The Fantasy Trip™

The Crown of Eternity

by Christopher R Rice and
J. Edward Tremlett

GAMING BALLISTIC

Missing Man

The IndHyna League. Mysterious and powerful, a shadowy group of treasure-seeking mages – led by their Exploratory Council – seeks out the adventurers and asks for their help.

The task? Find Jok C. Sevantes, an eldritch archaeologist in search of the fabled Crown of Eternity. The League asks that the party:

- Cross a vast ocean, a treacherous desert, and a poisoned sea, beset from ahead and behind by competing factions and dire threats
- Bring back the explorer . . . dead, alive, maybe a bit of both
- Succeed where a ruthless rival and Sevantes himself both failed: find the Crown of Eternity

This adventure introduces the *IndHyna League*, a mysterious and well-funded group of treasure-seeking enchanters and scholars very much with their own agenda.

Cross the wasteland. Survive the perils of the Nameless Kingdom. Find Sevantes. Claim the crown. This adventure is designed for four to six characters of 33-35 points.

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The Crown of Eternity

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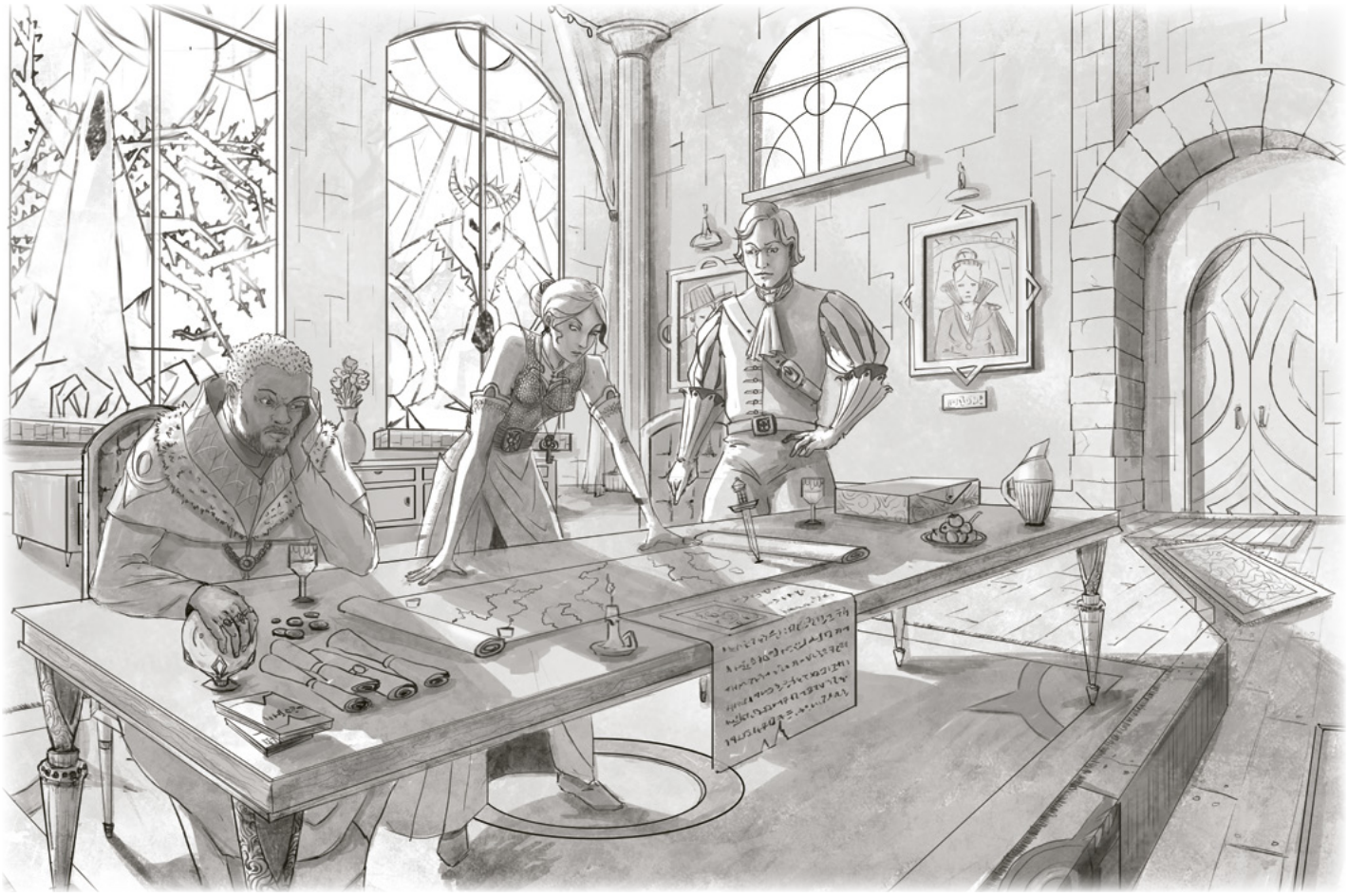

The Crown of Eternity

The Crown of Eternity has the PCs secretly summoned before the Exploratory Council of the Indhyna League: a prestigious group of unusually proactive research mages, dedicated to discovering Cidri's lost history and rediscovering its powerful artifacts. They wish to quietly hire the party to find flamboyant archaeologist Jok C. Sevantes, apparently lost in the dangerous wastes of Klee-Artha.

This adventure is presented as the start of a multi-part campaign, intended for four to six characters of 33 to 35 points. It could also be utilized within a current campaign as a dangerous diversion, or to enmesh the players in the workings of the League's chaotic factional politics.

The Behind the Scenes information that follows is for GM; it reveals the history of the search for Klee-Artha and the Crown of Eternity, the motivations and fates of key players, and other "spoiler" information. Read it carefully: it allows the GM to drop hints, spread rumors, and generally increase the ominous tone of the adventure.

Behind the Scenes

The Indhyna League is large, powerful, and does its best to stay as shrouded in secrecy as a large and powerful group of magical treasure hunters can be. They're the secret society and conspiracy folks whisper about over too much strong drink, making endless arguments over whether they are benign or sinister. Naturally, they're both more and less formidable than they seem. The League has several competing factions, and the *Exploratory Council* faction has recently and decisively become dominant.

One of the League's most infamous members is Jok C. Sevantes: a flamboyant archaeologist-mage renowned for finding "mythical" places and artifacts. Sadly, his success in these endeavors is matched only by his tendency to get his retainers killed while looking for them. Egotistical to a fault—believing only he is capable of assembling important clues—he talks to himself, confides in strangers, fails to secure his notes, and records his journal entries out loud. Despite all of this, he remains unspeakably insightful, with an uncanny knack for escaping death.

Months ago—as part of a "secret" plan to locate five legendary objects—Sevantes secured League backing to find the Nameless Kingdom, destroyed thousands of years ago by a doom that turned its people to piles of salt, smashed its buildings into rubble, and turned its water into ebon poison. He convinced the Exploratory Council that he'd not only found the way there, deep within the Wastes of