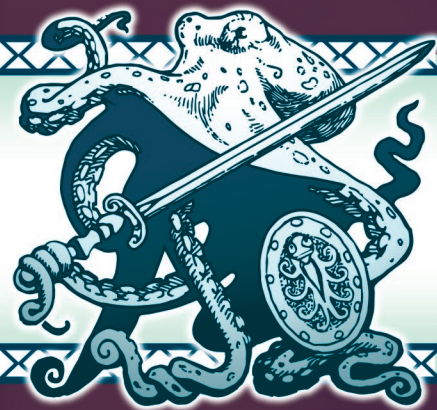


The Fantasy Trip™ Companion



STEVE JACKSON GAMES

A Fantasy Trip Anthology!



This is *The Fantasy Trip Companion* – both part of the game, and a book about the game. It's a very limited print run, made possible by supporters of the 2018 Kickstarter that brought *TFT* back to the world. It was a stretch goal in that campaign, and we appreciate the support!

The *TFT Companion* is a collection of articles starting with Steve Jackson's original designer's notes and errata published in *The Space Gamer* in 1980. It includes expansions, and adventures created by fans for the magazines of the day, and closes with a collection of the articles posted online as part of the *TFT* Kickstarter in 2018.

So: 38 years of history of a classic old-school RPG, from birth to . . . well, to rebirth . . . brought together for your enjoyment. Good gaming!

Cover by Brandon Moore



**STEVE
JACKSON
GAMES**

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#TheFantasyTrip
thefantasytrip.game

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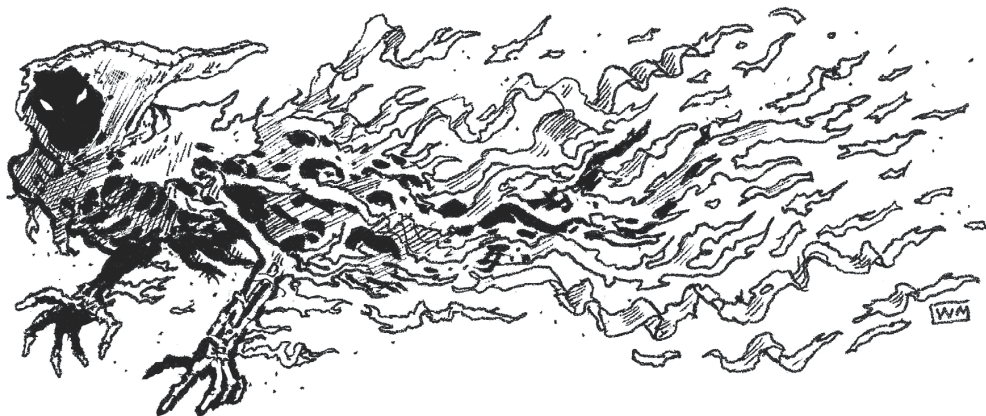
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The Fantasy Trip™

Companion



Special thanks to Chaosium and Judges Guild for their assistance in arranging reprints
of articles from issues of *Different Worlds*, *Pegasus*, and *The Dungeoneer*.



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Introduction

If you were to explore the shelves of my game collection at home, you would quickly discover two things:

1. I'm a fan of a wide variety of games, ranging from classic boardgames and RPGs of the seventies and eighties to today's newest titles.

2. I own a lot of game-centric (and toy, but that's a discussion for another day) magazines.

As incredible as the internet is, the greatest sin of the digital revolution has to be the destruction of the magazine as a viable product. Where we once enjoyed multiple magazines devoted to the hobby games market – *Dragon*, *Challenge*, *Pyramid*, *Shadis*, *White Wolf*, *Different Worlds*, *Inquest*, to name a handful from the past – we're now down to a handful of titles that struggle to survive. Magazines, it seems, cannot compete against the instantaneous access to news, reviews, variants, and discussion as found in countless Facebook groups as well as the big sites like RPG.net, EnWorld, and BoardGameGeek.

When work started on the *Legacy Edition* project, Steve created thousands of words of new material that we planned to use as Kickstarter stretch goals. Posting that new content on thefantasytrip.game website showed the game off to those new to *TFT* and gave long-time fans a small selection of new material. As the Kickstarter campaign progressed, we soon found that there was a higher demand for *The Fantasy Trip* than we had anticipated, and many project supporters started asking for all of the new content to appear in printed form. We couldn't jam everything into the *Legacy Edition* box, but we did have one idea that was perfect for the web content.

As the \$137,500 stretch goal – unlocked on July 29, 2018, only six days after the project launched on Kickstarter – we promised to create this book, *The Fantasy Trip Companion*, and to include both some of the new web content and old *Space Gamer* articles in the printed book. (Not all of the new material from the website made it to the book; Steve included some of the original text inside the new edition of the *In the Labyrinth* rulebook.)

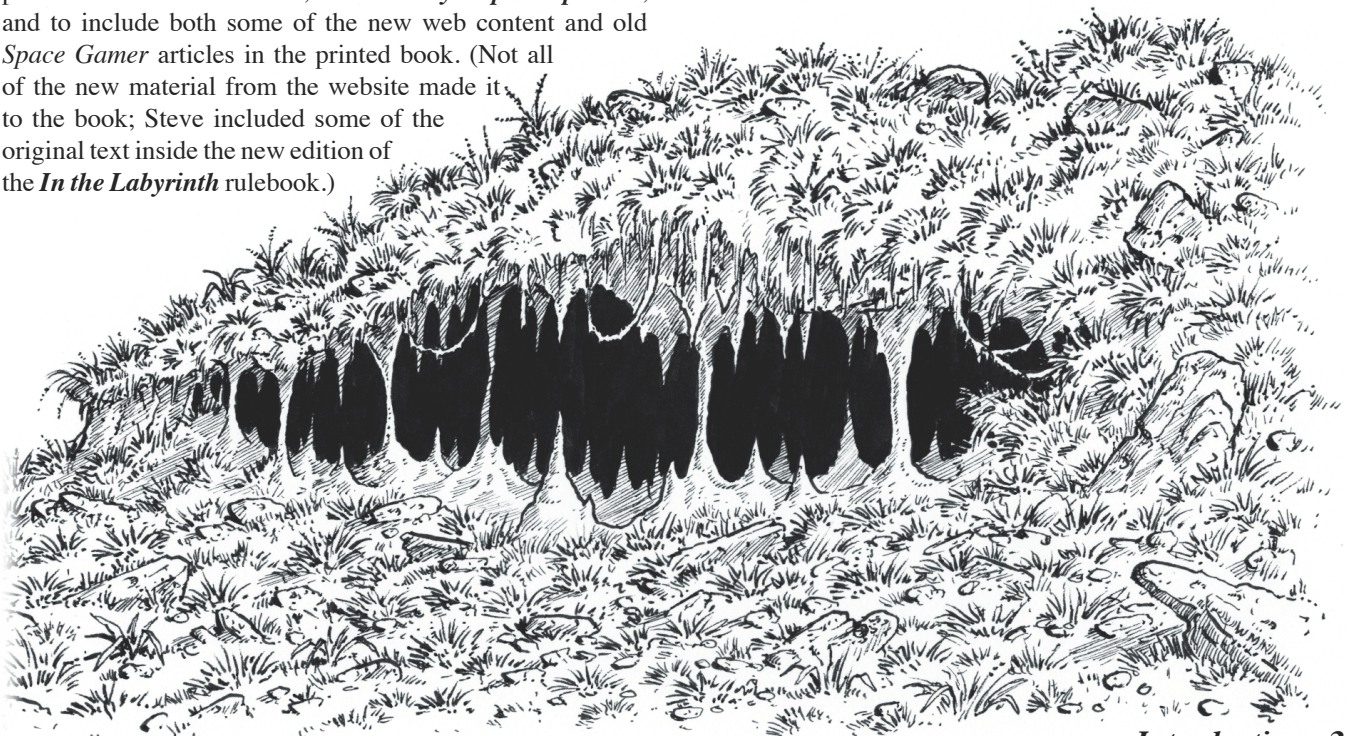
Those *Space Gamer* articles weren't going to be enough to satisfy all of us, though, so we spent a little time behind-the-scenes seeking out permissions to reprint *TFT* articles from other magazines and, in some instances, the original authors were kind enough to write new introductions to their works. Thank you to both Judges Guild and Chaosium for working with us to collect these near-forgotten *TFT* creations alongside the *Space Gamer* articles, making this Companion book truly a treasure for those of you who are completionists when it comes to collecting your gaming materials.

Please note that the articles collected here are not all of the *TFT* articles that have ever been published. We tracked down and secured the rights to the articles that we could, but there are still magazine works in the wild that do not have a permanent home in a collection. If you have a lead on any old *TFT* articles and contact info for the rights holder, please comment in the official forums at thefantasytrip.game and we'll see what we can do about assembling more articles together for a future book.

As we launch the new edition of *The Fantasy Trip*, we're happy to see the *Companion* serve as a love letter to the game's past as well as a harbinger of things to come. Mixing the old and the new between the two covers of this book marries works separated by decades into a single new title, and as with the *Legacy Edition* itself, this publication would not have happened without the generous support of thousands of fans of *The Fantasy Trip*.

Thank you, everyone. We hope that you enjoy reading and using the articles as much as we enjoyed seeking out the works and assembling them into *The Fantasy Trip Companion*.

– Philip Reed





A Modest Proposal for *The Fantasy Trip*

By David R. Dunham

From *Different Worlds 15*
(October 1981)



When I finally saw Metagaming's new *In the Labyrinth (ITL)*, I was both pleased and disappointed. Pleased because there was a lot of good new material, but disappointed because what I saw as the major problem for a campaign based on *ITL*'s forerunners, *Melee* and *Wizard*, still existed.

Over the course of a campaign, attributes are going to build up alarmingly. Several things were done to slow this, notably increasing the experience point costs for raising attributes. Still, they can get very high.

What bothers me even more than a human with a 30 ST is that basic characteristics such as ST, IQ, and DX can increase so dramatically. Certainly they can be improved in real life, but it seems unreasonable that a person's IQ could ever more than double (ignoring any questions of the validity of IQ tests).

On the other hand, a person's abilities can increase indefinitely. You should always be able to learn new talents, although it is reasonable to assume that the more you learn, the more difficult it gets.

The underlying problem with *ITL*, as I see it, is that attributes are used for two purposes. They are your physical characteristics, and they also represent the level of ability you have attained. Just because an individual gains the ability to absorb more damage (increase in ST) does not mean that she would be able to pick up a heavier weapon which does more damage. The ability to learn a new spell or talent (increase in IQ) should be unrelated to the ability to learn a more difficult talent. Finally, the chance of success in attacking with a weapon or casting a spell (adjusted DX) is not the same as a character's coordination, or his chance of not falling down (if walking over a slippery floor, for example).

What I propose doing is splitting all the attributes into their two components. Strength would become ST, the character's raw physical strength, and HP, the character's hit points, or ability to suffer wounds and exhaustion without collapsing. IQ would break down into IQ, the character's brainpower, and knowledge, KN. KN represents how many spells or talents could be learned. Dexterity turns into DX, the character's coordination and agility, and SC, or chance of succeeding when attacking or casting a spell. (A purist might want to further divide SC into CA, or combat ability, and MA, magic ability.)

Both DX and SC would be adjusted, since encumbrance affects how quickly you can move and your sense of balance, which are part of both SC and DX.

Having additional attributes means some changes have to be made. Most of these are terminology changes: deciding whether to use ST or HP when the book says ST. As a guideline, I suggest the following uses for the new attributes:



ST	Ability to use weapon; holding a rope; holding your breath; encumbrance; bare-hand damage.
HP	All damage taken, whether physical (from an attack) or fatigue (from spell-casting).
IQ	Ability to learn new spells or talents of a given difficulty; disbelieving illusions.
KN	Number of talents or spells that can be learned.
DX	Saving rolls; initiative in combat.
SC	Determining whether a spell or attack is successful.

The other important change is in starting attributes and how they are increased. To start out, you might want to distribute attribute points among ST, IQ, and DX as in the rules, and then say that HP=ST, KN=IQ, and SC=DX. Alternately, you can start with 8 points in each attribute and add 16 extra points to them (no individual attribute can be over 16, however).

The table of experience points needed to increase an attribute can be revised simply by adding 32 to all the attribute totals. Thus, 1000 EP would be required from 73-77 total attribute points. Actually, this will slow down advancement a bit, since you'll have to spread your increases among more attributes. You may want to counteract this by using a table such as:



65-68 attribute total:	125 EP each
69-72	250 EP
73-76	500 EP
77-80	1000 EP
81-84	2000 EP
85-88	4000 EP
89-92	8000 EP

For each series of four attribute totals over 92, double the EP needed. This table will make it slightly easier to advance, until very high attribute totals are reached (around 100). It also has the advantage of being completely uniform, unlike the table in the rules which has erratic jumps.

Breaking down attributes should make characters a little more varied, because there are more attributes. For instance, you could have a character with an IQ of only 9 who nevertheless knows 20 different talents. You'll also be faced with more tough decisions – do I want to hit better or would I rather attack earlier? Do I want to take more punishment or should I graduate from shortsword to broadsword?

Chances are that most characters' ability attributes will rise higher than their physical attributes, so there will be less "supermen" in the game. There will also be more "realism," since a magician who can throw 30 points worth of spells will not necessarily be able to bend iron bars as well.



None of these plants will “attack” you, but you’ll still remember the encounters!

Goldflower

A small annual plant whose brilliant pink blossoms only appear if there is a trace of gold in the soil. Thus, goldflower might bloom downhill from a gold deposit. And it can indicate where treasure lies! But it can also show where treasure once lay. Nobles show their wealth by displaying beds of blooming goldflower, which they have fertilized with gold dust.

Ambrosia

This is a very rare mushroom which can be eaten fresh or dried. It is not harmful in any ordinary sense, but is so delicious to most humanoids that someone eating ambrosia, or any food strongly seasoned with ambrosia, simply will not stop while it’s physically possible to eat another bite! IQ is also reduced by 6 for any attempt to detect anything wrong with the food – or, indeed, for anything that might distract the eater from another wonderful bite of ambrosia.

In very small amounts, the only effect of ambrosia is to make rough, common food taste good. It would be found in every pantry, but the cooks eat it all at the first opportunity. An ambrosia mushroom is worth \$500 in the city, and they often are found in large patches. Few have gotten rich harvesting ambrosia, though. Someone will get a whiff of the heavenly scent, and there goes the treasure.

They look like ordinary white mushrooms, growing on the ground. A Naturalist can tell an ambrosia mushroom without sniffing it. Anyone who has gorged himself on wild ambrosia will always remember what the mushroom looks like, but on recognizing one must make a 3/IQ roll not to start eating. And anyone who sniffs a fresh one unexpectedly must make the same 3/IQ roll not to take just one little taste . . .

There are persistent rumors of terrible after-effects of gorging on ambrosia mushrooms. There is no proof; the stories might have been started by ambrosia hunters trying to protect their treasure. It has not worked.

On the other hand, a deliberately poisoned ambrosia mushroom is a fiendish form of assassination. It usually fails because the wrong person – sometimes even the assassin! – eats the mushroom.

Death Apples

The purple fruit of the death apple is delicious and usually nourishing, but about one fruit in a hundred is a potent poison except to a few creatures.

Thus, animals often don’t learn to avoid the death apple, and a death apple tree may be surrounded by little bodies that will feed the tree.

A Naturalist can tell which Death Apples are safe to eat and which ones are poison. Biting through the skin of a poison one causes numbing of the mouth and then does 1 hit of damage a minute for the next 20 minutes.

An undamaged poison death apple is worth \$50 to a Chemist or Alchemist. They can be used to create a variety of poisons and an effective topical anesthetic. In gaseous form,

Death Apple poison will not harm humanoids but is very good for killing bugs.



Firegrass

This is a plains grass that doesn’t like sharing its space. It is very flammable, easily ignited when dry by a lightning strike or a torch. The resulting fire may leave some animal bodies for the firegrass to “eat,” but more important, it burns off competing plants, while the firegrass will regenerate from its deep, water-filled roots.

A Naturalist can recognize firegrass. Its roots can be a water source in dry plains. Mostly, though, it’s a hazard to anyone using fire.

Revenant Vine

This fast-growing small vine is found in many woodland areas. It seems normal until a sprout finds its way to a human or animal corpse. Then it quickly spreads over and through the body, and within 12 hours is ready to animate it.

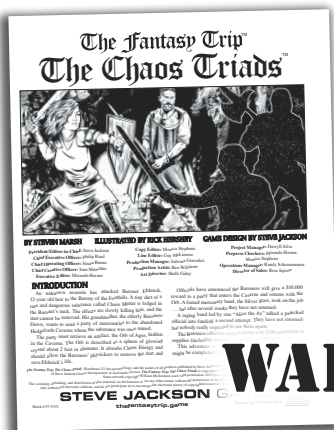
The animated corpse goes staggering through the forest, looking for a good place to grow. Then it falls down and the vines flower, quickly decomposing the revenant, and setting the next generation of seeds.

A vine revenant is absolutely harmless. It does not fight or eat. It cannot even see; it has only a plant’s sense of its surroundings. Nevertheless, it’s horrifying.



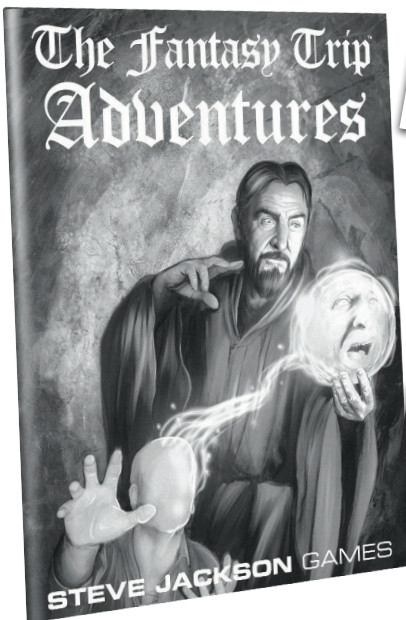
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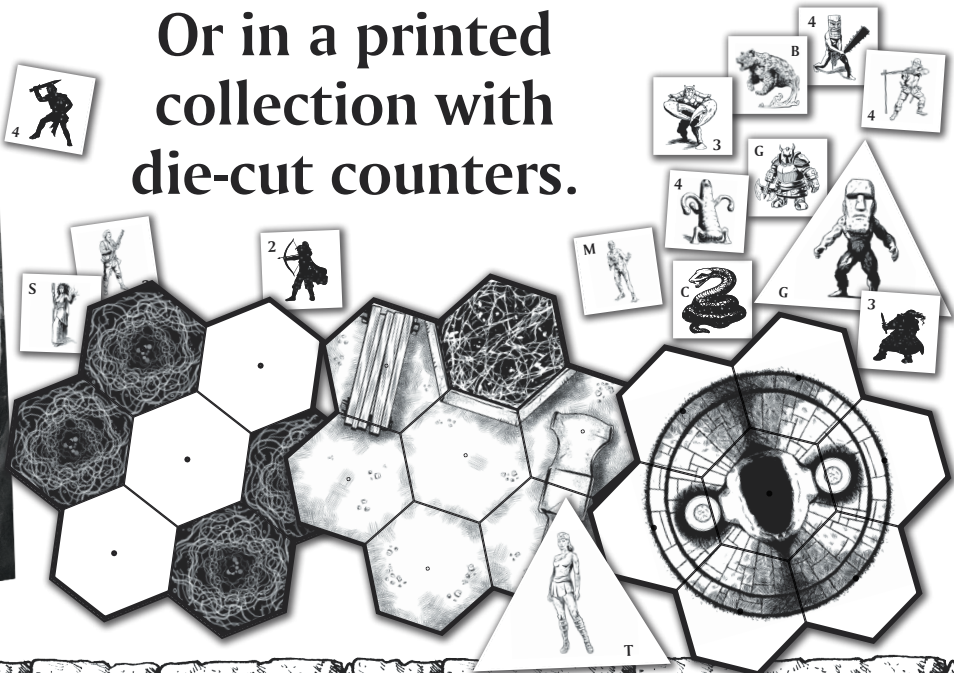


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