

A5

FOR THE FAR AWAY LAND
ROLE-PLAYING GAME

Far Away Land RPG Adventure Module **THE WINTER TOURNAMENT**

by Dirk Stanley



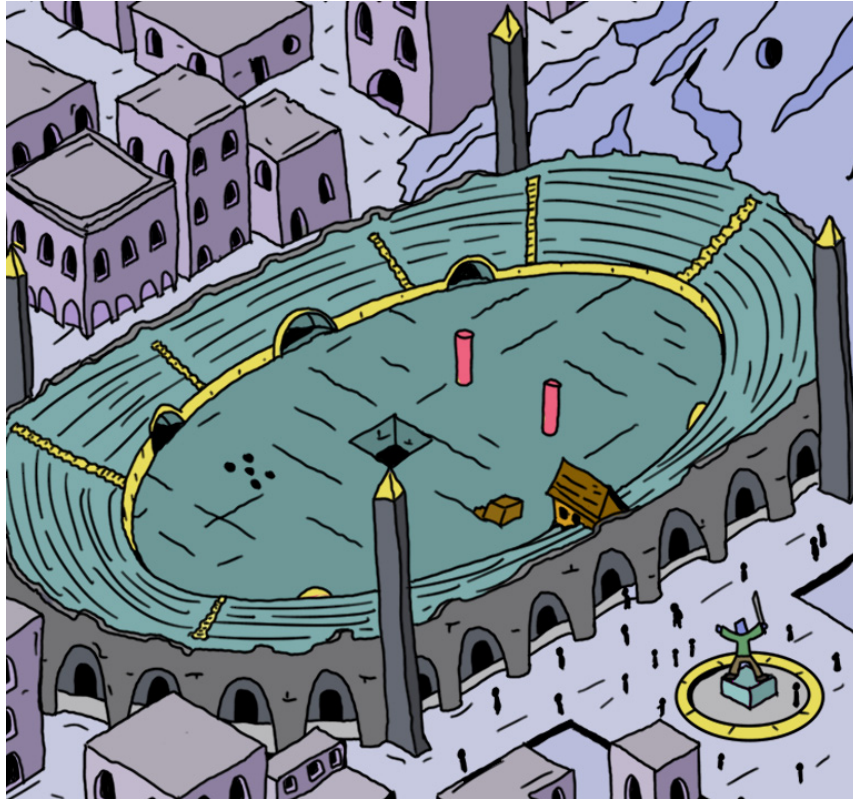
A plethora of combatants from all around Far Away Land have made the treacherous journey to the Glacierian Kingdom of Thanok. Now the Winter Tournament begins. Fight for glory. Fight for fame. Fight to survive! Victory will bring both riches and honor.

This adventure module is part of an ongoing series of introductory adventures for the Far Away Land Role-Playing Game.

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THE WINTER TOURNAMENT



Overview

This adventure module can be used with adventure A4: Journey Into the White. Welcome to the Winter Tournament. This is where combatants partake in the age old tradition of arena combat in order to prove their strength, skill, and might. Each combatant squares off in a one on one match against an opponent in a fight for supremacy. There can be only one winner.

The City

The glacierian city of Mofrost is a fairly large settlement that swells to nearly five times its normal size during the winter tournament. The city is hewn from the surrounding mountains with many structures and residencies being built directly into the mountains themselves. Those buildings not carved from the mountains are made of stone native to the area. All manner of services and resources are available during the tournament days. During the tournament, the city is full of celebrations, feasts, and parties. The city is also the hub of the Glacierian Order of Ice Knights as well as the main castle of King Thank.

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The Arena

All fights in the Winter Tournament are fought within Grand Glacier Arena, a massive structure hewn from mountain stone. The floor of the arena has pits, special openings from which participants and various creatures enter the arena, spike traps, obelisks, and raised platforms, all of which can be used by participants in battle to gain an edge on their opponent. Surrounding the arena are the grandstands which seat thousands of cheering onlookers. In the center of the grandstands is the throne of King Thanok and his entourage.

Rules of the Tournament

When one of the participants “gives” or is incapacitated to the point of being unable to “give” (like from getting knocked out), the fight is over. It is possible that participants will be killed, especially the more stubborn sorts. There is no penalty for accidental death. If a participant kills an incapacitated adversary, they will be jailed in the city for a period of time determined by a Glacierian council. Breaking this tournament rule is heavily frowned on and carries a serious penalty.

Participants can wield any weapons or magic that they can carry in hand (some participants may have multiple hands and exploit this rule which is allowed by tournament guidelines). Spectators are aware of the danger of battles and watch at their own risk (as it is common for a rogue fireball or arrow to take out an onlooker).

The tournament is single elimination with losers out after a single loss. Winners go on to fight other winners until a single, undefeated victor remains. The victor is then crowned and given the tournament trophy.

Winter Tournament participants are not allowed to fight outside the tournament. Any participant caught fighting outside the tournament will be disqualified. If the participant is non-glacierian, they will be asked to leave the city, probably with force.

In order to win the tournament, the PCs will have to beat 4 or 5 different opponents (this is up to the GM). These opponents may include other party members (which is always awkward).



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Healers

Healers and wizards flock to the tournament to provide their abilities... for a price. Tournament combatants are often horribly injured and on site healing is a must. However, these services come at a high cost. Most in the healing profession will charge a minimum fee of 30 gold coins (depending on the severity of the wounds) per healing (whether it is by spell or other means). During the Winter Tournament, potions, salves, and other healing aids also have price increases. Basically, the Winter Tournament is a way for folks to make as much money in as little time as possible. The PCs should be prepared for those looking to rip them off, price gouge, and con.

The Black Market

While the tournament entertains countless fans, there is also a lot going on away from the tournament. The black market of Mofrost is alive and well and uses the tournament as a way to buy and sell various goods and contraband brought in from the outside. Much of what happens is away from public eye and done in a secretive matter. Locals of low morals or keen interests may be of benefit to PCs seeking stolen/cheaper goods or banned items.

The Gambling Ring

The Winter Tournament is famous for not only the fights within the arena but the gambling outside as well. Many a gambler will come to the tournament for this single purpose. Bets are made on tournament participants through legal gambling houses as well as illegal houses and guilds (often run by various glacierian guilds).

Outside Arena Fighting

While the main arena gets the most attention, underground fighting competitions that take place at the same time as the Winter Tournament also draw a crowd. Like the illegal gambling, these events often take place without the authorities' knowledge (or the authorities turning a blind eye during the tournament week). Unlike the main tournament, these smaller competitions are often brutal and without any rules at all. Participants are often killed or come up missing. The upside to all this is that there is money to be made on daily fights both in combat and in gambling.

Thieves

Thieves are everywhere during the tournament. Most are small time pickpockets interested in the easy mark. Others are more cunning and interested in more lucrative scores like: magic items, large amounts of money and jewelry, and other valuable goods. The large numbers of attendees and the lack of authority is a breeding ground for those who are interested in stealing.

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Winning the Tournament

The winner of the tournament gets a gold trophy valued at 5,000gp. The trophy is ornately decorated with motifs of combat and glacierian culture. The trophy is filled with a glacierian drink known as strugonz ale, a strong drink for warriors. During the victory ceremony, the trophy is presented to the winner by the Right Hand of the King (this is the king's number one servant). The winner is then allowed to touch the hand of the king. All of this is done before an audience of glacierian nobility and other onlookers. The ceremony takes place in the castle of King Thanok.



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The Participants

The Winter Tournament adventure module contains 14 NPCs that can be used as tournament combatants (GMs can also make their own if they wish). These NPCs are diverse and provide GMs with ready made adversaries for PCs. When selecting PC tournament opponents keep in mind any NPCs from adventure module A4: Journey Into the White, any NPCs from within this module, and the PCs who will be participating in the tournament. It may also be beneficial to keep a bracket of participants (although the entire bracket doesn't need to be filled out – only important fights or PC fights).

Bad Robin (2)

Average (0), Humanoid

HP: 14, AC: 0, ACT: 5

BRT: 2, DEX: 3, WIT: 1

Blades of Zelco (2): 1d6/2d6 dmg.

Bad Robin is an elf warrior. He carries the Twin Lightning Blades of Zelco and uses them quite effectively in battle. He is loud and pompous and full of himself, often bragging during battle or belittling his opponents. Bad Robin is also a cutthroat and a thief. He is a known murderer and wanted in many areas far to the south. Defeating him (by death) in battle may also bring a reward to the PCs who return evidence that Bad Robin is dead. (This information could be gathered through side quests or behind the scenes.)



The Twin Blades of Zelcon wielded by Bad Robin were forged from the essence of an electric elemental long ago. The blades do 1d6 damage when used as a normal blade type weapon. When crossed together, they create an electric bolt that can be thrown at a target doing 2d6 electric damage. The electric bolt is effective at close range.

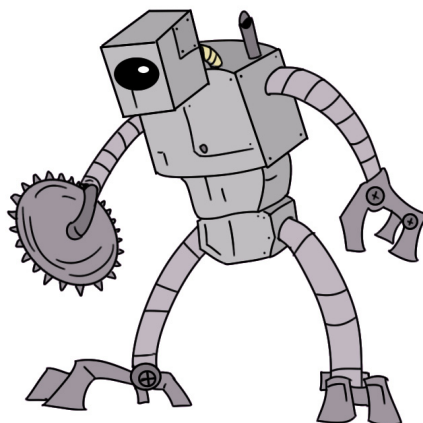


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Bonecrusher (5)

Giant (+2), Construct
HP: 30, AC: 3, ACT: 5
BRT: 3, DEX: 1, WIT: 1
Saw Blade (2): 2d6 dmg.
Clamps (2): 1d6 dmg.

Bonecrusher is a renegade construct designed by the mad dwarf inventor named Lom Ironstrut. Bonecrusher is a giant sized automaton. It wields a large circular saw blade which it uses to slice and dice its foes. Its remaining hand and feet are powerful clamp like appendages that can crush the bones of opponents (hence the name). When Lom Ironstrut created this metal monstrosity, he included an off switch in case Bonecrusher should ever need to be deactivated. This switch is located on the back of the construct's head and when activated, will shut the construct down.



Deuce (3)

Average (0), Humanoid
HP: 15, AC: 1, ACT: 5
BRT: 2, DEX: 2, WIT: 2
Hook (2): 1d6 dmg. **Scimitar (2):**
1d6+1 dmg.

Deuce the pirate poomkin is a renowned and famous sea traveler, vagabond, and generally nefarious fellow. In battle he uses his hook hand and his scimitar (along with his scathing pirate talk), each with which he is highly skilled. Deuce is all about money and fame. He has entered the tournament in the past only to be disqualified for fighting outside the arena. He is accompanied to the Glacieren Kingdom by several of his fellow pirates, each of whom has complete loyalty to their leader.



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Dom Gon (7)

Giant (+2), Humanoid
HP: 28, AC: 2, ACT: 5
BRT: 4, DEX: 2, WIT: 1
Chain Ball (2): 2d6 dmg.

Tired and depressed and bored with fighting, Dom Gon knows little else in life. He is good-natured and friendly and wants nothing more than to find friends. In battle he uses a gigantic ball and chain to bash opponents into mince meat. If the PCs are kind to him, he will repay them with loyalty and perhaps even join their party after the tournament.

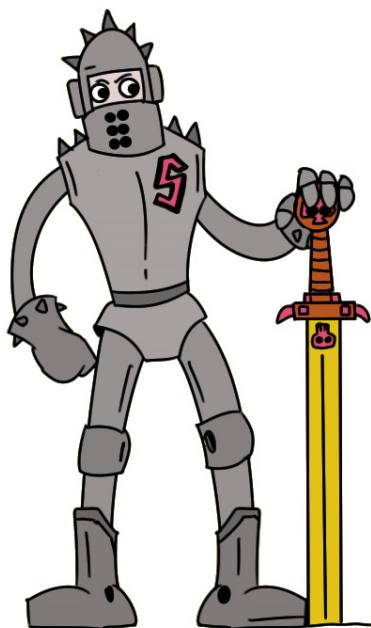


Duke Strathmore VII (6)

Average (0), Humanoid
HP: 18, AC: 3, ACT: 5
BRT: 2, DEX: 2, WIT: 2
Kilarmee (2): 1d6+1 dmg.

Straight from the human city of Londol comes the arrogant and dastardly knight/noble, Duke Strathmore VII of the renowned House Strathmore. Strathmore is fully armored and carries his noble blade Kilarmee into battle. He is always out for the kill and has been disqualified from the tournament in the past for striking down an opponent who has already given up.

Strathmore is loud and obnoxious, often attempting to incite other participants to fight outside the arena walls. He is a well-known gambler and is disliked at the card table due to his temper and his habit of killing people who win.



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Durl Drollbeard (5)

Small (0), Humanoid
HP: 18, AC: 3, ACT: 5
BRT: 3, DEX: 2, WIT: 1
Sackjon Chimale (1): 1d6 dmg.

Durl Drollbeard is a drunken, angry dwarf. In combat he carries the singing hammer known as Sackjon Chimale which he uses to not only stun his opponents but to bash them into pieces. Drollbeard is known for his embarrassing defeats in previous tournaments which were all brought about by his drunkenness. Due to his foul mouth, his nearly indecipherable speech, and the fact that whenever he enters the ring he puts on one of the most entertaining (drunken spectacles) ever witnessed, Drollbeard is a perennial crowd favorite. If Drollbeard loses a match the crowd will boo and throw objects at the fight winner.



Foogus (4)

Average (0), Plant
HP: 16, AC: 0, ACT: 5
BRT: 2, DEX: 2, WIT: 2
Trident (2): 1d6 dmg.
Poison Breath (1): Tiny radius. 1d6 dmg. (see below).



Foogus (sometimes known as Foogus Stinkshroom) is a mushroom folk from the underground mushroom city of Yort Rot. In battle he uses a traditional mushroom folk trident. He also uses a poison breath attack that both burns and chokes his victims. Foogus is known for his bravery and for slaying the giant Mot Thust in a previous tournament.

Foogus uses a poison breath attack. It will breathe a cloud of green, noxious gas into the face of an enemy who gets too close. This gas will cause skin burns if it touches exposed skin. The gas may also choke the victim resulting in dice penalties for its duration.

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Fruun Dalehorn (7)

Average (0), Humanoid
HP: 20, AC: 2, ACT: 5
BRT: 3, DEX: 3, WIT: 3
Morstrike (2): 2d6 dmg.

Fruun Dalehorn is a renegade orka who has abandoned the orka ways of knowledge and instead sought out power and glory by any means possible. He is a wanted criminal in Terezot (the orka capital) for numerous crimes including murder and attempting to incite a war.

In combat he uses the mighty blade called Morstrike to cut down his opponents. This is his first tournament and there is a rumor that on his way to the tournament, he defeated a party of would be competitors.



Furious Orange (5)

Giant (+2), Construct
HP: 25, AC: 3, ACT: 4
BRT: 3, DEX: 1, WIT: 1

Flame Thrower (2): Close range. 1d6 fire dmg. **Electro Shot (2):** Close range. 1d6 electric dmg.

Furious Orange is a strange creature from unknown realms. Until his appearance in the tournament, his existence has been unknown. Although huge in size, Furious Orange moves slowly in battle. This is because he is not what he appears to be.

On first glance, Furious seems to be a normal, giant-sized humanoid. If he takes more than half damage in battle, his true appearance (that he is actually an automaton driven by a noog noog named Blah) will become known. In battle Furious Orange attacks with what appears to be various magic spells (such as shooting fire and lightning). These attacks are merely part of the machinery as Blah knows no magic.



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Janok Iceblood (9)

Average (0), Humanoid
HP: 22, AC: 3, ACT: 6
BRT: 3, DEX: 3, WIT: 2
Rimjak (3): 2d6 dmg.

Janok Iceblood is a renowned and proud glacierian warrior who served on the glacierian front when his people battled the ice elves of the north. In battle he uses Rimjak, a heavy axe whose handle is made from the spine of a terrible monster called an ice ragor.

Janok is the twelfth generation of his family to use Rimjak in battle. Janok is a crowd favorite and speculated by most to win the tournament and bring honor to the Glacierian Kingdom.



Joker Ace (5)

Average (0), Undead
HP: 14, AC: 0, ACT: 5
BRT: 2, DEX: 2, WIT: 2
Acid Flower (1): Touch range. 1d6 acid dmg. **Razor Knives (1):** 1d6 dmg.
Bite (1): 1d6 dmg. (see below)



Joker Ace is an undead human who still possesses his normal living mental faculties. He is a trickster and fights dirty in battle using a flower lapel that squirts acid, two razor sharp knives, and oversized clown shoes which contain hidden blades.

In battle he will attempt to bite his victims as well as stab and burn them. He cannot talk (only moans) and ap-

pears to be always smiling. Sometimes worms or spiders crawl through his tooth hole. If defeated in battle, his body will turn to dust.

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Katahawk (6)

Average (0), Humanoid
HP: 18, AC: 3, ACT: 6
BRT: 2, DEX: 3, WIT: 3
Swords (2): 1d6+1 dmg.

Katahawk is a female human ninja raised by agnuns. She is wholly loyal to her agnun superiors and works as an assassin for her masters. Katahawk is relentless in battle and highly skilled with her swords. She is dexterous and quick, cold and unfeeling and wishes only to win. Her goal is to become the tournament champion so that she might assassinate King Thanok.



Shawna Endrix (10)

Average (0), Humanoid
HP: 24, AC: 3, ACT: 5
BRT: 4, DEX: 2, WIT: 2
Veilsteel (2): 2d6

Shawna Endrix is a human warrior from Londol. She is loyal and tough. In battle she wears heavy armor and carries the Veilsteel, a famous mace that she won in combat when she defeated a bunch of noknils.

Endrix is reserved and focused. Those who show her loyalty and respect receive the same in return. She fights by the rules and seeks fame and glory only by honorable means.



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Zeezma (2)

Average (0), Humanoid

HP: 14, AC: 1, ACT: 5

BRT: 2, DEX: 2, WIT: 4

Magic (2): LVL 5

Staff of Hax (2): see below.

Zeezma is a female human wizard from the Order of the Single Eye (the symbol which is worn on her headband). She carries a magical staff in battle. Although she fights for her order, she secretly wants power and fame for her own. She is unknown to most in the tournament and much doubt is cast on her ability as she is so young. This doubt is misplaced however as Zeezma is powerful beyond her years and a fearsome fighter.

The Staff of Hax is a powerful magic weapon that can shoot fireballs (1d6 dmg.), lightning (1d6 dmg.), arcane projectiles (1d6 dmg.), create blinding light, and turn a target into a frog. Zeezma uses this staff as her primary means of attack. All spells are close range.



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Other Possible Competitors

The following is a brief list of other competitors the GM may wish to use or modify in the tournament (especially if more combatants are needed.)

Arestes: Elf poisoner who wants to sabotage the tournament.

Dal Toc R: Fierce blonin looking for a fight.

Fud Brainer: Dwarf with a huge mace.

Go Man: Part human, part construct sent by the Soracan.

Iron Morin: Human with a powerful suit of armor.

Keldok Coldstone: Glacierian wizard.

Mr. Dark: Numan warrior who uses psionics and a halberd in battle.

Moonwalker: Young human wizard.

Sail Mage: A seamerl mage.

Shona Easton: Human female who uses fans in combat.

Sorak Frostmane: Glacierian warrior.

Venux: Elf female who fights with a bow.

Ideas and Opportunities

A Plot to Kill

The competitor known as Katahawk has entered the tournament as commanded of her agnun superiors so that she might win and get close enough to assassinate King Thanok. The PCs may find out about this plot to assassinate when they overhear Katahawk speaking with a mysterious robed figure (a disguised agnun). If Katahawk wins the tournament, she will attempt to assassinate Thanok. If the assassination is a success, Katahawk will try to escape amidst the chaos. If the attempt is a failure (like the PCs intervene) then she will be caught and sent to trial. The GM may (or may not) find this an interesting side adventure for the PCs as it can bring about both mystery and intrigue. There is also the chance that the PCs become heroes by defending the king or tracking down the assassin.

Exploring

The PCs may wish to explore the city or the surrounding areas. The GM has free reign when it comes to providing these side adventures as this module does not cover such excursions. However, the PCs may find side quests, enemies, friends, mystery, and monsters around the next turn. The region outside the city is mountainous and harsh, full of terrible beasts and dastardly folk who scrape a hard living from the unforgiving ice. The PCs would do well to be aware of these hazards and inquire within the city before setting off on their own.

Get Money

Gambling is rampant and there are tons of ways to lose money (and maybe even make some). The GM can establish odds or create wagers based on fights if the PCs are willing to participate. The GM may also bring in gambling NPCs depending on the level at which the PCs wish to participate. Owing a gambling debt is taken seriously and failure to pay can result in severe problems for the

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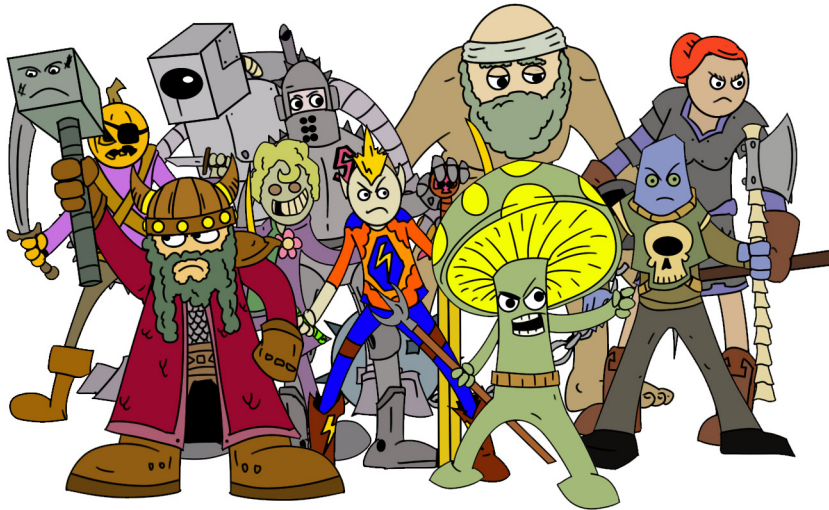
PCs should they get in over their heads. At the same time, there are plenty of folks involved in the lucrative (and often seedy) world of gambling. The more dastardly PCs may find work or opportunities in these areas.

Oh Yeah! Pomp

The glacierians are big on ceremony, and what better time for ceremony than the biggest event of the year. The tournament begins with a celebratory entrance of the competitors and King Thanok. This is followed by a feast and fireworks. The ceremony is lavish with glacierian dancers and previous tournament winners. Ancient glacierian statues are also carried in a solemn ceremony commemorating past awesome deeds. The GM is welcome to use this ceremony as a way to introduce the PCs to their competition and to create a bit of background and atmosphere to the setting.

Small Crowd, Big Fight

So, the PCs aren't content with the main tournament, or maybe they aren't even participating in it due to whatever. Enter in the countless pit fights and underground tournaments. These fights are often one off matches that pit two combatants against one another. Each may get paid a small sum, or perhaps only the winner - or maybe no payment at all! Small crowds gather for these fights. Gambling, black market trading and selling and other illicit dealings are common at these venues.



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