

The Blood Maze

A group of Falcon Order recruits are preparing for the final test of skill, known as the Blood Maze. They are to enter the maze after a short preparation and then their goal is to survive until the other side.

Act 1: Preparations

All characters know each other well, so the purpose of this act is to establish the group's social relations. It is the day before the event and all characters have had their training suddenly interrupted and been brought to their dorm room – this is the signal that the Blood Maze is about to begin.

It is common tradition for the Master of the city of Warhall, Orren Themler, to personally come visit the group with a short speech, held in the nearby hall. The group's commanding officer, centurion Amon-Ka, will fetch them for the ceremony. But let the players first get a moment, speak their mind and find some common ground. Then the short ceremony, mainly explaining the rules of the Blood Maze, can begin with a knock on the door.

The rules of the Blood Maze are simple: the characters may bring as much equipment as they may carry with them into the maze. Everything left behind will however be lost and returned to the Order. The group is responsible for treating all injuries and dealing with any threats they encounter. Lethal force may be used against all denizens of the maze. The run will start with the sunrise and the group will have 20h to complete the maze. After this time has elapsed the entire maze will be flooded and everyone caught within will drown. It is allowed to call in favors or ask for help prior to the test, as long as these do not require the helper to reveal any information regarding the maze itself. Thus a recruit may not ask for an unspecified potion which might be 'helpful' but to specifically ask for a potion of water breathing is allowed. Finally, anyone completing the maze before his or her companions will not be allowed to return and help them.

Once Orren Themler has explained the rules above the characters are given the rest of the day off. They might try to relax and have fun or go about preparing. The city of Warhall stands open for them to explore without a supervisor for the first time in their lives.

















Allow the characters to gain some kind of small bonus and/or drawback depending on how they prepare.

Act 2: The Maze

Use a white board or paper to draw out the maze as the characters battle through it.

An important part of the challenge is to constantly force players to make decisions and to have such decisions have consequences. Constantly searching for traps should quickly award Fatigue, as should constant alertness.

The list of encounters on the GM map is explained below. The difficulty of Tests indicated can be decided by the GM according to the difficulty intended for the players. Routine difficulty should provide a sufficient challenge if the party is continuously awarded Fatigue for their efforts.

Icon	Description
	Torch. A lit torch which illuminates the surrounding area.
	Water. A water filled section of the maze, requiring Tests against Swim and TOU.
	Gorge. A deep hole which requires a Test against Jump to clear.
	Door. A locked door which require a Test against Security to open.
	Spike Trap. A spike trap causing 3d10T Damage and requires a Search Test to discover.
	Fire Trap. A fire trap causing 3d10E Damage and requires a Search Test to discover.
	Poison Trap. A poison trap inflicting 2d10 Pain and requires a Search Test to discover.
	Magic Trap. A magic trap which curses the target, lowering a Characteristic by -3.
	Snake. An aggressive, poisonous snake.
	Spider. An aggressive, large spider.
	Guardian. An undead mummy guardian of the maze.
	Food. A ration of food sufficient for one day for a single person.
	Elixir. 1-2 Healing/3-4 Rejuvenating/5-6 Antidote/7-8 Water Breathing/ 9-10 Sorcery elixir.
	Weapon. 1-3 Common Sword/4-6 Mace/7-10 Spear.
	Armor. 1-3 Chainmail shirt/4-6 Studded cuirass/7-10 Roundshield.
	Arena. Path leading to Act 3.

Act 3: Finale

The final stage of the maze is an arena in which the characters will encounter a number of orcs equal to them. The battle will be watched through hatches in the ceiling.

Once the battle is over the gate out is clear. However, as a final twist of the maze one character must be left behind to keep the gate open in order for the others to make it out alive.