

The Fantasy Trip™

Red Crypt™



By David L. Pulver

STEVE JACKSON GAMES



A Solo Adventure For One Brave Hero

It started out as a simple bounty hunt. But your quarry has fled to a place that belongs to the dead. If you're lucky, they might be your friends against foes that mock both life *and* death.

Dare you enter the **RED CRYPT?**

By David L. Pulver

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Back Cover by Rick Hershey



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1st Edition, 1st Printing
Published May 2020

ISBN 978-1-55634-894-5



9 781556 348945

SJG 3480

Printed in the USA

The Fantasy Trip™ Red Crypt™

You study the face on the wanted poster. 30-ish, with ash-blond hair and a hook-shaped scar under his right eye. Jack Smoke.

Smoke is a Redcap, part of a secret society plotting to overthrow the established order of wizards, priests, and guilds. Like many Redcaps, Smoke trusts gadgets or potions over magic. You heard he was once a priest who earned his nickname burning heretics. Then Smoke discovered his cult's "miracles" were mere spells cast to delude the congregation.

He lost his faith and turned against all wizardry as well, embracing the Redcap cause. What he didn't lose was his fanaticism.

Recently, Smoke detonated a gas bomb at a town fair. It poisoned the wizard he targeted – and several children. "Unfortunate collateral damage," said the Redcap communiqué that claimed credit for the assassination.

You intend to bring Jack Smoke to justice . . . and claim the 1,000 silvers the baron offers for his head!



By David L. Pulver • Illustrated by Rick Hershey • Cover by Terry Pavlet

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How to Play *Red Crypt*

This is a programmed adventure for a single character. It is designed for *TFT: In The Labyrinth*. If you instead have both *Melee* and *Wizard*, you can still play, with a few simplifications.

This adventure establishes locations, gives you decisions to make, and tells you the outcomes of those decisions. You will need six-sided dice, a straightedge, and scratch paper, along with counters and megahex tiles.

Since *Red Crypt* uses only one player character, it can be played two ways:

Solitaire: One lone player creates or selects an existing adventurer character. That character may acquire friends during the adventure, creating a party, but they are all run by the same person. When combat occurs, this book gives instructions regarding the foes in each location; the player sets up figures on a tactical map and plays out the battles, running both sides.

Two-Player: One player creates a character (or uses an existing one) and plays through the scenario. When foes are encountered, the other player controls them and tries to defeat the adventurer. The second player can also act as Game Master (GM); they read the paragraphs and resolve rules disputes or actions not covered by these instructions.

Creating Characters for *Red Crypt*

You can play an existing character or create one for this adventure. Additionally, two ready-to-go adventurers can be found on p. 21.

A single 34-point to 36-point character should have a decent chance of making it through if played well and the *Red Crypt* is unfamiliar. Weaker characters may survive on subsequent attempts, as you will know what to expect.

Playing this adventure with characters whose combined armor, shields, and magic items can stop 7+ points of damage is less fun, as they can easily survive many opponents. (Of course, you can try it anyway.)



If playing a *Melee* hero only, assume your character has IQ 8 for purposes of making any saving rolls against IQ, and assume they possess the Literacy talent.

Red Crypt will work for either a hero or a wizard. If you play a wizard, the instructions do not support the infinity of ways you could use your spells in non-combat situations (such as scouting while invisible). However, *Red Crypt* is quite survivable if your wizard's spells are mainly combat magic, especially if they are mostly of IQ 13 or less.

You *can* take magic items (a magic weapon will be useful if you have one!), but a character fully loaded with magical gear faces fewer challenges.

Record sheets should be made up for each entering figure. Experience is awarded to survivors based on their performance.

Beginning the *Red Crypt* Adventure

To enter the adventure, first reread the opening text (p. 1). Then turn to instruction 1 on p. 6 and read it.

Like each later instruction, it provides information and directions. Some instructions call for a decision, often a choice between options leading to different entries. Choose what you will do *before* turning to the next instruction.

To avoid losing your place, you can make a note of each instruction number as you pass it. You should try *never* to read instructions you have not legitimately come to; that would lessen your enjoyment.

As you read the instructions, you will find yourself moving down outdoor paths or long tunnels and into clearings or rooms. In the labyrinthine catacombs, all combat takes place in the rooms; the tunnels take you from one room to the next. (However, you *must* follow the tunnel or path instructions carefully, or you'll get lost.)

When you enter a room, *Melee* turns begin. It *is* permitted to stop just before entering a room, either to change weapons and armor or to cast protective spells on your party.

If you find yourself in a combat situation using a map, start by placing obstacles, foes, etc., on the appropriate arrangement of megahex tiles or *Melee/Wizard* maps as indicated. Place your own figures in the specified entry hexes at the end of the room you entered.

Combat maps have entry hexes, often marked N (north) or S (south). These often represent doors or tunnel entrances. Instructions that send you to a room will indicate which side of the map you enter from . . . e.g., (117, N entry) means you go to paragraph 117 and enter from the north-side hexes marked N on the map. (Your characters will be facing the opposite of that. For instance, if you enter from the north side, you're facing south.)

The map diagram will show the appropriate orientation (e.g., north-south).

Finally, read the rest of the room instructions to see what is happening and what your options are.

In each new location, combat turns begin with your figures standing in the indicated spot, having just approached the encounter or stepped through a door.

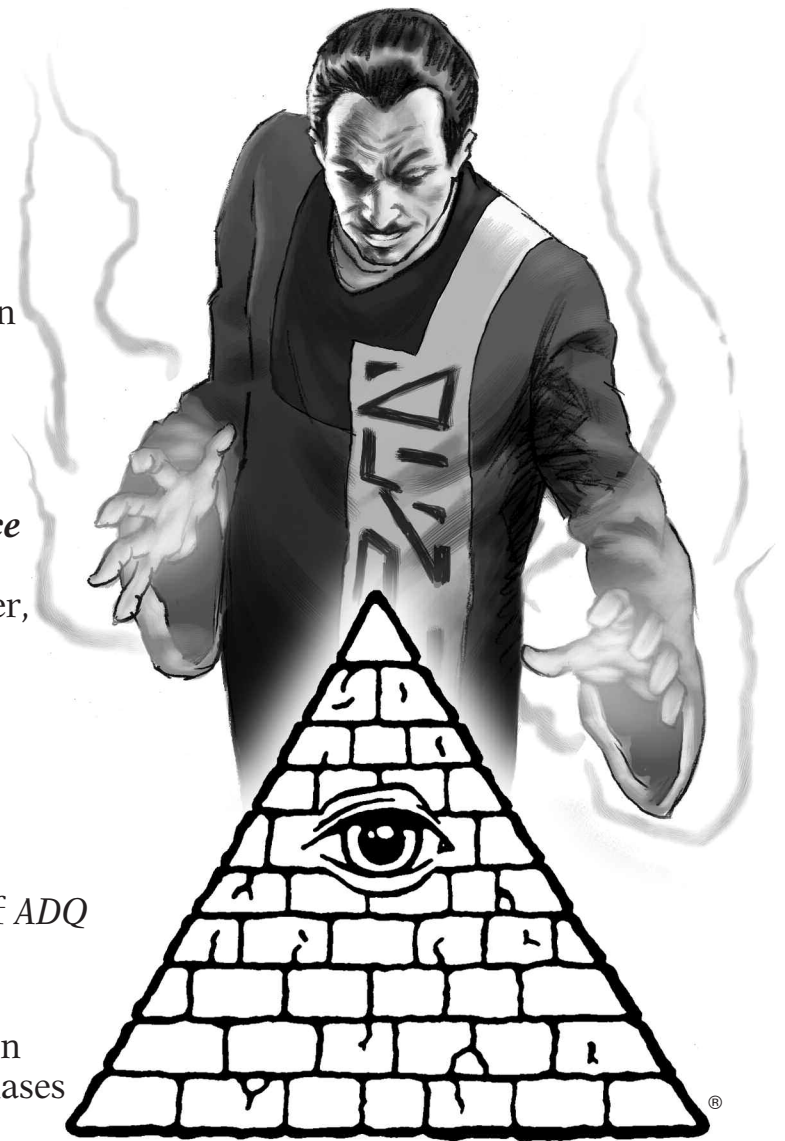
Unless noted, no figure may *both* pass through a door *and* do anything else on the same move.

Obstacles (black hexes) shown on the room maps stop both movement and thrown/missile weapons and spells.

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