

The Fantasy Trip™

Dragon Hunt!



by David Pulver



The Fantasy Trip™ Dragon Hunt!



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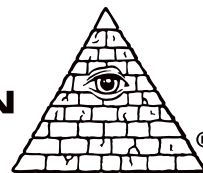
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Dragon Hunt!

When Baron Gwalathar marched off to war with his wizards and soldiers, they'd expected to be back before harvest. Instead, the war dragged on. With the lands left without defenders, the wild dragons sensed weakness, ravaging the realm. The sound of great wings heralded fear and fire in the night!

At home in her castle, the young Baroness Tanith Gwalathar put out a call for any remaining heroes to come forth and battle this growing menace. It's time for a dragon hunt!

How to Play

DRAGON HUNT is a programmed solo adventure played using **THE FANTASY TRIP: IN THE LABYRINTH** rules. You won't need a Game Master—instead, a system of branching paragraphs directs you from encounter to encounter as you make your choices. Resolve combat or other encounters using the rules from **IN THE LABYRINTH**, using **megahex** maps.

CHOOSING CHARACTERS

You can play with the sample characters described below, or create your own dragon hunters.

One Hunter: This is **TFT** on "Hard Mode." Choose your fights and path carefully, and gather companions. You'll need them!

Two Hunters: Some fights may not be winnable without the right allies!

All Three: This isn't a guaranteed win by any stretch, but is a good way to start off, especially if you're new to the game and how quickly a fight can turn sour.

Vorin Goldemar

Dwarf dragon hunter (38 points)

ST 12, **DX** 14 (11), **IQ** 12. **MA** 10 (6).

Talents: Architect/Builder, Axe/Mace, Crossbow, Literacy, Recognize Value, Tactics, Toughness, Tracking.

Language: Common, Dwarvish, Goblin.

Armor: Chainmail (stops 3 hits/attack).

Weapons: War Axe (**2d**); Light Crossbow (**2d**) with 10 quarrels.

Equipment: \$100 in silver, labyrinth kit, torch.

Vorin is a dwarf warrior from the mountain kingdoms. As a youth, he thrilled to the sagas of mighty dwarven dragon slayers, such as the famous Alberic Longbeard. Inspired by these tales, and a desire for the treasure supposedly found in dragon hoards, Vorin vowed to become a dragon hunter and dull his mighty axe upon their scaly necks.

Sir Julian Hawksblood

Knight errant (38 points)

ST 13, **DX** 14(10), **IQ** 11. **MA** 10(6).

Talents: Courtly Graces, Horsemanship, Literacy, Pole Weapons, Seamanship, Sword, Sword Expertise, Tactics.

Language: Common.

Armor: Half-plate (stops 4 hits/attack).

Weapons: Bastard sword (**2d+2** or **3d-1** with two hands with **Expert Swordsman**); Halberd (**2d**); Dagger (**1d-1**).

Equipment: \$60 in silver, labyrinth kit, torch.

A new-made knight from a poor coastal village, Julian visited Castle Gwalathar seeking gold and glory in the baron's service. An unfortunate tournament injury left the young knight shamefully unable to accompany Baron Gwalathar to war; even his squire abandoned him. Now recovered, he found himself one of the few knights left to face the rampaging dragons. He hopes to restore his standing, win the favor of the fair Lady Gwalathar, and perhaps acquire enough gold to set himself up with a proper estate.

Kyrie Kaladriel

Elven Hero (38 points)

ST 11, **DX** 14 (12), **IQ** 13. **MA** 12 (10).

Talents: Bard, Bow, Literacy, Missile Weapons, Naturalist, Sword, Woodsman.

Language: Common, Dragon, Elvish.

Armor: Leather armor (stops 2 hits/attack).

Weapons: Longbow (**1d+2**) with 20 arrows; Shortsword (**2d-1**).

Equipment: \$150 in silver, lute, labyrinth kit, two torches.

Kyrie is an elven ranger, hunter, and bard who has tracked many fell beasts and monsters. After her woodland retreat was set ablaze by a marauding dragon, she vowed to join the hunt. Despite the nature of her quest, she retains a merry spirit and sense of fun.

Note. Elves are **-3 DX** fighting insects, spiders, and scorpions.

Playing other Characters

When playing multiple characters, choose one as the party leader (usually the highest point character).

In any situation where it's important that something happens to a single character or a single character makes a decision, the "you" refers to that person.

The sample characters are 38-point Heroes. You can also play with your own would-be dragon slayers of similar capability. Use appropriate existing characters

or create new ones with a motive for hunting dragons or seeking gold, and start playing. This adventure is focused on fighting rather than stealth: Battle-related talents are advantageous.

You may take 1–2 40+ point characters or 2–3 37–39 point characters. Dragons in **THE FANTASY TRIP** are not *quite* as frightful as their reputation suggests, especially against a party equipped with wizards. The myriad ways wizards can use spells to solve problems can't be easily covered; for this reason the adventure is written with Heroes in mind. If you want to try running through with some wizards, go ahead! This method of play benefits from a referee; solo play is easiest with Heroes!

For added challenge: see how few characters, and of how low a point value, you need to win the day!

For story-related reasons, you should take a human, dwarf, halfling, elf, or half-elf for your characters. You may acquire other companions during the course of play.

How to Play

Solitaire: A lone player runs their characters through the adventure. When combat occurs, the adventure gives instructions regarding the foes in each location; the player sets all combatants on battle maps and plays both sides of any encounter. Feel free to give the opposition simple strategies while you use better tactics for your characters.

Two-Player: One player plays through the adventure with their characters. Upon encountering enemies, the other player temporarily acts as Game Master, controlling them during the fight. If the GM is more experienced, they can also help the first player with the **TFT** rules, or adjudicate any situations not covered by the adventure paragraphs.

Starting Play

This adventure works much like other **TFT** solo adventures, such as **DEATH TEST** or **VAMPIRE HUNTER BELLADONNA**. Much of it takes place outdoors. It's organized into a series of numbered instructions or "paragraphs" (although many are multiple paragraphs long).

When ready to play, read instruction **[001]**, which sets the scene for what your characters experience, much like a GM describing the situation to you.

Each instruction tells you what your characters have experienced and usually calls for a choice between a few possible options or actions. Choose what you do before proceeding to the next instruction.

Keep a note of each instruction number as you pass it. Do not read instructions you haven't been directed to: That spoils the surprises!



Fighting

On occasion, an instruction tells you to set up a map and begin combat. Lay out a map using the standard **TFT** megahex tiles or whatever map you might choose to use. Illustrations may show the map layout and where your figures and those of your adversaries start. In setup, “You” is your main character; unless noted, any companions begin within one hex of you.

Resolve fights using the rules from **IN THE LABYRINTH**. If all your characters are killed or incapacitated, the adventure is over. If you win, the instructions indicate what happens next, perhaps allowing you to search a foe’s lair for treasure or rescue a captive.

Most battles take place outdoors, in caves, or other wilderness-flavored locations. For simplicity, it’s a good idea to stay on the tactical map. If anyone “runs off” the map you *could* position additional maps and decide what that terrain is. To keep things simple, either “fight to the death” or if you can’t win, surrender...if that option exists.

PCs may wish to avoid the fights that can occur in random encounters. If you opt to retreat, end the encounter if all in your party are sufficiently far from their foes that the enemy can’t hope to catch them or make missile attacks. A good rule of thumb is if a turn ends with everyone 7 or more megahexes apart, the groups have broken contact and the encounter is over.

Mapping and Record Keeping

As you act as your own GM, you’ll need to maintain your own character sheets and those of any companions you accumulate. Note the stats of any foes you’re about to fight! Keep careful track of money, possessions, current **ST**, and so on.

Maintain a record of paragraph instructions you have already read and played through. If you decide to stop playing and resume later, do so from the last paragraph you reached. Whenever you defeat enemies—excluding random encounters—keep track of whom you defeated, so that if you return to that place you don’t repeat the fight.

There is no time limit to the adventure: It’s up to you how much time you spend hunting. You can opt to give up and retire, or continue until you’ve rid the land of its scaly foes.

If you defeat an opponent, you can take possession of their treasure, weapons, armor, and equipment: Make notes on your record sheets to show who is carrying it, and adjust your **MA** and **DX** to reflect encumbrance or armor worn. You can change silver, copper, or other loot to more portable gold at any *town* or *castle* (but not *villages*).

Playing Enemies

If playing solitaire, you must play both sides. When you take control of opposing figures, try to play them in a logical fashion based on the instructions. Where no specific instructions are given, assume the following:

- Foes fight to the death without retreating or surrendering.
- Foes generally attack whomever is closest, trying to kill you with their best ready weapon or attack... but particularly dangerous opponents draw fire. A creature may bypass an ineffective nearby opponent to destroy the pesky wizard or Bowman threatening them from a distance!
- Wizards or other spell casters should take a turn to cast one or more protection or creation spells if they have them, then use offensive thrown or missile spells. Missile-armed foes shoot from range as long as possible, only switching to melee attacks once engaged (changing weapons if necessary).
- Dragons and similar foes with multiple attacks position themselves to strike as many of your party members as possible each turn.
- If you can’t decide between multiple sensible tactics, roll a die to decide randomly.
- If you have companions, it’s all right to have the monsters focus on slaying your companions rather than your favorite characters. Coward.

Desert Encounters

Id Roll	Encounter	Details
1	A hungry lion attacks	ST 24, DX 14, IQ 5, MA 12, paw (2d, or 2d+1 in HTH), fur stops 1 hit/attack.
2	Giant scorpion	A huge scorpion emerges from behind a sand dune to attack! It's ST 20, DX 12, IQ 2, MA 10; claws (1d); chitin stops 2 hits/attack; grabs and stings (see <i>In the Labyrinth</i> , p. 94)
3	Sandstorm	A fierce sandstorm blows up! Add an extra day to travel time.
4	Desert Nomads	Encounter four robed desert nomads who say you are trespassing on their tribal lands. They have ST 10, DX 12, IQ 10, MA 10; each has a horse bow (1d), saber (2d-2), and dagger (1d-1). Talents include Bow and Sword. They demand tribute of \$500 (in goods or treasure) or will attack. (See also <i>Hiring Nomads</i>).
5	Desert Raiders	As Desert Nomads, but these are fierce raiders who will attack immediately; they can't be bought off.
6	Why did it have to be snakes?	A snake slithers out from behind a rock and attacks from 2 hexes away (a random character if you have more than one): ST 6, DX 12, IQ 4, MA 6; bites (1d plus poison; if any hits penetrate armor, 4/ST roll or take further 2d damage).

Travel instructions show the approximate compass direction, the name of the destination, and paragraph you go next, in this format:

Travel north to a village [245] or east to the Three Brothers Inn [288].

Over long distances, foot or mounted travel averages the same speed.

After you spend a day traveling you must find lodging for the night. You can rest for extra nights if you desire, e.g., to recover from injuries.

RANDOM ENCOUNTERS

If you opt to travel, check for a random encounter *before* you look at the chosen destination paragraph. Roll 1d: a 6 indicates an encounter.

In most instances, use a **WIZARD**-size megahex map (5×4 megahexes) for random encounters to represent meeting a foe on a road, desert track, or other open country. Place your character and any companions in the middle of the map as desired, then roll 1d; on a 1–3 foes enter from the east side, on a 4–6, from the west side. Roll initiative normally.

Use the **Overland Encounters** table to determine what you face. If traveling or camping in a region described as “desert” or “desert oasis” you must roll on the **Desert Encounters** table.

Resolve the encounter as detailed in the tables; special rules for fighting brigands, raiders, and nomads are noted below. If you survive, continue to your destination paragraph.

Brigands and Raiders

If you encounter brigands, desert raiders, or nomads you don't want to pay off, don't wish to fight, or if you are fighting and *losing*, you may *surrender*. If you do, they strip you of all your equipment (save clothing) and leave you bound on the field. It takes an extra day to struggle free of your bonds. Tired, bruised, and hungry, you can resume your journey to the destination, or turn back. You can pick up a club (and cast the **Staff** spell on a piece of wood if you're a wizard) but are otherwise unarmed and penniless.

Hiring Nomads

If you pay nomads their tribute plus an additional \$50/day, two offer to join you—as long as you remain in the desert—as mercenary companions. They leave if you stop paying them or choose any travel directions that do not involve “desert” or “desert oasis.”

LODGING, VILLAGES, TOWNS, AND INNS

If you visit a *village* or *town*, you can stay at the inn. Each charges a lodging fee, which must be paid for each person or mount: a Hero, two mercenary companions, and a horse requires four times the fee!

If you can't afford an inn, or there isn't one, you can try camping, but this is not as restful. Roll 1d for an extra random encounter that night; as usual, a 6 indicates a random encounter.

At a *village* or *castle* you can buy or resell common goods (those on **IN THE LABYRINTH, P. 67**) plus arrows, daggers, small axes, shields, or spears.

012 You're fighting a 4-hex dragon:

Dragon of Beacon Hill

Hex Size/Form: 4-hex figure.

ST 30, DX 13, IQ 16, MA 6/16.

Armor: Scales stop 3 hits/attack.

Attacks and Damage: Claw (**2d-2**); Breathe fire (**2d**, costs **3 ST**), and (unless flying) tail lash (see **IN THE LABYRINTH, P. 80**).

Special Abilities/Weaknesses: Up to three attacks per turn.

It fights intelligently. It prefers targeting lightly armored foes first, especially anyone who even *looks* like a wizard. It uses its breath unless it is down to half or less **ST**, then fights only with its claws and tail.

If Ellie remains tied to the tree, the dragon won't waste time attacking her. She can be cut free on a **3/DX** roll by anyone adjacent to her (you "attack" the ropes). If freed, she retreats to the edge of the map as far from the dragon as possible.

If you successfully **Disbelieve**, cast **Dispel Illusion** within 5 megahexes of the dragon, or touch it with a **Dispel Illusion** item, go to **[003]**.

If you win the fight in six turns or fewer, go to **[089]**. If the fight has lasted for seven or more turns, go to **[090]**.

013 After resting, you can return to the village. Go to **[121]**.

014 The chagrined village elders reward you with a purse of \$300 for putting an end to the miscreant mage. Go to **[079]**.

015 A grieving Astrid thanks you for your kindness and invites you to stay for the funeral. A few days later, when her husband is laid to rest, you journey on. Record the **PLOT WORD KIND** and go to **[083]**.

016 A crunching noise alerts you to your quarry: it's a 4-hex dragon, with emerald and black skin! Busily devouring a scrawny mountain goat, it reassesses and quickly decides that adventurer would be tastier. It roars in challenge, and charges!

Refer to **MAP I [034]**. You set up within one or two hexes of hex N. The dragon faces you, with its head in hex M. Go to **[206]**, roll initiative, and fight!

017 From the monolithic statue's front entrance, a cloud of steam billows forth. A great golden-scaled dragon roars out from within! It is an elder dragon, over 30' long (14-hexes).

Its saucer-sized eyes burn like hot coals, and it bellows again as it spots you!

Refer to **MAP II [074]** again. Place the dragon so it is facing toward H, with its head at D and its rearmost hex at T. There's nowhere to run in the desert! To fight the dragon, go to **[101]**. To stand your ground and converse with it, go to **[043]**.

018 A bold fisherman offers to take you straight to Hook Island on his boat, the *Samara*. He looks nervous but claims he's unafraid. He lost a cousin to whatever's behind the sinkings and wants revenge.

Before taking the boat out, you make sure to douse it with water. Go to **[141]**.

019 The dragon resumes the fight, having wasted one turn in the process. It won't retreat again!

If you slay it, record **PLOT WORD HOOK**. Then go to **[166]** if you wish to sail back to Branok, or **[182]** if you'd rather sail on to explore Hook Island.

020 The villagers are ashamed and despondent. Periodically, a local dragon demands they send a fair maiden or youth to its cave, on pain of destroying the village. None of them are heroes, and they no longer have a knight nor a village wizard to aid them: So-called adventurers have been too nervous to help them. With no other choice, they reluctantly complied, choosing the dragon's sacrifice through a grim lottery.

Go to **[134]** if interested in helping; otherwise, return to **[079]**.



Three Peasants

Human Heroes.

ST 11, **DX** 10, **IQ** 9, **MA** 10.

Talents: Axe/Mace, Farmer, Knife.

Weapons: Small axe (1d+2); Dagger (1d-1).

Ellie

Human Hero.

ST 8, **DX** 12, **IQ** 10, **MA** 10.

Talents: Brewer, Cook, Knife, Sex Appeal.

Weapons: None; takes a dagger (1d-1) if offered.

Fairest maid of the village.

117 The great bronze doors are unlocked, and squeak open into a wide entry hall. On the floor are several black, charred smudges and husks that must have once been non-human corpses: perhaps the stains left by scorpions that were long ago torn to bits or fried by dragon's fire. Mixed with these are human bones.

Beyond the hall is a chamber supported by heavy pillars, carved to resemble date palms. Heaped in the center is a glittering trove of arms, coins, and other treasure!

If you have **PLOT WORD** GORM go to [190]; if you have the **PLOT WORD** OUT go to [150].

118 You're being attacked by giant wasps, bigger than any you've seen before! They have powerful jaws, a nasty stinger, winged black and yellow striped bodies, and multiple insectoid legs ending in hooked claws. They're 7' long, aggressive, and too fast to outrun. If they kill or paralyze the entire party, go to [049]. If you win, go to [131].



Giant Wasp

Hex Size/Form: 2-hex figure.

ST 17, **DX** 13, **IQ** 4, **MA** 6/14.

Armor: Chitin stops 1 hit/attack.

Attacks and Damage: Bite (1d+2); tail stinger (2d-2) attacks to the side or rear hexes only if on the ground; if airborne, they can sting anyone directly below them in the same hex. Stinger damage is for armor penetration only; just 1 hit is actually inflicted, but check for paralysis.

Special Abilities/Weaknesses: If the stinger damage penetrates armor, the victim takes only 1 hit, then rolls 4/ST saving throw; failure results in extreme pain and (more importantly) paralysis for an entire day.

These are aggressive females, eager to lay eggs and find food to feed their larvae; male giant wasps are less aggressive, usually feeding on fruit.

119 Return to wherever you came from after recording statistics.

The Dragon of Hook Island

Hex Size/Form: 7-hex figure.

ST 60, **DX** 13, **IQ** 20, **MA** 8/20.

Armor: Scales stop 5 hits/attack.

Attacks and Damage: Claw (2d) and breathe fire (3d; costs 5 ST), and (unless flying) tail lash (see *IN THE LABYRINTH*, P. 80).

Special Abilities/Weaknesses: Up to three attacks per turn.

If you're fighting her on the ship, three fishermen, two with axes, one with a spear, join you as companions:

Fishermen

Human Heroes.

ST 11, **DX** 10, **IQ** 9, **MA** 10.

Talents: Axe/Mace, Fisherman, Knife, Pole Weapons, Seamanship, Swimming, Thrown Weapons.

Weapons: Spear 1d+1 or Small Axe (1d+2); Dagger (1d-1).

120 After spending time circling the statue, you don't find any obvious way in besides the front door. Roll 1d. On a 1-4, return to [091]. On a 5-6, go to [092].



Refer to **MAP I [034]**. You set up within one or two hexes of hex M. The dragon is flying and facing you, with its head in hex D. Go to **[206]** and fight.

Due to its surprise assault, the dragon gets initiative on the first turn.

219 You don't find anything else, and return to the vicinity of the inn. Go back to **[174]**.

220 You take no harm removing it, and the woman stirs and starts to breathe! Her eyelids open; her eyes are a piercing green. She yawns, notices you, and struggles to her feet.

"I am Nerakaret, God-Empress and Princess of Scorpions," she says imperiously, tossing her hair. "Who are you? Where are my priests, my maidens, and guards?"

To attack her, go to **[229]**. To flee, go to **[230]**. If you wish to tell Nerakaret the truth, that her desert empire has vanished under the sands of time, her priests and servants long dead after her own temple tomb was overrun by a dragon, go to **[232]**.

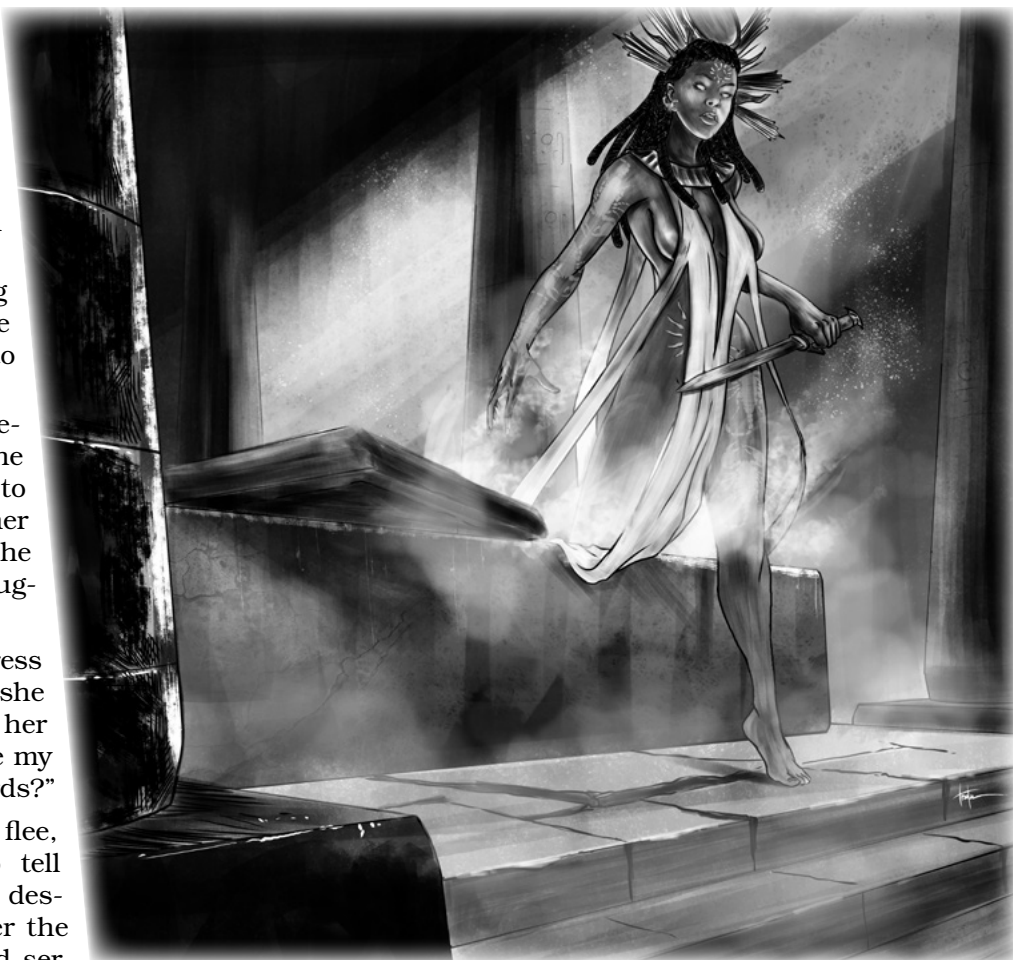
221 Go to **[148]** if Alberic is also alive, or **[160]** if he died but Freda lived.

222 You don't discover a lair; perhaps the dragon was just passing through the region? But you do uncover a place where it may have stopped for a while. Go to **[110]**.

223 Nerakaret agrees to joins your party as a companion, eager for adventure and a chance to see the new world, and win fortune and glory. While she had little use for the Scorpion Cult as such, she had friends among her servants and handmaidens, who perished when dragons destroyed the temple, and she is eager for payback.

She says you can keep her crown, to sell it if you wish. She enjoys talking about religion and philosophy, being uncertain about her place in the world. Her "holy amulet" lets her command scorpions. Go to **[228]**, record her statistics and **PLOT WORD NERA**, then go to **[230]**.

224 The back inside cover of the book shows **MAP VII**, which depicts a ship and its surroundings at melee hex scale. The paragraph you came from explains which other letters or symbols are significant for setup; ignore the others. After setting up your map return where you came from.



225 The dour Rykenzar is pleased to learn of your part in his foe's demise. He toasts your health before his court, gifting you his gold cup worth \$2,000. It is enchanted with **Light** and **Amulet Against Drunkenness**. "My companion in sleepless nights, when I brooded the worm might return," he remarks. "I no longer need it." Record **PLOT WORD CUP**; go to **[105]**.

226 You slay her. If you or a companion wish to try on her crown, decide who will do so and go to **[059]**; if you might do so later, record this number and check there when you do so.

A search of the chamber reveals no other secret doors. To leave, go to **[230]**.

227 In town you meet a talented **Master Armourer**, who lost their cousin to a dragon's rage. The smith is finishing up the forging of a dragon-slaying weapon. Are you worthy of it?

If you have acquired one or more of the **PLOT WORDS: GORM, WIGHT, or SEA**, the armourer has heard tales of your deeds and deems you a fit recipient. If so, the smith presents you a finely made melee weapon of your choice that is **+1 DX** and **+1 damage**. Record **PLOT WORD SMITH**. If not, the smith will await the arrival of a true champion worthy of their masterwork. You can return here once you meet these qualities. Return to **[023]**.



Scaly Problems

Baron Gwalathar's armies marched off to war. Without its defenders, the dragons of the wild sensed weakness, ravaging the realm.

The young Baroness Tanith calls for heroes: It's time for a dragon hunt!

Dragon Hunt is a programmed adventure for two or three 37-39 point character. It would take a truly mighty-thewed hero to tackle it alone!

For 44 action-packed pages, the heroes track and fight some of the baddest monsters **The Fantasy Trip** has to offer.

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So many dragons.

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