

Sojourn #2: Newsummer Festival

In honor of the Olympics, here is a short adventure for new Mythweaver characters!

Setup

At the beginning of summer every year, Gryphon Watch Keep holds a three-day Festival of Newsummer. The heroes have been invited to take part in the festivities this year, joining in an all-day athletic contest among the residents of and visitors to the keep.

About Hero Points

You may decide that hero points may not be used during these events. It is recommended that heroes be prohibited from using hero points here, as none of these situations is 'life and death'. Part of the fun of this adventure is in the chance inherent in the dice results, and modifying these with hero points may detract from the fun of the scenario.

Entering the Festival

A hero must buy in to the festival for 1 gold. This fee is non-refundable.

Entrants

You may include as many entrants in addition to the heroes as he or she desires. There should be at least a number of entrants equal to the heroes. All of the entrants are humans of various levels. You may use the following secondary characters in this contest, or may design unique secondary characters as desired:

- Geoff Lyonnyss. Geoff is a gifted athlete and last year's winner. He is haughty and arrogant, and will try to intimidate other characters. Use a bugbear for his statistics. He is level 6.
- Amanda Felan. Amanda is quietly confident in her abilities, and is a capable adversary. Use a gnoll for her statistics, but with a DEX of 9 and health of 40. She is level 4.
- Huey, Luey and Dewey. Triplets, these three brothers are very competitive. Each is level 3. Use the statistics for gnolls for these three.
- Stu, Vance, Phil, Zak and Gunns. These five are guards within the keep who have each used their bonuses to enter the contest. Each has statistics as a gnoll, but at -1 to all traits and with health of 15. Each is level 2, and so uses D6 for all rolls.

Cheating

Participants are expected to behave fairly. This means that characters may not cast spells during an event, or use extra help (including buffs). The use of magical items is strongly discouraged, and all such items should be removed before the event commences. Any character disobeying this rule runs the risk of being found out and disqualified from further participation, forfeiting the entry fee and earning no hero points for the event.

The Events

Participants take part in four events. After the final event, the total points that a participant has earned in each event are totaled together. The most that any participant may earn is 100 points.

First Event: Long Jump

Participants will make two running long jumps. Each of these is a simple athletics (DEX) roll, with the results from the two jumps added together for a total score. The participant with the most points (the longest total distance jumped) earns 20 points. The second place participant earns 15 points. The third place participant earns 10 points. All other participants earn 5 points automatically.

Second Event: Javelin Throw

Participants will throw three javelins. Each of these is a simple athletics (MGT) roll with the result being the number of units the participant was able to throw the javelin. The three totals are added up for each participant. The participant with the most points (the furthest total distance for three throws) earns 20 points. The second place participant earns 15 points. The third place participant earns 10 points. All other participants earn 5 points automatically.

Third Event: Archery

Participants will make a series of missile attack rolls with simple bows made for this event (apprentice items). The range of these weapons is only 3 units, so the DT of each target increases with each attempt, as targets get further away.

Target Number	Hit DT and value	Bull's eye DT and value
1	DT 6 for 1 point	DT 12 for 2 points
2	DT 7 for 2 points	DT 14 for 4 points
3	DT 8 for 3 points	DT 16 for 6 points
4	DT 9 for 4 points	DT 18 for 8 points
5	DT 10 for 5 points	DT 20 for 10 points

For example, on the first target the participant rolls a 9. She hits the target but not the bull's eye, and earns 1 point. On the second target, she rolls 14. This hits the bull's eye, and she earns 4 points. On the third target, she botches. She earns no points from this target. On the fourth and fifth targets she rolls the same, getting 19 on each roll. This is enough to hit the bull's eye for target four (8 points), but only enough to hit the target on target 5 (5 points). All told in the archery competition, she earns 18 points before moving on. The most anyone can earn during archery is 30 points.

Fourth Event: Sword Play

Participants will enter a round robin or single elimination tournament (dependent on the number of entrants). The sword fight operates using the rules for normal combat, with a few exceptions:

No worn armor is allowed. A participant's natural armor still applies, but bonuses from magical armor (for example, from a magical ring) are prohibited.

All participants wield wooden practice swords. These swords deal +3 damage as melee weapons, but are not usable with signature moves. When a participant is reduced to 0 health (or lower), he has been defeated and is out of the tournament. Health is reset to full at the beginning of the next round.



Winning first place in this tournament is worth 30 points; second place is worth 20 points, and winning any single round of sword play is worth 10 points. In a single elimination tournament involving eight participants, one participant will win first place, one participant will win second place, and two participants will earn 10 points each. All other participants earn 5 points just for participating.

Totaling Points

Total the points from the four events. The participant earning the most points earns first place.

Rewards:

- For earning first place, a participant earns 15 hero points, and receives the prize for first place: a purse of 25 gold coins and a magical ring granting +2 to INT.
- For earning second place, a participant earns 10 hero points, and receives the prize for second place: a purse of 15 gold and a magical belt granting +1 to STA.
- For earning third place, a participant earns 8 hero points, and receives the prize for third place: a purse of 10 gold and an apprentice potion of DEX, granting +1 to DEX for 1 turn.
- For earning at least 35 points but not placing, a participant earns 6 hero points.
- All other participants earn 4 hero points.

After the Adventure

The winner of this contest has earned some measure of fame, and this can be both a good and bad thing. The participant may be sought after for hire as a mercenary or man at arms (and will command higher than normal prices for such services). The participant may also attract a different kind of attention: those who saw the festival know how much money and magic the winner(s) received, and this makes someone a tempting target for thieves and brigands. In addition, those who didn't win these sorts of events tend to be poor losers, and someone like Geoff Lyonnys may hold a grudge against someone who defeated him (or even who challenged him and gave him a run for his money), and may think about exacting revenge at a later date (possibly later that night at the inn after a few too many ales).