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Avalon Encounters

Adventurer's Gambit

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Auditioning for the Spot

Have you ever wandered why someone asking help from strangers would just take their word for it? What would they have to do in order to prove themselves to their potential patron? This encounter could be the start for any sort of adventure because it is a pre-application test. The encounter can be used to introduce new Players to different aspects of the game such as skill checks, magic usage, and combat while allowing a bit of good roleplaying to fall into the session as well.

Testing

The main point of this encounter is to allow the PCs to shine in at least one given area. Each mini-encounter will challenge one area such as the body, mind, and spirit. Lord Ashcroft (As showcased in Avalon Character Vol 1, issue #) is an example of someone who wants to have people try out for his job offers. The following encounters are set for 1st to 2nd level characters with the Patron looking for specialists to accompany the warriors he has on retainer. Each encounter will have two options if the PC does not simply possess the skill in question. If the PC does not have either skill, then hopefully the examples will provide inspiration for a test.

The concern for this type of introduction is that the tests may be too hard or too easy. If the test was too hard, then it would be logical for the patron to pick someone else. Fudging the dice rolls is one way to compensate for this. Another option might be to make the test so hard that no one passes it. Perhaps the patron wants to look at determination or willingness to take risks.

Making the tests too easy might make the Players dissatisfied with the adventure. If this scenario takes place, then maybe there is more to what they have done. Perhaps the PC's just went through round one and round two will be harder. Fudging the dice might help since the GM can do this to make things more interesting rather than just saving the PCs collective bacon. Of course, do not resort to dice fudging too much or the Players will think they can do anything and the GM will save them.

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