

Chapter 1 : Test of Honour: Gameplay - Warlord Games

Test of the Warlords (ISBN) is a adventure module for the Dungeons & Dragons roleplaying blog.quintoapp.com associated code is CM1 and is TSR's product number

Tomb of Horrors is a meat grinder that has no real love for its players. As we said before, this is a sadistic module that makes people hate playing the game just a little bit. This module is still a byword for meat grinder modules and everyone deserves to see what it means to play a module that absolutely hates them. Tomb of Horrors will make your players hate you a little, but it will also give you a great story to tell. Play it, have fun with it, and put it away until you bring in the next unsuspecting player. If you love old-school, absolutely classic Dungeons and Dragons, though, this is going to make your best-of list. There is a sense of imagination here that might not always make it off the page, but it definitely does permeate the entire encounter. You can tell that this was something that was really new when it was put in paper, something that was special. Most people created their own worlds for adventures, and non-fleshed out modules could easily be popped into their homebrew worlds. Dark, gothic, and appropriately a little scary, Ravenloft was one of those modules that showed exactly how far you could push Dungeons and Dragons without breaking it. A huge part of what makes Ravenloft so great is the atmosphere. The fact that your players can succumb to the temptations of the world and find themselves fallen is something that your players will have to deal with, and anyone who fails will be left with a fantastic story to tell later. Everything about this module is classic. This is the start of the Dragonlance saga, a module that was actually released before the novels themselves. While the module is old, it still stands up to a surprising extent. Q1 " Queen of the Demonweb Pits At some point, you have to go back to the big games. One of the best, though, can be broken down into its component parts and still holds up. As cool as the base module is, though, a ton of its value comes as part of the Queen of Spiders super-module. This is truly one of the greatest adventures ever made for Dungeons and Dragons. By now, everyone knows about the dark dealings of the Drow and their spider goddess. Everyone knows this is a place where light never touches and from which good sinks away. Before all that, though, it was a mystery. Before this whole setting became nothing more than another gaming cliché, it was explored in the D series of modules. The climax of that series, Vault of the Drow, really pushed this setting forward as something that could be mined for the future. Still set in the same Greyhawk universe, this module has players delving into the Underdark to take on a Drow stronghold and to eventually deal with things as major as a gate to the Abyss. The game itself is fun and really should be experienced, but it holds a special place in history for providing the original stats and racial concepts for the Drow. Love or hate what it introduced, Vault of the Drow managed to change the landscape of Dungeons and Dragons in a very permanent way. While there is a grand scale to some adventures, most of the big stuff happens in the background. One module that ditched that common conceit is CM " Test of the Warlords. Test of the Warlords places players in the north of Mystara and tasks them with being part of the movement to settle a new part of the world. Players are actively put into the struggle of creating new dominions, places that can quickly become the bases for new societies and new adventures. This makes the module one of the first to really make players deal with long-term consequences and to serve as the basis for a future set of adventures. CM1 might be just another module, but it is one that could work as a fantastic launching point for an unrelated campaign. This is everything a module is supposed to be, wrapped up in package that has aged remarkably well. The Temple is the grandfather of all of the big dungeon crawls. It is an undeniably huge module, especially for the time period. Created even before adventure box era, this module is spectacularly massive. The Lost City A city in the desert. A ten level pyramid. A fantastic example of early Dungeons and Dragons, The Lost City emphasizes so much more than just combat. This is a module about player choice, about developing civilizations, and about making a difference. This is one of those rare modules that dares to be something bigger than what it should have been. There are some very real problems with The Lost City. It puts far too much work on the shoulders of even a skilled DM. These problems might as well not exist, though. There is a sense of atmosphere in this module that is only rivaled by the best in the field. The civilization with which you fight, work, and eventually try to aid, is fantastic. There is nothing

within the module that really needs to be changed, save for some minor cosmetic details. Beyond the Crystal Caves The other modules on this list are, if nothing else, incredibly famous. Beyond the Crystal Caves, however, has managed to stay under the radar for decades. Your goal here is to find a couple who has eloped and must contend with the mystery of the Crystal Cave. Experience points are doled out here not for combat, but for solving problems intelligently. Give this module a chance. Was taking the chance and going into the roguelike his biggest mistake? Or will playing bring him even further riches and glory? Find out in this first supplement adventure in the Tower of Gates universe. If you loved Rogue, Nethack, or any of the other procedurally generated RPGs, you should grab this book. Of course, these are only six of the great modules. At the end of the day, though, this is all subjective. Your six favorite modules might be entirely different. With a little luck, the might inspire your own stories.

Chapter 2 : The Best D&D Modules and Adventures | LitRPG Reads

CM1 Test of the Warlords may well be one of my favorite D&D modules of all times! I even bought the French language version of this module when I found it for sale.

Clyde Caldwell Format 32 page book, and 3 pane cover incl. After three fairly dull adventures, this is a good bit of fun. The idea of them being mechanical tinkers probably is first used here. The tone is distinctly humorous, although the consequences of this machine wrecking the surrounding land will definitely not be thought to be very funny. The pre-generated characters are not the same as in the first three modules, and they have much more quirky characterisation. For instance, the magic user, McVay the Mighty, is now somewhat senile, and so requires the player to have an apprentice called Boy to help him! Otherwise, it is assumed that the players are using the pre-generated characters, since the lead fighter, Alphonso is named in the introductory text. His Lord is leaving him in charge of the barony. The adventure starts whilst one of the PCs is granting audiences. You get to role-play the local Patriarch regarding a long due holiday, a magistrate about a murder that has caused an incident with the neighbouring barony, and a showman, Milos Formiesias, who wants permission to hold his carnival on your land. The first audience essentially gives impetus to agreeing to the third. Unfortunately for the PCs, the agreement with the showman is a very dodgy contract, provided as a hand-out, where the type size gets increasingly smaller, right up to the bit in 2 point where essentially you are waiving all liability if anything goes wrong. This is where I suspect that any player in his or her right mind would never sign such a contract; however the PCs must sign, otherwise the adventure will never happen. In the middle of the night, before the start of the fair, Earthshaker appears in the dominion, which causes immediate, but manageable, panic. The designer tries to ensure that the DM will be able to communicate exactly how big it is, which is foot tall, and gives some comparisons. There is a cross-section displayed inside the cover, with 20 keyed decks, 10 of which are given floor plans, and described in detail. The other decks are represented by combinations of two geo-morphs. Six pages are devoted to this, and are the only parts which could be considered a dungeon. Earthshaker is actually operated by a clan of Gnomes, who then use it essentially as a carnival sideshow to make money. Essentially, knowledge of how each part of the machine is passed down from father to son, so how the whole thing works is a mystery, and thus the PCs will never be able to control it. However, there are rules on how to sabotage it! There is a special chart on the second page which allows you to randomly generate phrases for the gnomes if they are asked how the robot works. It turns out that the leader, Zhukharnov, has infiltrated Earthshaker with his men, and has a plan to control the robot with the mind gem, the original consciousness of Earthshaker. With this Earthshaker can be operated without requiring the non-magical power source - thousands of tons of coal, and more importantly, without any of the Gnomes. Essentially, the plot from here is somewhat like Die Hard or Under Siege. Whilst Zhukharnov has a good plan to seize Earthshaker, it is quite possible for that plan to be foiled by the PCs, who are being conducted on a tour by Milos Formiesias. The nice thing is that the adventure is pretty open-ended. The PCs could possibly find Zhukharnov before he uses the mind gem. Or they could fail, but still manage to shut-down Earthshaker by destructive or non-destructive means. They could even try to rally the peasantry to topple it. Or completely fail and let Zhukharnov destroy the capital city. All these eventualities are covered, including the damage potentially done to the dominion. Even the audience with the magistrate from the introduction has its consequences, including war with the neighbouring Stamtral. The layout is generally pretty good. All in all, this might look as if it might be a slight module. However, this is because it is more of a role-playing exercise, and I can see that it could make a very entertaining session. Like all of the first three modules, this is very much tied to the Companion dominion rules, and this expanded world the PCs now live in make the adventure inevitably have many consequences. Essentially, this can be used to calculate an equation of time, which allows the user to travel back in time for 24 hours.

Chapter 3 : CM1 - Test Of The Warlords - A Dungeons & Dragons Adventure

Test of the Warlords is a campaign setting and scenario concerning the establishment of dominions in the land of Norwold. [1] The module includes a description of Norwold, including its land and rulers, dungeon and wilderness encounters, and guidelines on how to handle large battles.

Those rules focus not only on adventuring but on kingdom-building, containing a streamlined set of rules for running a dominion and conducting large-scale battles known as War Machine. Test of the Warlords provides the PCs with just such authority and lets them flex their muscles as regional power players. So how does this adventure hold up today? What do you get? The adventure hooks themselves are weak evidently the previously-described regions of the world have become boring, with all the dungeons cleared! By the way, I believe that this was the first appearance of Alphatia, a land of high magic fully described in Dawn of the Emperors: The empire is ruled by 1, 36th level wizards and has a fleet of flying ships! What is this Norwold place? The adventure opens with a brief but effective gazetteer of the region. Spanning only five pages, it nevertheless covers the backstory – the settlement of Norwold as part of the competition between two great empires, Alphatia and Thyatis – the basic geography and climate, some details on the existing cities there are only three in this unsettled place, and several fantastical and unique adventure sites like the island home of thousands of frost giants. This emphasizes one of the best parts of the setup here: The tension between competition and collaboration in colonizing this vast wilderness sets a great tone for a long-term campaign. Test of the Warlords is nearly the Platonic ideal of a sandbox campaign. The beginning and concluding episodes are fixed; between, a number of events and small encounter areas are provided, but they can be approached in almost any order. Unfortunately, this is the least fleshed-out part of the adventure. Such a scene has a lot of potential but falls short as written. The adventure ends with a massive war as the Empire of Thyatis invades Norwold in an attempt to push back their rival, Alphatia. This episode – which is also described only briefly – uses the War Machine rules from the Companion set, so it is meant to be played as a low-detail wargame. Unfortunately, there is then no direct role for the PCs to play, other than commanding forces in battle. Personally, I prefer playing out battles in which the PCs execute key missions or sub-battles, which brings the role-playing closer to the fore as in the excellent Red Hand of Doom, though to be fair that occurs on a smaller scale. This will only be interesting for players interested in some sort of wargame. What else do we have? In between, the adventure offers two major and five minor events or encounters to fill a couple of years of campaign time as the PCs develop their dominions. The minor events include a few short dungeons and a few story-oriented episodes. Meanwhile, they get to fight a wide range of iconic high-level beasts! As such it is an excellent adventure to start players on these paths; it is the rare adventure that suggests more story possibilities than it explicitly solves even outside of the five suggestions laid out in the epilogue. Nevertheless, there are a few areas in which it falls short, at least to a modern eye. First, it is combat-heavy: Second, it lacks quite a bit of detail. Third, it relies quite a bit on War Machine, so your players may be disappointed if they are looking for an adventure more tightly focused on smaller scales. Nevertheless, the war is an integral part of the story here, it is far from tacked on – so it makes a lot of sense to use these rules. This is my eleventh entry in the Iron Reviewer series.

Chapter 4 : Kingdoms in the sandbox! | CM1: Test of the Warlords | RPGGeek

Test of the Warlords is described as a campaign adventure for the Dungeons & Dragons role-playing game. The adventure takes place Norworld, which is located in the north east corner of the Known World on Mystara.

Test of the Warlords was the first adventure released to supplement those rules, and it moves the setting northwards to the newly claimed realm of Norwold, where the empire of Alphatia has claimed a great wilderness realm and appointed a king. The adventurers become servants and barons of that king, developing their own domains. The adventure is 32 pages. Not much to cover all that material! A strong grasp of improvisation would not go astray. Six pages of the adventure describe the setting, and a further three pages describe the major NPCs of the realm: Some will become allies, while others are secretly agents of other powers. The rest of the book describes the events and adventure locations. Test of the Warlords is meant to take place over one to two years of game time, as the adventurers first claim their realms and then seek to develop them as various events take place. The adventure provides details for some of those events: Thyatis, introduced in this adventure, is a young empire, no more than a century old, that is pushing against the Alphatian boundaries. Alphatia is equated with Atlantis, and is a tremendously old empire with a ruling council of at least 1, 36th level magic-users! King Ericall, who the adventurers swear fealty to at the beginning of the adventure, is the second son of the current Empress of Alphatia. It was quite a shock to discover that the land of crowded kingdoms of the Expert set was just next to these vast empires! The dungeons are primarily concerned with threats that arise from the savage land that the adventurers are building a home in. It also allows the DM to introduce the conflict with Thyatis, with several assassination attempts and other intrigues taking place, in addition to all the interaction with the other barons and royalty present. The adventure concludes with a major invasion, which is likely to be resolved using a lot of DM ingenuity and the abstract War Machine rules in the Companion set. There are up to seventeen armies on the map, though the individual forces are relatively small: How do I feel about the adventure? I think the DM will need to do a lot of work fleshing out the NPCs and deciding how they interact with the adventurers. The lands that the adventurers are colonising will need their population created, monster settlements and the like placed. So, would I heartily recommend it to all groups? The adventure shows, very strongly, the mythic elements that underlie its conception. Three crones warn the adventurers when the invasion start. Alphatia has an incredibly high-level and powerful ruling council. Giants live in the mountains. This is a world that relates to the most astonishing elements of our mythological imagination. I got quite frustrated with Vault of the Drow because it had great ideas, but no real guidance on how to run it. All in all, I think this is a great adventure, and a strong start to the Companion line.

Test of the Warlords is a campaign setting and scenario concerning the Test of the dungeons beneath fort doom though to only. These early tsr in dawn of the skills.

Recruiting a Force In Test of Honour your force is based around a single samurai hero – a young noble from one of the powerful Japanese clans. This warrior will be your most accomplished swordsman, capable of cutting down multiple opponents, all the while learning and utilising new skills or perhaps being tempted by the path of dishonour. Your ongoing battles will form the legend of your samurai hero, and as such I recommend giving him or her a suitable Japanese name! The rest of your force is largely made up of ashigaru clan soldiers. These warriors are armed with spears, bows or muskets, and can be fielded singly or in groups of three placed in the round multi-bases supplied in the game. They can be boosted by having a sergeant, banner bearer or musician in your force too. You can also have up to two more samurai – loyal retainers or family members. They are not as powerful as your main hero, but still considerably stronger than the ashigaru. Each warrior or group of three has a card with its cost to recruit and its ability scores used during the game. So once you have chosen your force up to the maximum allowed cost for the scenario, you lay out your cards in front of you to refer to during battle. Game Turns A turn of the game involves drawing tokens out of a bag or other container. Bolt Action and Antares players may be thinking this sounds familiar, but the similarity ends there! Tokens are not tied to the two opposing forces – rather they represent either samurai or commoners. Players take turns to draw. If they pull out a Samurai token, then they must use it to act with one of their samurai models. If they draw a Commoner token, they must act with one of their soldier models. Samurai contribute extra tokens and can make two or three actions each turn making them suitably awesome! Combat Both shooting and melee attacks use basically the same system, which is fast and brutal! The attacker rolls to see if his strike or shot is accurate. All rolls use the special dice with the sword blades indicating success. The target of the attack must attempt to avoid the attack if they can – parrying or dodging out of the way. However, if they have already used all their actions for this turn then they are left defenceless, their attention occupied elsewhere! In my experience this tends to go horribly wrong! Weapon Bonuses Get a particularly good roll during combat and you trigger a special bonus that depends on what the warrior is armed with. So a spear strike becomes more likely to cause a heavy wound, while a bow shot becomes harder to dodge. Other weapons can inflict more Blood Drops or knock enemies to the ground. Most importantly, getting a great result on the Damage roll of an attack not only cuts down your enemy but allows you to launch an entirely new attack. This can result in a stunning string of awesomeness where your samurai rampages across the battlefield cutting down his foes like wheat! Skills Remember those three Fate tokens, the last of which ends the turn? Well drawing either of the previous two allows you to take a Skill card and give it to one of your samurai. This creates a very easy campaign system – no need for experience points and roster sheets, just keep those retained cards separate from the rest! Dishonour Each turn your samurai hero has the option of using dishonourable methods to gain an advantage during an attack. This gives you a bonus to the attack roll but a penalty to the next Test of Honour to avoid retreating made by any warrior in your force. This creates a tempting dilemma as some players grab every bonus they can, hoping they can swing a victory before their troops get too disheartened, while other players dutifully stick to the path of honour. Others just use Dishonour for especially important rolls. By the way, I find it adds to the fun if you tell your opponent the specific dishonourable method your samurai has used – perhaps tripping his opponent, using a hidden blade, questioning his heritage or some other shameful ploy! It seems to make the dice behave better! Scenarios and Beyond The boxed game includes a Battle Guide that walks you through your first game using just a handful of models on each side. This then becomes the start of a series of six linked scenarios telling a tale of bitter clan rivalry, betrayal and revenge, adding more troops, extra rules and knock-on effects for the winner and loser of each battle. Following this you can easily come up with your own adventures to continue the story. There are also Quest cards included across the various expansion sets that present challenges to complete over the course of a few games, such as winning battles without using any Dishonour or gaining a certain

combination of skills.

Chapter 6 : CM1: Test of the Warlords | RPG Item | RPGGeek

Test of the Warlords includes a complete campaign setting, several new NPCs, and dungeon and wilderness encounters, and guidelines for running a war between empires. Product History CM1: "Test of the Warlords" (), by Douglas Niles, was the first of nine Companion-level adventures for Basic D&D.

Chapter 7 : Test Of The Warlords by Douglas Niles

Test of the Warlords is a campaign setting and scenario concerning the establishment of dominions in the land of Norwold. The module includes a description of Norwold, including its land and rulers, dungeon and wilderness encounters, and guidelines on how to handle large battles.

Chapter 8 : D&D Adventure Review “ CM1 Test of the Warlords ” Merric's Musings

CM1: Test of the Warlords was the first adventure released for the high-level Dungeons & Dragons Set 3: Companion Rules set. Those rules focus not only on adventuring but on kingdom-building, containing a streamlined set of rules for running a dominion and conducting large-scale battles (known as War Machine).

Chapter 9 : Test of the Warlords - Wikipedia

Test of the Warlords was the first adventure released to supplement those rules, and it moves the setting northwards to the newly claimed realm of Norwold, where the empire of Alphatia has claimed a great wilderness realm and appointed a king. The adventurers become servants and barons of that king, developing their own domains.