



## **Trial of Champions**

*Ian Livingstone , Brian Williams (Illustrator)*

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**Trial of Champions** Ian Livingstone , Brian Williams (Illustrator)

At last – a return to Deathtrap Dungeon!

The warped, twisted mind of Baron Sukumvit has completely redesigned the deadly labyrinth of Fang. New traps and terrors, mazes and monsters, await you at every turn. And even before you can enter the labyrinth, you must endure the gladiatorial games of Lord Carnuss, the Baron's evil brother, whose unwilling slave you are. Can you survive this trial of Champions and free yourself from slavery?

Two dice, a pencil and an eraser are all you need for this adventure. YOU decide which route to follow, which dangers to risk and which monsters to fight.

## Trial of Champions Details

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Author : Ian Livingstone , Brian Williams (Illustrator)

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## From Reader Review Trial of Champions for online ebook

### Edwin McRae says

It was 'lovely' to revisit Sukumvit's dungeon but I think it's redesign lost something of the charm of the original. It was all 'bigger' yet smaller in impact. And all of the numeracy tests...kind of underwhelming to keep getting tested on my maths when I should've been fighting for my life. Ah well...still fun. :-)

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### Adam Cleaver says

I loved these books as a kid. Must go back and re-read them to make a proper review. But just look at that art work too... amazing!

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### James Lafayette Tivendale says

Read when I was a kid and completely loved. Will look to pick up and re-read again shortly. Review to follow shortly x

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### Leo . says

Sequel to Deathtrap Dungeon, Trial Of Champions is a good book/role playing game but I thought Deathtrap Dungeon was much better. I think as I got older the books although still great did not excite me as much as when I first started reading them. It maybe because of that jump from 12 to 13 or 14. I was still playing these games but back then I started taking more interest in the music scene and girls. Well it was the ear!y 1980's.

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### David Sarkies says

#### Back to Deathtrap Dungeon

31 July 2012

Here we return to Deathtrap Dungeon, which has been completely overhauled after some lucky (or skilful) adventurer managed to complete it a couple of years previously. I guess the idea is that nobody is supposed to know how to get through Deathtrap Dungeon so when somebody manages to do it then suddenly all of the thrill of the dungeon (as well as all of the monsters having been killed) has worn off. Thus the Baron of Fang (I am not going to attempt to spell his name, and I am too lazy to look it up) has to go to all of the trouble of creating a new dungeon with new traps, tricks, and monsters.

However this book is somewhat different. You do not begin as some free adventurer trying his (or her) luck in the underground labyrinth but rather you are a slave who has been thrown in there against his will so that your owner might receive the prestige and the glory of the victory. Obviously this guy is some sort of wet sock simply because he does not seem to be willing to risk his life to venture into the dungeon, but is more than happy to take the glory off of his chosen champion. Fortunately he gets it in then neck at the end.

The first part of the book involves you surviving the slave pits on the Island of Blood, and if you manage to do so you are rewarded with a chance to attempt to explore Deathtrap Dungeon. In a way this first part highlights the brutality of the medieval world, a world where life is cheap and powerful men claim the glory off of the hard labour of his slaves. This actually happens all the time, even in our days. Take for instance the employed researcher who invents a revolutionary product will not necessarily see any reward beyond her (or his) weekly pay. However, the employer will see all of the profits and reap all of the glory for this work of this individual. Who invented the Iphone? Was it Steve Jobs or was it the Apple employees. Okay, in situations like this you generally have teams working on the products, however the employee does not get the glory, the company and the executive does.

Anyway, back to the book. I noticed in the Fighting Fantasy books that the correct route generally takes longer than the incorrect route, and this is very noticeable here. If you take the wrong route you will make your way to the next junction after two or three encounters, however if you take the correct route you will have five or six. The other tricky thing is that not only do you need to collect all of the gold rings, but also the three set numbers to complete the quest. The catch is that sometimes you have to walk in one direction, and once you have the ring, turn around and walk in the opposite direction. You need nine rings to complete the adventure and not all of them are obvious to find (I found them simply because of a map that I had access too).

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### **Juho Pohjalainen says**

Basically Deathtrap Dungeon except not as good. The dungeon isn't as memorable, the artwork is inferior (I mean it's still good, it's just not Iain McCaig), and there's a bunch of gladiator games at the beginning that do a good job at making you hate the villain, but don't add all too much gameplay-wise. I think you're allowed a bit more freedom at where you go, though: I'm fairly sure you don't need to collect *all* the coins to win. But don't quote me on that.

I had a good enough time, but once I finally won the book, I didn't look back.

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### **Brian Hayes says**

One of my fav FF books

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### **Mr. Twinkie says**

The most difficult book I have yet read in the Fighting Fantasy series. How comes that enemies skill level is so high? You barely get through the first part of the book and you need at least 10 in skill just to survive not to mention that you also need a high luck score if you want to survive the first and second part of the book. Most enemies have a skill of at least 10 though this might not be a problem if there were alternatives to defeat the enemies but there isn't any alternative. You can't raise your skill level making battle impossible to win if you hit a low skill score from start. The premise is interesting but the execution is terrible. The book ends up being merely an average game-book.

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## **Dan Ray says**

Again, this book got a lot of play through by a young me.

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