The Capital

By Zeek

Today is a day of training, a usual for a new adventuring group. The Quest Knights, one of the many groups of knights in Eldar, have picked us out for the task of helping to manage affairs across the whole of Falnorian. The Quest Knights split our group into three smaller groups, and then ran those groups through a series of tests to better understand our capabilities. The Quest knights had four tests, one for each of the capabilities that they wanted to test, except speed, which was included in all four tests. These four tests were centered around diplomacy, strategy, teamwork and combat.

This first test that the group I was in attempted was the test of combat. We encountered a group of people who attacked us when we asked them who they were. They were around our level, but seemed to have less combat experience, so we dropped them all fairly quickly, and then moved on. The second test we attempted was the test of teamwork. In this test, there were a number of circular safe zones, and we had to jump on them to get out of the danger. If we stepped into the danger, we were magically teleported back to the start. We completed this test fairly quickly, consistently using the strategy of catching the people who were jumping.

The third test was quite different from the first two, being the test of diplomacy. We encountered a group of diplomats who were “traveling to Eldar,” they told us. We had a brief conversation about their intentions, checked them for disguises, and then continued on. The last test, the test of strategy, was by far the hardest test. We saw only one person, so we suspected an ambush, and grouped together. We talked to the person, who told us that they were a traveler, and upon further questioning, we were ambushed, as we had suspected. Unfortunately, these ambushers were rank 1, and many of them were mages, so grouping together turned out not to be a good idea. The ambushers pelted us with fire balls, terror balls and ice balls, and then proceeded to swarm our weakened group. We had no time to do anything, and they far outnumbered us after the fire and terror balls, so we did not stand a chance.

In the end, after the Quest Knights had watched us and thought about our performance, they graded our groups. Our group got an A or an A+ (apparently the two best grades), for everything except diplomacy, in which we got an B+ (the

third best grade). Group 1 (we were group 2) seemed to have decent combat, strategy, and speed, but seemed lacking in diplomacy and teamwork. Group 3, however, excelled in teamwork in strategy, but was lacking in teamwork and diplomacy.

To conclude, I hope the reader has learned what they came to learn by reading this chronicle, and I hope that if they did not they will find it.