handaxe +13 (1d6+6/×3) or unarmed strike +13 (1d8+6) or unarmed strike flurry of blows +11/+11/+6 (1d8+6)**Full Atk** handaxe +13/+8 (1d6+6/×3) or unarmed strike +13/+8 (1d8+6) or unarmed strike flurry of blows +11/+11/+6 (1d8+6)**Ranged/Full Atk** light crossbow +11 (1d8/19-20)**Special Attacks** brawler's flurry, brawler's strike (magic), close weapon mastery, knockout 1/day (DC 19), maneuver training (awesome blow +2, grapple +1), martial flexibility 6/day**Str** 23, **Dex** 18, **Con** 18, **Int** 10, **Wis** 10, **Cha** 10**Base Atk** +7; **CMB** +13 (+15 awesome blow, +16 grapple); **CMD** 29 (31 vs. awesome blow, 32 vs. grapple)**Feats** Blind-fight, Deflect Arrows, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Pummeling Style, Scorpion Style**Skills** Acrobatics +10, Climb +12, Escape Artist +10, Handle Animal +7, Perception +7, Ride +9, Stealth +7, Survival +4, Swim +12**Languages** Common**SQ** brawler's cunning, martial training**Gear** studded leather, handaxe, light crossbow**Special Abilities Brawler's Cunning** (Ex) Count as Int 13 for the purpose of combat feat pre-requisites.**Brawler's Flurry** +5/+5/+0 (Ex) Can make full attack & gain two-wep fighting, but only with unarmed strike, close, or monk weapon. **Brawler's Strike** (magic) (Ex) Unarmed strikes overcome DR as various things.**Knockout** (1/day, DC 17) (Ex) Declare before attack, if hit then foe is unconscious 1d6 rds (Fort neg), resave each rd. **Martial Flexibility** (swift action, 6/day) (Ex)As a Swift action, gain a combat feat for 1 min. More gained for greater actions. **Martial Training** (Ex)Brawler levels count as fighter/monk levels for feat/item pre-reqs and effects. **Pummeling Style** Total damage from all unarmed attacks before applying DR

ATL 7**Human dragon disciple 4/sorcerer (draconic bloodline) 5**LE Medium humanoid (human)**Init** +6; **Senses** Perception +8**AC** 20, touch 12, flat-footed 18 (+4 armor, +2 Dex, +4 natural)**hp** 79 (9 HD; 5d6+4d12+23)**Fort** +5, **Ref** +4, **Will** +8**Defensive Abilities:** Resist acid 5; **DR:** Nil; **Immune:** Nil; **SR** Nil**Speed** 30 ft.**Melee/Full Atk** +1 darkwood quarterstaff +10 (1d6+7) or dagger +9 (1d4+4/19-20)**Ranged** Nil**Special Attacks** breath weapon (9d6 acid, 60 ft. line, DC 19, 2/day), claws (2, 1d6 plus 1d6 acid, treated as magic weapons, 8 rounds/day), dragon bite (1d6 plus 1d6 acid)**Sorcerer Spells Known** (CL 8th; concentration +13)

*replace energy type with acid adding +2 to DC and +1 point of damage/die

0 level (at will)—*acid splash, detect magic, drench* (DC 15), *jolt, prestidigitation, ray of frost, scoop, touch of fatigue* (DC 15); **1st level** (8/day)—*flare burst** (DC 17), *mage armor, magic missile, ray of enfeeblement* (DC 16), *stumble gap* (DC 16); **2nd level** (7/day)—*acid arrow, resist energy, scorching ray**; **3rd level** (6/day)—*fireball* (DC 19), *fly, lightning bolt** (DC 18); **4th level** (4/day)—*ball lightning* (DC 20), *fear* (DC 19)**Str** 18, **Dex** 14, **Con** 14, **Int** 14, **Wis** 14, **Cha** 20**Base Atk** +5; **CMB** +9; **CMD** 21**Feats** Combat Casting, Elemental Focus (acid), Elemental Spell (acid), Eschew Materials, Greater Spell Penetration, Improved Initiative, Spell Focus (evocation), Spell Penetration**Skills** Acrobatics +5, Diplomacy +11, Escape Artist +8, Fly +10, Intimidate +12, Knowledge (arcana) +14, Perception +8, Sense Motive +3, Spellcraft +14, Use Magic Device +13**Languages** Common, Draconic, Terran**SQ** bloodline arcana (energy spells that match bloodline energy (acid) deal +1 damage per die)**Gear** *potion of bull's strength, potion of cat's grace, potion of owl's wisdom, potion of shield of faith* +2 +1 darkwood quarterstaff, dagger**Special Abilities** Nil.**Human brawler 9**NE Medium humanoid (human)**Init** +8; **Senses** Perception +7**AC** 22, touch 17, flat-footed 15 (+3 armor, +4 Dex, +3 dodge, +2 natural)**hp** 114 (9d10+45)**Fort** +10, **Ref** +10, **Will** +3**Speed** 30 ft.**Melee** +1 mithral handaxe +17 (1d6+8/×3) or unarmed strike +17 (1d10+7) or unarmed strike flurry of blows +15/+15/+10/+10 (1d10+7)**Full Atk** +1 mithral handaxe +17/+12 (1d6+8/×3) or unarmed strike +17/+12 (1d10+7) or unarmed strike flurry of blows +15/+15/+10/+10 (1d10+7)**Ranged/Full Atk** light crossbow +13 (1d8/19-20)**Special Attacks** brawler's flurry, brawler's strike (cold iron, magic, silver), close weapon mastery, knockout 1/day (DC 21), maneuver training (awesome blow +2, grapple +1), martial flexibility 7/day**Str** 24, **Dex** 18, **Con** 18, **Int** 10, **Wis** 10, **Cha** 10**Base Atk** +9; **CMB** +16 (+18 awesome blow, +19 grapple); **CMD** 33 (35 vs. awesome blow, 36 vs. grapple)**Feats** Blind-fight, Deflect Arrows, Dodge, Greater Weapon Focus (unarmed strike), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mobility, Pummeling Style [ACG], Scorpion Style
Skills Acrobatics +12, Climb +14, Escape Artist +11, Handle Animal +7, Perception +7, Ride +11, Stealth +9, Survival +4, Swim +15**Languages** Common**SQ** brawler's cunning, martial training**Gear** *potion of barkskin* +2, *potion of bear's endurance, potion of bull's strength, potion of cat's grace*; studded leather, +1 mithral handaxe, light crossbow**Special Abilities****Brawler's Cunning** (Ex) Count as Int 13 for the purpose of combat feat pre-requisites. **Brawler's Flurry** +7/+7/+2/+2 (Ex) Can make full attack & gain two-wep fighting, but only with unarmed strike, close, or monk weapon. **Brawler's Strike** (cold iron, magic, silver) (Ex) Unarmed strikes overcome DR as various things. **Knockout** (1/day, DC 21) (Ex) Declare before attack, if hit then foe is unconscious 1d6 rds (Fort neg), resave each rd **Martial Flexibility** (swift action, 7/day) (Ex) As a Swift action, gain a combat feat for 1 min. More gained for greater actions. **Martial Training** (Ex) Brawler levels count as fighter/monk levels for feat/item pre-reqs and effects. **Pummeling Style** Total damage from all unarmed attacks before applying DR

ATL 9**Human dragon disciple 6/sorcerer (draconic bloodline) 5**LE Medium humanoid (human)**Init** +6; Senses blindsense 30 ft.; Perception +8**AC** 20, touch 12, flat-footed 18 (+4 armor, +2 Dex, +4 natural)**hp** 123 (11 HD; 5d6+6d12+49)**Fort** +7, **Ref** +5, **Will** +9**Defensive Abilities:** Resist acid 10; **DR:** Nil; **Immune:** Nil; **SR** Nil**Speed** 30 ft., fly 60 ft. (average)**Melee** +1 darkwood quarterstaff +11 (1d6+7) or dagger +10 (1d4+4/19-20)**Ranged** Nil**Full Atk** +1 darkwood quarterstaff +11/+6 (1d6+7) or dagger +10/+5 (1d4+4/19-20)**Special Attacks** breath weapon (11d6 acid, 60 ft. line, DC 20, 2/day), claws (2, 1d6 plus 1d6 acid, treated as magic weapons, 8 rounds/day), dragon bite (1d6 plus 1d6 acid)**Sorcerer Spells Known** (CL 9th; concentration +14)

*replace energy type with acid adding+2 to DC and +1 point of damage/die

0 level (at will)—*acid splash, detect magic, drench* (DC 15), *jolt, prestidigitation, ray of frost, scoop, touch of fatigue* (DC 15); **1st level** (8/day)—*flare burst* (DC 17), *mage armor, magic missile, ray of enfeeblement* (DC 16), *shocking grasp, stumble gap* (DC 16); **2nd level** (7/day)—*acid arrow, burning gaze* (DC 18), *flaming sphere* (DC 18), *resist energy, scorching ray*; **3rd level** (7/day)—*draconic reservoir* (DC 19), *fireball* (DC 19), *fly, lightning bolt* (DC 19); **4th level** (5/day)—*ball lightning* (DC 20), *fear* (DC 19), *lesser globe of invulnerability***Str** 18, **Dex** 14, **Con** 16, **Int** 14, **Wis** 14, **Cha** 20**Base Atk** +6; **CMB** +10; **CMD** 22**Feats** Combat Casting, Elemental Focus (acid), Elemental Spell (acid), Eschew Materials, Greater Elemental Focus (acid), Greater Spell Penetration, Improved Initiative, Spell Focus (evocation), Spell Penetration, Toughness**Skills** Acrobatics +5, Diplomacy +11, Escape Artist +10, Fly +12, Intimidate +12, Knowledge (arcana) +16, Perception +8, Sense Motive +3, Spellcraft +16, Use Magic Device +15**Languages** Common, Draconic, Terran**SQ** bloodline arcana (energy spells that match bloodline energy deal +1 damage per die), wings**Gear** *potion of bull's strength, potion of cat's grace, potion of owl's wisdom, potion of shield of faith* +2; +1 darkwood quarterstaff, dagger**Special Abilities Nil.****Human brawler 11**NE Medium humanoid (human)**Init** +8; **Senses** Perception +8**AC** 23, touch 17, flat-footed 16 (+4 armor, +4 Dex, +3 dodge, +2 natural)**hp** 138 (11d10+55)**Fort** +11, **Ref** +11, **Will** +3**Speed** 30 ft.**Melee** +2 mithral handaxe +20 (1d6+9/×3) or unarmed strike +19 (1d10+9) or unarmed strike flurry of blows +17/+17/+12/+12/+7 (1d10+9)**Full Atk** +2 mithral handaxe +20/+15/+10 (1d6+9/×3) or unarmed strike +19/+14/+9 (1d10+9) or unarmed strike flurry of blows +17/+17/+12/+12/+7 (1d10+9)**Ranged/Full Atk** light crossbow +15 (1d8/19-20)**Special Attacks** brawler's flurry, brawler's strike (cold iron, magic, silver), close weapon mastery, knockout 2/day (DC 22), maneuver training (awesome blow +3, grapple +2, trip +1), martial flexibility 8/day**Str** 24, **Dex** 18, **Con** 18, **Int** 10, **Wis** 10, **Cha** 10**Base Atk** +11; **CMB** +18 (+21 awesome blow, +22 grapple, +19 trip); **CMD** 35 (38 vs. awesome blow, 39 vs. grapple, 36 vs. trip)**Feats** Blind-fight, Canny Tumble [ACG], Deflect Arrows, Dodge, Greater Weapon Focus (unarmed strike), Improved Grapple, Improved Initiative, Improved Unarmed Strike, Mobility, Pummeling Style, Scorpion Style, Weapon Specialization (unarmed strike)
Skills Acrobatics +14, Climb +16, Escape Artist +13, Handle Animal +8, Intimidate +4, Perception +8, Ride +13, Stealth +11, Survival +5, Swim +17**Languages** Common**SQ** brawler's cunning, martial training**Gear** *potion of barkskin* +2, *potion of bear's endurance, potion of bull's strength, potion of cat's grace*; +1 studded leather, +2 mithral handaxe, light crossbow**Special Abilities Brawler's Cunning** (Ex) Count as Int 13 for the purpose of combat feat pre-requisites.**Brawler's Flurry** +9/+9/+4/+4/-1 (Ex) Can make full attack & gain two-wep fighting, but only with unarmed strike, close, or monk weapon. **Brawler's Strike** (cold iron, magic, silver) (Ex) Unarmed strikes overcome DR as various things. **Canny Tumble** +2 circ bon on melee atk vs. opp whose space you moved through without provoking AoO. **Knockout** (2/day, DC 22) (Ex) Declare before attack, if hit then foe is unconscious 1d6 rds (Fort neg), resave each rd. **Martial Flexibility** (free action, 8/day) (Ex) As a Free action, gain a combat feat for 1 min. More gained for greater actions **Martial Training** (Ex) Brawler levels count as fighter/monk

levels for feat/item pre-reqs and effects. **Pummeling Style** Total damage from all unarmed attacks before applying DR.

PCs can learn the following information by questioning the villains

- They were hired to make sure that Amthydor's future heroes will be incapable of handling the threats that the kingdom will be facing.
 - They knew that the odds weren't in their favor, but they relished the chance to be heroes back home.
 - They are from Pyrroth and were given this chance to help prevent Amthydor's readiness for trouble in the aftermath of a battle with D'Gar.
 - They were paid 25 gold each and supplied with their gear.
- If the PCs want to do the Strength challenge, **GO TO Encounter 1 (page 5).**
- If the PCs want to do the Dexterity challenge, **GO TO Encounter 2 (page 6).**
- If the PCs want to do the Constitution challenge, **GO TO Encounter 3 (page 6).**
- If the PCs want to do the Intelligence challenge, **GO TO Encounter 4 (page 7).**
- If the PCs want to do the Wisdom challenge, **GO TO Encounter 5 (page 8).**
- If the PCs want to do the Charisma challenge, **GO TO Encounter 6 (page 8).**

CONCLUSION

“While it’s hard to envision that the kingdom’s current crop of heroes is replaceable, we do know that nothing lasts forever. Thanks to your efforts we now have some challenges that could be used to make sure that the next generation of heroes within the kingdom are up to the challenges involved in defending it. Please see Beau on your way out to pick up your payment.

EPILOGUE

An image appears before you of a man briefing a group of his superiors. The man refers to one of his superiors as ambassador and informs him that those whom the ambassador had hired from Pyrroth have failed in their tasks.

Without warning a dagger strikes the man in his chest, dropping him to the ground. You hear the words “Now that the bad news has been dealt with, we can get back to planning.”

The scene fades to black.

THUS ENDS “THE NEXT WAVE”

TIME UNIT COST: 1 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9
Module Experience	600	850	1200	1800	2900
PCs come up with 5 or more tests	50	50	100	100	100
Roleplaying XP Bonus	50	50	100	100	100
Maximum Possible XP	700	950	1400	2000	3100

Experience earned is based on the Average Table Level (ATL), and no PC received experience greater than the ATL at which the adventure was run. However, the maximum experience a specific PC can earn is also limited to the next higher ATL above his “personal ATL” level (his character level rounded up to the nearest odd number). For example: a 3rd level PC plays at the same table with high-level players and the group comes out to be an ATL 9. The maximum amount of experience the 3rd level PC can earn would be based on ATL 5, but a 6th level PC (personal ATL 7) would earn XP based on ATL 9. With such a disparaging range of experience earned from 1st all the way to 19th levels, this is the only way to make sure that low-level PCs don't earn experience too quickly.

TREASURE SUMMARY

Treasure earned (other than gold) is based on the PCs Average Table Level that experience was earned at, not the Average Table Level (ATL) at which the PC played. See example under experience for further explanation.

Conclusion

- **50 gold each**
- **Either 100/150/200 gold per challenge created and tested (or 25 gold less for each challenge Cinnamon created)**

➤ **You've passed the test (1 per PC)**

King Torestyn is pleased at the assistance that you've provided in helping to devise a test that future defenders of the kingdom can be judged by. He has arranged the following reward for you

ATL 1

- belt of giant strength +2 (value 4,000gp)
- belt of incredible dexterity +2 (value 4,000gp)
- belt of mighty constitution +2 (value 4,000gp)
- headband of alluring charisma +2 (value 4,000gp)
- headband of inspiring wisdom +2 (value 4,000gp)

headband of vast intelligence +2 (value 4,000gp)

ATL 3-5

- belt of giant strength +4 (value 16,000gp)
- belt of incredible dexterity +4 (value 16,000gp)
- belt of mighty constitution +4 (value 16,000gp)
- headband of alluring charisma +4 (value 16,000gp)
- headband of inspiring wisdom +4 (value 16,000gp)
- headband of vast intelligence +4 (value 16,000gp)

ATL 7-9

- belt of giant strength +6 (value 36,000gp)
- belt of incredible dexterity +6 (value 36,000gp)
- belt of mighty constitution +6 (value 36,000gp)
- headband of alluring charisma +6 (value 36,000gp)
- headband of inspiring wisdom +6 (value 36,000gp)
- headband of vast intelligence +6 (value 36,000gp)

(Value: varies, CL: 6th, Tradable: Yes, Real Value \$0, Rarity: Common, Legality: Legal)

➤ **Society's Blessing Panther (1 per PC)**

Cinnamon has arranged the following reward for you in appreciation for your efforts in helping the kingdom come up with a way to make sure that the next wave of adventurers is up to the challenges. She has given you a charm, designed to fit on a charm bracelet. This charm is in the form of a panther, and when activated, will bestow a +4-insight bonus to your dexterity. Activating the charm is a swift action and the charm is usable 1/day for a duration of 10 minutes, which do not need to be consecutive. If you do not have a charm bracelet, Cinnamon will provide one

(Value: 5,000 gp, CL: 12th, Tradable: Yes, Real Value \$0, Rarity: Common, Legality: Legal)

➤ **Society's Blessing Ape**

Cinnamon has arranged the following reward for you in appreciation for your efforts in helping the kingdom come up with a way to make sure that the next wave of adventurers is up to the challenges. She has given you a charm, designed to fit on a charm bracelet. This charm is in the form of an ape, and when activated, will bestow a +4-insight bonus to your strength. Activating the charm is a swift action and the charm is usable 1/day for a duration of 10 minutes, which do not need to be consecutive. If you do not have a charm bracelet, Cinnamon will provide one

(Value: 5,000 gp, CL: 12th, Tradable: Yes, Real Value \$0, Rarity: Common, Legality: Legal)

➤ **Society's Blessing Elephant**

Cinnamon has arranged the following reward for you in appreciation for your efforts in helping the kingdom come up with a way to make sure that the next wave of adventurers is up to the challenges. She has given you a charm, designed to fit on a charm bracelet. This charm is in the form of an elephant, and when activated, will bestow a +4-insight bonus to your constitution. Activating the charm is a swift action and the charm is usable 1/day for a duration of 10 minutes, which do not need to be consecutive. If you do not have a charm bracelet, Cinnamon will provide one

(Value: 5,000 gp, CL: 12th, Tradable: Yes, Real Value \$0, Rarity: Common, Legality: Legal)

➤ **Society's Blessing Monkey**

Cinnamon has arranged the following reward for you in appreciation for your efforts in helping the kingdom come up with a way to make sure that the next wave of adventurers is up to the challenges. She has given you a charm, designed to fit on a charm bracelet. This charm is in the form of a monkey, and when activated, will bestow a +4-insight bonus to your charisma. Activating the charm is a swift action and the charm is usable 1/day for a duration of 10 minutes, which do not need to be consecutive. If you do not have a charm bracelet, Cinnamon will provide one

(Value: 5,000 gp, CL: 12th, Tradable: Yes, Real Value \$0, Rarity: Common, Legality: Legal)

➤ **Society's Blessing Fox**

Cinnamon has arranged the following reward for you in appreciation for your efforts in helping the kingdom come up with a way to make sure that the next wave of adventurers is up to the challenges. This statue of a red fox stalking its prey when activated grants its owner a +4 insight bonus to all intelligence skill checks. This item is usable 1/day for a duration of 10 minutes

(Value: 5,000 gp, CL: 12th, Tradable: Yes, Real Value \$0, Rarity: Common, Legality: Legal)

➤ **Society's Blessing Eagle**

Cinnamon has arranged the following reward for you in appreciation for your efforts in helping the kingdom come up with a way to make sure that the next wave of adventurers is up to the challenges. This statue of a majestic eagle in flight when activated grants its owner a +4 insight bonus to all constitution skill checks and saving throws. This item is usable 1/day for a duration of 10 minutes

(Value: 5,000 gp, CL: 12th, Tradable: Yes, Real Value \$0, Rarity: Common, Legality: Legal)

PLAYER'S HANDOUT #1

The room fades out on you revealing a fast-moving river that you need to cross. The quarry that you were pursuing appears to be 40-50 feet ahead of you on the other side of the river. The river at its narrowest point is 35 feet wide. The bridge has seen better days with sections missing. There are 3 35 ft. trees on this side of the river.

PLAYER'S HANDOUT #2

The room fades out on you revealing a large clearing up ahead. Coming from the direction of the clearing you hear cries for help. The cries for help, upon investigation, belong to 3 children that appear to be sinking into the ground. At the edges of the clearing, roughly about 10' away from the children, are large trees

PLAYERS HANDOUT #3

The room fades out revealing a tavern where there appears to be some sort of festival happening. According to the briefing that you were given, information on your quarry could be gotten by competing against some of the people here in either pie eating or drinking contests. There are 2 large rectangular tables set up, one for those wishing to compete in the pie eating contest and one for those wishing to partake of the drinking contest. There are enough seats for all of you at either table. The pie eating contest will involve eating apple, cherry, blueberry, and strawberry pies, while the drinking contest will involve drinking mead, elven wine, and grog.

The other participants in the contests are 2 male dwarves, 2 female elves, 2 male humans, a female half-ogre for the eating contest and 4 female gnomes, a male half-ogre, and a male tiefling for the drinking contest

PLAYERS HANDOUT #4

The room fades out on you revealing a fortress. According to your briefing, the person that you're seeking to rescue inside the fortress. There is a large double door with a large plate in front of it. The plate has a lot of nonsensical words on it, most likely a code of some sort is large clearing up ahead.

There are no other doors, nor any windows, on the building indicating that this is the only way inside. It's probably not a stretch to think that the door is most likely trapped and that figuring out the code will disarm the trap.

The plate has the following message:

ZWEVMGFIVIH ZIV Z KOFXPB YFMXS
PMLDM GL IFHS LUU GL ULOOLD Z SFMXS
GIBRMT GL IFHS LUU GL HZEV GSV WZB
FHFZOOB IVNVNYVIRMT GL ZHP ULI KZB

Player Handout #5

The room fades out on you and you find that it has opened into someone's room, complete with a bed, a bureau, a wardrobe a desk, waste bucket and a chair.

According to the Diamond Legion informant, this room is rented by an operative from D'Gar who is planning on creating damage in the city. Is the informant's information correct or is this a wild goose chase?

Player Handout #6

The room fades and is replaced by an elegant ballroom. You find that you are now dressed in elegant clothing. There are 40 couples here, and according to your sources one of them has the information that you need regarding an attempt on the life of High Warrior Vestra. The only question is which of the couples has the information.

GM PLAY AID #1

The room fades out on you revealing a fast-moving river that you need to cross. The quarry that you were pursuing appears to be 40-50 feet ahead of you on the other side of the river. The river at its narrowest point is 35 feet wide. The bridge has seen better days with sections missing. There are 3 35 ft. trees on this side of the river.

The PCs have several options available to them:

1. Swim across to the other side. The rushing water of the river makes this a difficult test. The PCS would need to make 3 successful **Swim DC 15+ATL**
2. Cut the trees down and use them as a bridge to cross the river. Each tree is **AC 5 hardness 15 50 hit points**
3. Mend the bridge and cross it. PCs would need to make an **Acrobatics DC 5** to cross the bridge
4. Cross the bridge as is. This is difficult as sections of the bridge are missing. PCS would need to make an **Acrobatics DC 15** to cross the bridge with an additional +5 to the DC for every 50 lbs. of weight on the bridge.

GM Note: These are just some of the ways to get across the river, if the PCs come up with others allow them the chance to work.

GM PLAY AID #2

The room fades out on you revealing a large clearing up ahead. Coming from the direction of the clearing you hear cries for help. The cries for help, upon investigation, belong to 3 children that appear to be sinking into the ground. At the edges of the clearing, roughly about 10' away from the children, are large trees.

The children have fallen into the equivalent of quicksand.

Below are some of the options that the PCs have, if they come up with something not on the list give it a chance to succeed.

1. Attempt to lasso the children and pull them to shore. Allow the PCs to make an **Acrobatics DC 15** to lasso a child. The PCs would then need to make a **Strength DC 15** to pull the child to shore.
2. Toss a rope to the children and pull them to shore. Allow the PCs to make an **Acrobatics DC 5** to get the rope to a child. The PCs would then need to make a **Strength DC 15** to pull the child to shore.
3. Tie a rope to the 2 trees go out on the rope and reach down from the rope to pull the child from the quicksand. The PCs would need to make an **Acrobatics DC 15** to get the rope to hook on a branch on the other tree. The PCs can then make an **Acrobatics DC 10** to get out to the appropriate point on the rope and then a **Strength DC 15** to lift the child out of the quicksand.

GM PLAY AID #3

The room fades out revealing a tavern where there appears to be some sort of festival happening. According to the briefing that you were given, information on your quarry could be gotten by competing against some of the people here in either pie eating or drinking contests. There are 2 large rectangular tables set up, one for those wishing to compete in the pie eating contest and one for those wishing to partake of the drinking contest. There are enough seats for all of you at either table. The pie eating contest will involve eating apple, cherry, blueberry, and strawberry pies, while the drinking contest will involve drinking mead, elven wine, and grog.

This is a straightforward Constitution check. The DC for the first check is 10 and for each check after that the DC will increase by 1. Each round one of the NPCs will fail a check. If at least 2 PCs can last 4 rounds in one of the contests, they will overcome this challenge

GM PLAY AID #4

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FHFZOOB IVNVNYVIRMT GL ZHP ULI KZB

The PCs have the following options available to them:

1. Take the time to solve the code. If the PCS can figure out 10 of the letter substitutions, they will get credit for solving the puzzle.
2. If the PCs check for it, they will discover that the trap is mechanical and will shoot a volley of arrows at everyone near the door. A **Disable Device DC 15+ATL** will disable the trap
3. A **Linguistics DC 15** will reveal the code. Some PCs have certs that give them a bonus to solving puzzles, that bonus will apply here.
4. An **Intelligence DC 15** will reveal the code. PCs with high Intelligence will get a bonus to this check equal to the modifier. Some PCs have certs that give them a bonus to solving puzzles, that bonus will apply here.

The code and the solution are listed below

A=Z, B=Y, C=X, D=W, E=V, F=U, G=T, H=S, I=R, J=Q, K=P, L=O, M=N, N=M, O=L, P=K, Q=J,
R=I, S=H, T=G, U=F, V=E, W=D, X=C, Y=B, Z=A

ADVENTURERS ARE A PLUCKY BUNCH
KNOWN TO RUSH OFF TO FOLLOW A HUNCH
TRYING TO RUSH OFF TO SAVE THE DAY
USUALLY REMEMBERING TO ASK FOR PAY

GM PLAY AID #5

The room fades out on you and you find that it has opened into someone's room, complete with a bed, a bureau, a wardrobe a desk and a chair.

According to the Diamond Legion informant, this room is rented by an operative from D'Gar who is planning on creating damage in the city. Is the informant's information correct or is this a wild goose chase.?

Allow the PCs to make a perception check with the DC determining what they find"

DC 10: You find a crumpled piece of parchment in the waste basket.

DC 15: You find an envelope behind one of the drawers in the bureau listing dates times and a bunch of names.

DC 20: Under the mattress is a bloody dagger. The blood is fresh.

If the PCs can find two of the clues they will pass this test.

GM PLAY AID #6

The room fades and is replaced by an elegant ballroom. You find that you are now dressed in elegant clothing. There are 40 couples here, and according to your sources one of them has the information that you need regarding an attempt on the life of High Warrior Vestra. The only question is which of the couples has the information.

Allow the PCs to make diplomacy checks to gather information checks. If one of the PCS manages to make a **Diplomacy DC 15+ATL** they will locate the couple that has the information

CRITICAL EVENT SUMMARY
THE NEXT WAVE

Convention: _____

Date: _____

Do Not Return After 9/1/19

Author's Email Address: dasamuels@gmail.com

List questions that ask what PCs did at critical plot points. A sample follows:

1. Did the PCs come up with the challenges on their own? Yes No

2. How many challenges did the PCs test? _____

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