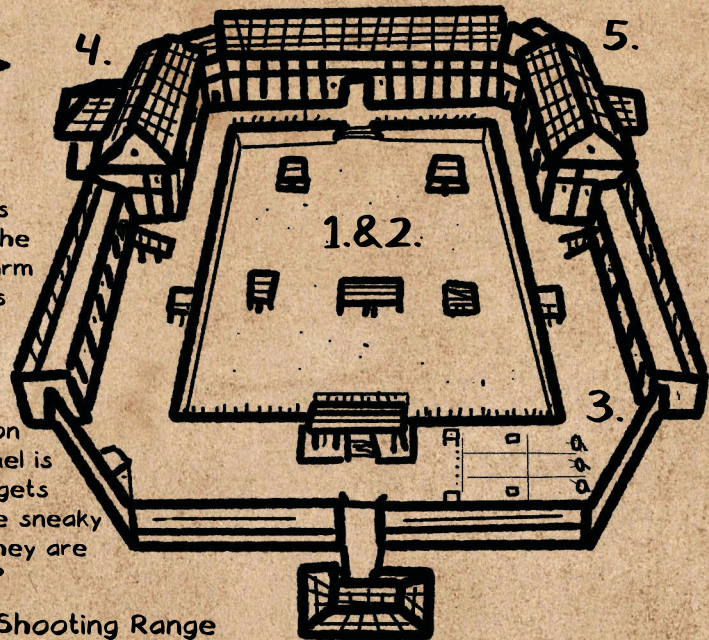


# Adventurers' Training Camp

A Quickpix One Page Adventure



## Introduction

Today, the King asked me to supervise the recruitment tests for his elite guard. He wanted to hear my expert opinion on the five tests he designed to assess the strength, cunning, intelligence, wisdom & charm of his recruits. The rules are simple enough - any recruit must pass four of the five tests without resting to be eligible for his guard.

### 1. Arena - a fair duel?

The first task is the most straightforward. Recruits are asked to form fighting parties. Afterwards, each party may choose a champion to represent them in a duel. Any magic or support action prior to duel is allowed. Afterwards, the two champions clash and the entire party gets a win if their champion wins. My only note: I saw a lot of parties use sneaky tactics like hidden spells during the battle - but I guess as long as they are not caught, all is well. Maybe that is the secret purpose of the trial?

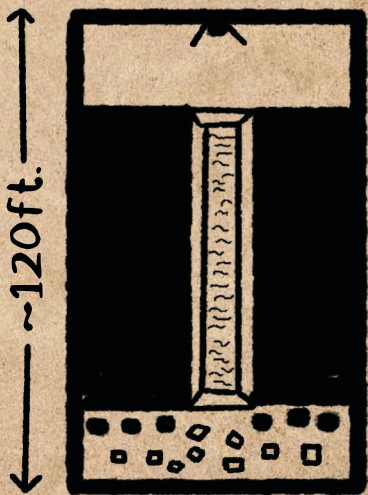
### 2. Arena - an ambush!

After the duel, the winning party is asked to enter the middle of the arena. On four of the towers, archers or ranged mages then appear. On the ground, two guards with polearms block the party's access to the towers. The point of the test is to see, whether the recruits are able to formulate battle tactics even when at a grave disadvantage. The test only ends, once each archer and guard has been knocked out or surrendered.

Again unorthodox methods are allowed. For example: one party just set fire to all the towers.

### 3. Shooting Range

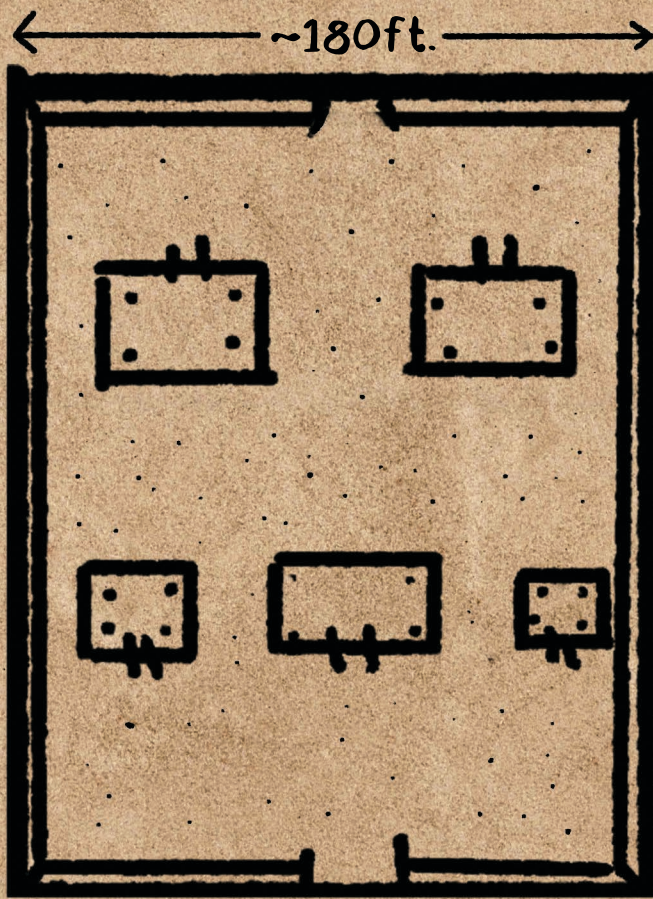
On the shooting range each member of the party gets to take two shots each - once at 60ft. and once at 120ft. The targets are fragile sacks filled with sand. If they start to leak, it counts as a hit. Unfortunately, there are twice as many targets as party-members. It is a good exercise that forces them to get creative: tossing area magic, big weapons or in one case even each-other across the range. Only the crafty and precise parties may succeed in this test.



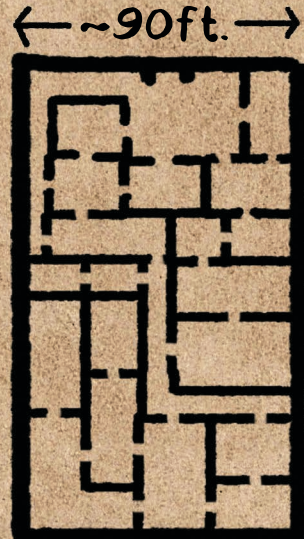
4. West Wing

### 4. Corridor Run

This is the most sadistic test. A half empty pipe has been laid across a very deep chasm. The pipe itself is filled with a hot and corrosive liquid. On the other side are as many small boxes as party members. The party has to get one box each from the other side of the room back to the entrance without breaking it. This is only possible with creative use of magic or by exceptionally tough soldiers just walking through the liquid and enduring the pain for their party members.



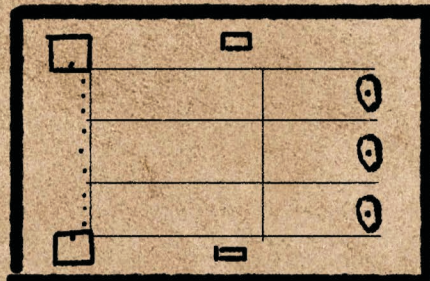
1.&2. The Arena



5. East Wing

### 5. The Heist

The final test is one of cunning and stealth. The party is given a floor plan and told, that there is an equal number of guards as them in the building. All of them are tougher than each individual party member. Each guard carries a key to one of three chests hidden somewhere in the building. The recruits have to sneak about, ambush or charm the guards to get the keys, before all of them get knocked out for good. At this point, most parties are already quite hurt, so non-violent approaches are both encouraged & wise. Additional troubles: some of the doors in the building are locked and need to be picked open first.



3. Shooting Range

## The Conclusion

I observed the tests for several days and even attempted the challenges myself. I must say, the King has devised a devious and effective battery of tests. Not only because they are hard, but also because he allows for clever solutions to the stated goals. For example, one party just bribed each of the guards at the last trial and accomplished their goal. Hence I told the King, that if the purpose of the tests is to attract resourceful individuals, his adventurer's training camp will work wonders.