

The Fantasy Trip™ Death Test™

Game Design by
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THE THORSZ WANTS YOU!

A programmed adventure for use with *The Fantasy Trip: Melee* or with both *Melee* and *Wizard*

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The Fantasy Trip™ Death Test™

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Dhallak m'Thorsz Carn is the ruler of a powerful city. He is also famous as a war leader. His ruthlessness with his soldiers, and his generosity toward those who meet his standards, are proverbial. Thus, many adventurers seek his city of Ardonirane – to face death there.

You are one such traveler. Entering Ardonirane, you quickly learn that the Thorsz is, as usual, hiring mercenaries . . . but the test they must pass is severe. Singly or in small groups, they must enter a labyrinth under his palace as though in search of treasure. And, indeed, treasure is to be found there – guarded by monsters, prisoners, wizards, and other would-be soldiers of the Thorsz. The penalty for failure is death.

Those who survive the labyrinth honorably will be hired and given rank appropriate to their performance; in addition, they may keep what treasure they bring out. (The Thorsz does not consider the treasure in awarding rank; he feels gold is its own reward.) He takes into account the number that originally made up the party, their bravery in combat, and the number and kind of foes they slay on their way through.

You decide to take your chances, and report to the officer in charge of testing. He tells you that:

(1) The Thorsz has eyes everywhere. Nothing you do in his labyrinth will go unnoticed.

(2) You need not search for “secret” doors. All chambers, passages, etc., will be clearly marked. This is a test of skill and bravery, not eyesight.

(3) Rooms are separated from passageways by “curtains of darkness” rather than doors. These are magic, and appear to be thick velvet-black rectangles. You will usually be able to step through, although you can never *look* through. However, the beings within a room will never be able to follow you through a curtain. If you are pursued and escape through a curtain, nothing will follow you. Sometimes, though, a curtain will not let you leave a room! The only way to find out is to try – and a curtain may let one person pass and stop another. (If you understand magic, you will realize that the “curtains of darkness” must be Shadow spells, which some hidden wizard occasionally throws a Wall into. However, don't try to look through a curtain with Mage Sight. It won't work.)

(4) You will be loaned a set of magic rings that allow your party to speak with one another even if you become separated. You are advised to rejoin as quickly as possible. While you are split, you must operate as two separate groups, but each will know what is happening to the others until you can get back together. (These rings are the *only* magical items, except for ordinary wizards' staves, that candidates may take into the labyrinth.)

The testing officer wishes you luck and tells you to report back, with the weapons, armor, and companions of your choice, at noon the next day. And so it comes to pass that you find yourself opening a heavy door at the lowest level of the Thorsz' palace . . .

HOW TO PLAY *DEATH TEST*

This is a programmed adventure using the *Melee* and (optionally) *Wizard* combat rules. You *must* have *Melee* to play; *Wizard* will allow you to add magical combat if you wish. The *Death Test* booklet sets up the rooms for you, gives you decisions to make, and tells you the outcomes of these decisions, but you need the *Melee* map and rules for the combats you will face.

Death Test can be played several ways:

Solitaire – One lone player can take both sides, creating a party of adventurers and running them through. The booklet will give instructions regarding the foes in each room; the player sets up both sides on the *Melee* map and plays out the battles.

Two-Player – One player creates a party of adventurers and enters the labyrinth. When foes are encountered, the other player controls them on the *Melee* board. His objective is to kill all the mercenaries.

Multi-Player – One person plays the creatures in the labyrinth. The others each play an individual fighter or wizard, cooperating (or competing) to get through the labyrinth. (If you play this way, the player who operates the monsters should act as Game Master to settle disputes, and players should agree beforehand on whether they will be permitted to fight each other while on the trip.) After a few games, the GM will be familiar enough with the game to introduce new variations, thus keeping the players from anticipating traps they have already seen.



CREATING FIGURES FOR *DEATH TEST*

Since *Death Test* uses the *Melee* rules, characters are created as in *Melee*; wizards are created as in *Wizard*. However, this labyrinth is tough. Although a group of four “beginning” characters can sometimes make it through, experienced figures will have much better odds. Therefore, you may want to let your figures build up ST, DX, and/or IQ in regular *Melee* / *Wizard* combat (or just start with more experienced figures) before attempting the *Death Test*.