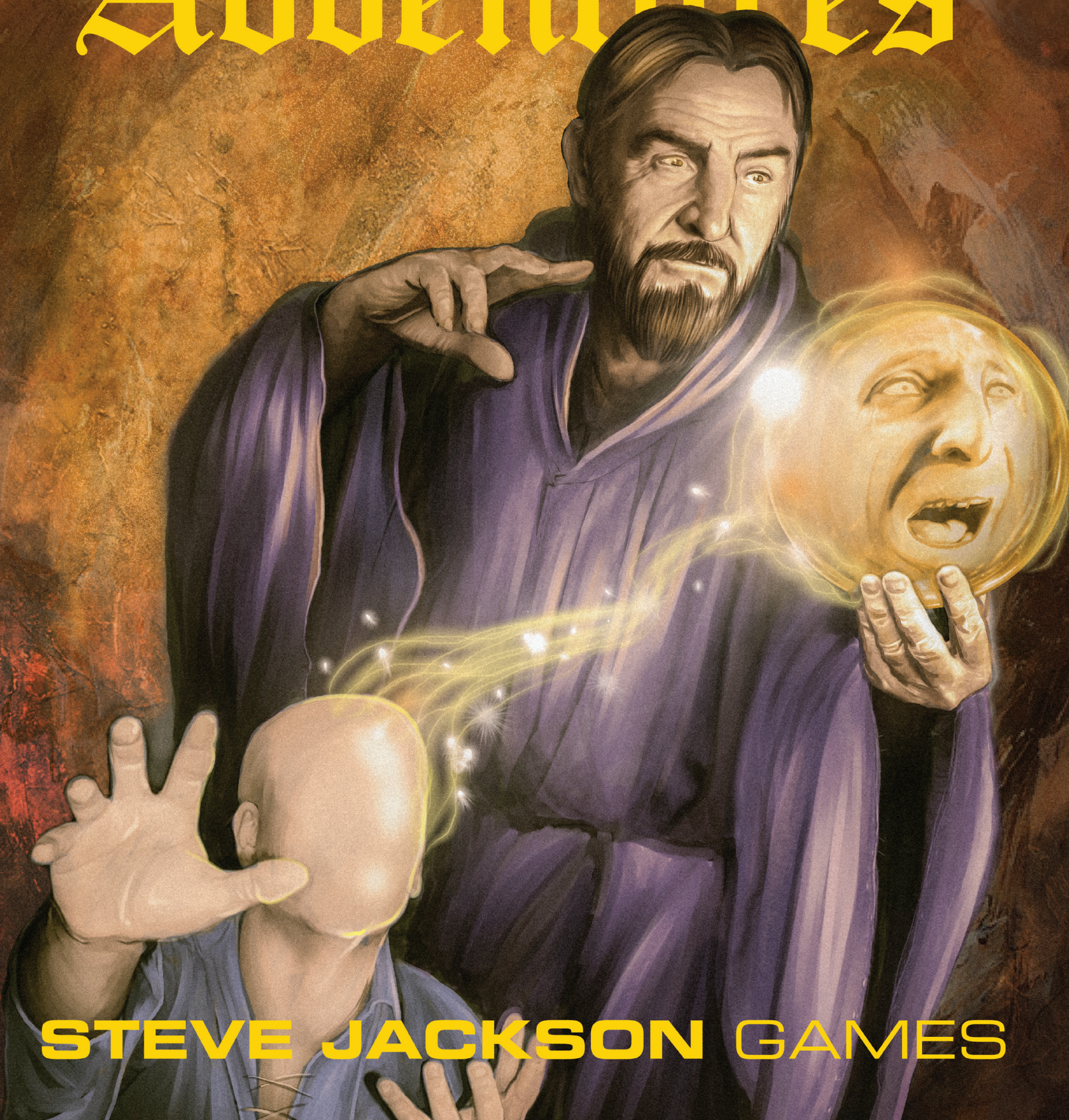


The Fantasy Trip[™] Adventures

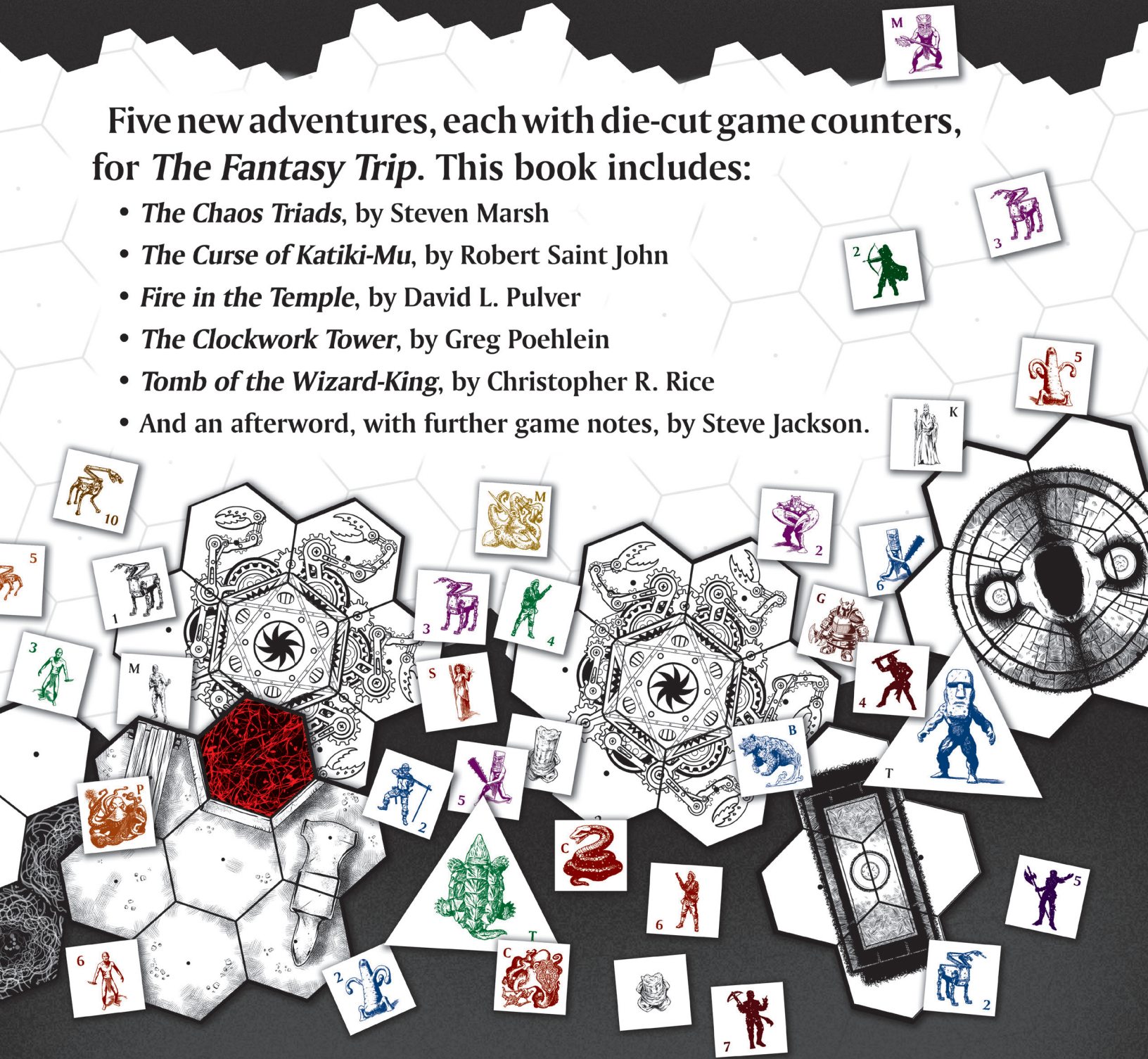


STEVE JACKSON GAMES

Adventure Awaits!

Five new adventures, each with die-cut game counters, for *The Fantasy Trip*. This book includes:

- *The Chaos Triads*, by Steven Marsh
- *The Curse of Katiki-Mu*, by Robert Saint John
- *Fire in the Temple*, by David L. Pulver
- *The Clockwork Tower*, by Greg Poehlein
- *Tomb of the Wizard-King*, by Christopher R. Rice
- And an afterword, with further game notes, by Steve Jackson.



STEVE JACKSON GAMES

  #TheFantasyTrip
thefantasytrip.game



1st Edition, 1st Printing
Published August 2019

ISBN 978-1-55634-864-8

53495



9 781556 348648

SJG 3462

Made in China

The Fantasy Trip™ Adventures



**Adventures by Steven Marsh, Robert Saint John,
David L. Pulver, Greg Poehlein, and Christopher R. Rice**
Edited by Steve Jackson and Guy McLimore • Cover by Rick Hershey
Illustrated by Rick Hershey, Dean Spencer, and William McAusland

President/Editor-in-Chief: Steve Jackson • **Chief Executive Officer:** Philip Reed

Chief Operating Officer: Susan Bueno • **Chief Creative Officer:** Sam Mitschke

Production Manager: Sabrina Gonzalez • **Production Artist:** Ben Williams

Art Director: Shelli Galey • **Project Manager:** Darryll Silva

Prepress Checkers: Susan Bueno and Monica Stephens • **Operations Manager:** Randy Scheunemann

Director of Sales: Ross Jepson

The Fantasy Trip, The Fantasy Trip Adventures, The Chaos Triads, The Curse of Katiki-Mu, Fire in the Temple, The Clockwork Tower, Tomb of the Wizard-King, Warehouse 23, the pyramid logo, and the names of all products published by Steve Jackson Games Incorporated are trademarks or registered trademarks of Steve Jackson Games Incorporated, or used under license. The Fantasy Trip Adventures is copyright © 2018, 2019 by Steve Jackson Games Incorporated.

Some artwork copyright William McAusland, used with permission. All rights reserved.

The scanning, uploading, and distribution of this book via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the authors' rights is appreciated.

STEVE JACKSON GAMES
thefantasytrip.game



Contents

Adventure	Author	Artist	Page
The Chaos Triads	Steven Marsh	Rick Hershey	1/1
The Curse of Katiki-Mu	Robert Saint John	Dean Spencer	2/1
Fire in the Temple	David Pulver	Rick Hershey	3/1
The Clockwork Tower	Greg Poehlein	Rick Hershey	4/1
Tomb of the Wizard-King	Christopher R. Rice	Rick Hershey	5/1
Afterword	Steve Jackson	Rick Hershey	63
Index			64



INTRODUCTION

Sometimes an introduction is just pro forma; readers expect an introduction, so one gets written. Then again, sometimes a bit of actual, literal introduction is a good idea, and this is one of those times.

These are the first new *TFT* adventures in decades, written after the end of the *Legacy Edition* Kickstarter campaign but long before the game reached the shelves. That means that all of the writers cared enough about the game to print out hundreds of pages of PDF material just to learn what they were writing about. I think it shows.

All five of these adventures have four functions. First and foremost, they are stories, and can be read as such! Second, they are roleplaying adventures; third, they are settings for tactical games. And fourth, they can all be stepping stones toward greater campaigns.

PAGE NUMBERING

This project was originally conceived as a set of five independent adventures to be distributed in PDF. The hardcover book came along after your feedback on the first two adventures. But it presented a numbering issue, because the pages of the original adventures were numbered individually. We decided to leave the individual numbering in place, rather than risk introducing error in the page references. So all the internal page references are just as they were. That means that in the index you'll see things like "1/12" for "Adventure 1, page 12." (Why did I index this at all? Because indexes are handy and a lot of you like them.)

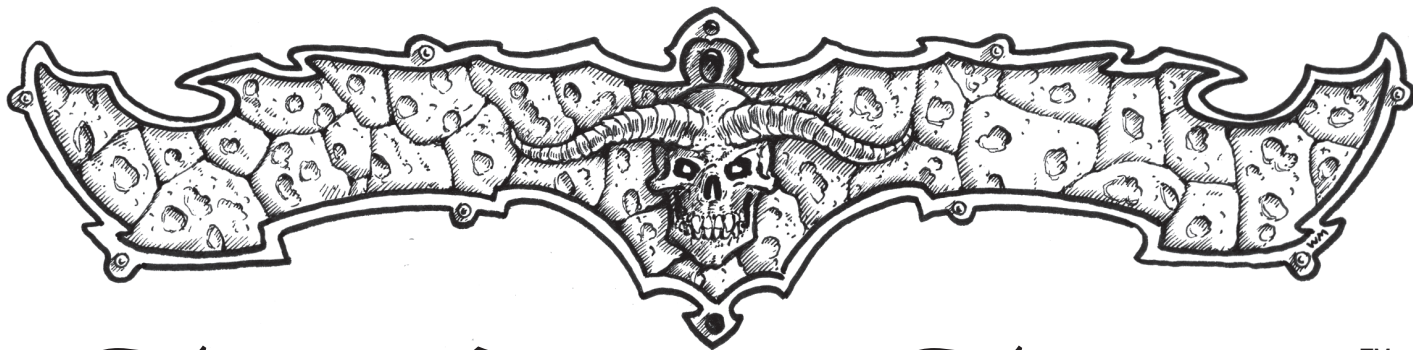
COUNTER SHEETS

These were another stretch goal. *The Fantasy Trip* is a tactical game, and needs counters for play. The original PDF adventures included print-and-play counters. Those are still in place, but the physical book is also packaged with a die-cut two-sided counter sheet for each adventure. All but the last adventure even include one or more custom "megahexes" – special terrain for combats. The last adventure has a special bonus. It has no terrain megahexes, and only needed a few counters . . . but we had a whole sheet of cardboard to fill. So we included a lot of extra "column" counters, and made some of them half-height for more tactical interest. I expect you'll find more uses for these. And we still had room left over, so here's an extra couple of small dragons for you, in different colors, and six brand-new Octopi from Liz Danforth. I promise you, you now have more Octopi than you'll ever want to fight.

MORE ADVENTURES?

Quite probably. We think that these adventures – about 9,000 words each, 12 pages long, with game counters – represent a pretty good format. Certainly the Kickstarter support was generous and very heartening. We'll be waiting for your reactions, now that you have the actual book in your hands. Should we do this again? Tell us what you liked and didn't like, and let's see what happens.

– Steve Jackson



The Chaos Triads™



BY STEVEN MARSH

ILLUSTRATED BY RICK HERSHEY

INTRODUCTION

An unknown assassin has attacked Baronet Ehlmick, 12-year old heir to the Barony of the Foothills. A tiny dart of a rare and dangerous substance called Chaos Matter is lodged in the Baronet's neck. The effects are slowly killing him, and the dart cannot be removed. His grandmother, the elderly Baroness Dawn, wants to send a party of mercenaries to the abandoned Hedgeforth Caverns where the substance was once mined.

The party must retrieve an artifact, the Orb of Ages, hidden in the Caverns. The Orb is described as a sphere of glowing crystal about 2 feet in diameter. It absorbs Chaos Energy and should allow the Baroness' physickers to remove the dart and save Ehlmick's life.

Officials have announced the Baroness will give a \$10,000 reward to a party that enters the Caverns and returns with the Orb. A famed mercenary band, the Silver Stars, took on the job . . . but after several weeks they have not returned.

A ragtag band led by one "Alice the Ax" talked a panicked official into funding a second attempt. They have not returned, but nobody really expected to see them again.

The Baroness offers to equip a group with \$500 per person in supplies (including inexpensive magic and potions).

This adventure is suitable for 5-7 starting characters, and might be completed by four 40-point characters.

The Curse of Katiki-Mu™



BY ROBERT SAINT JOHN

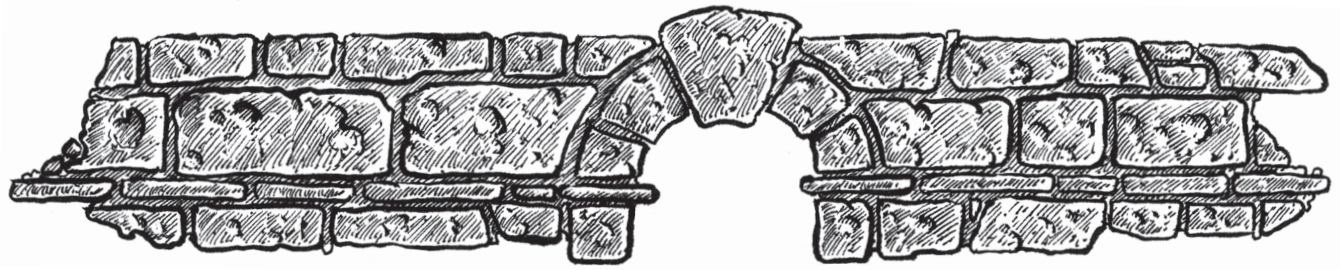
ILLUSTRATED BY DEAN SPENCER

Your team has been summoned by Cadakee, a respected and wealthy trader. Charismatic, a linguist and something of a scholar, Cadakee was an adventurer in his youth. It's widely believed that he made a small fortune on his last journey before settling down to turn it into a large fortune.

But Cadakee has suffered increasing misfortune. One son vanished three years ago, and a second was lost to a mysterious illness. Two trading ships have failed to return from their voyages. Rumor has it that the merchant's closest aides are abandoning him.

Cadakee greets the party; if there are nonhumans present, he speaks to them without accent in their own tongues. He offers refreshment but then gets right to his point.

"I am cursed." He irritably toys with a bluish quartz amulet, a disk embossed with patterns you cannot quite make out. "I took something that wasn't mine. Isn't that what all delvers do? But it all went wrong." On his desk, he removes a cloth to reveal a crude stone effigy of a grinning figure. "This . . . *thing* must be returned whence it came."



Fire in the Temple™



BY DAVID L. PULVER

ILLUSTRATED BY RICK HERSHEY

The Redcaps, a radical revolutionary cabal, plot to overthrow the local establishment. They are led by the goblin chemist Tamar, her human mechanic comrade Delgado, and the giant blacksmith Arok. Death to the lords and wizards!

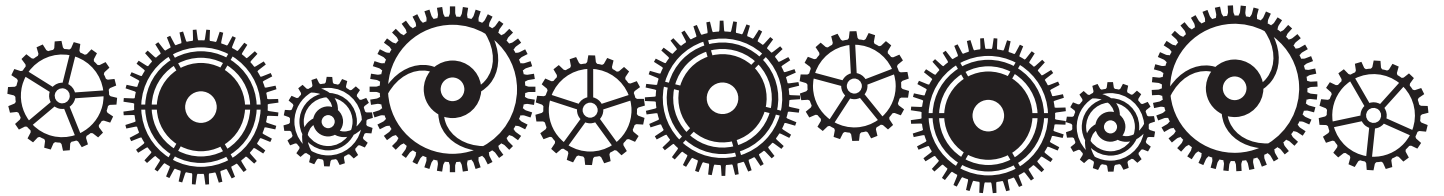
Tamar knows the secret of gunpowder, which on Cidri requires a rare ingredient: dragon dung. She found a way to produce her own!

The Redcaps learned of the Temple of Dolosia, once famed for its hot springs, curative clays, and prophetic oracle. A few years ago, the temple was destroyed by a dragon, Wyrnath the Sinuous, who ate the priests and made a lair in its ruins.

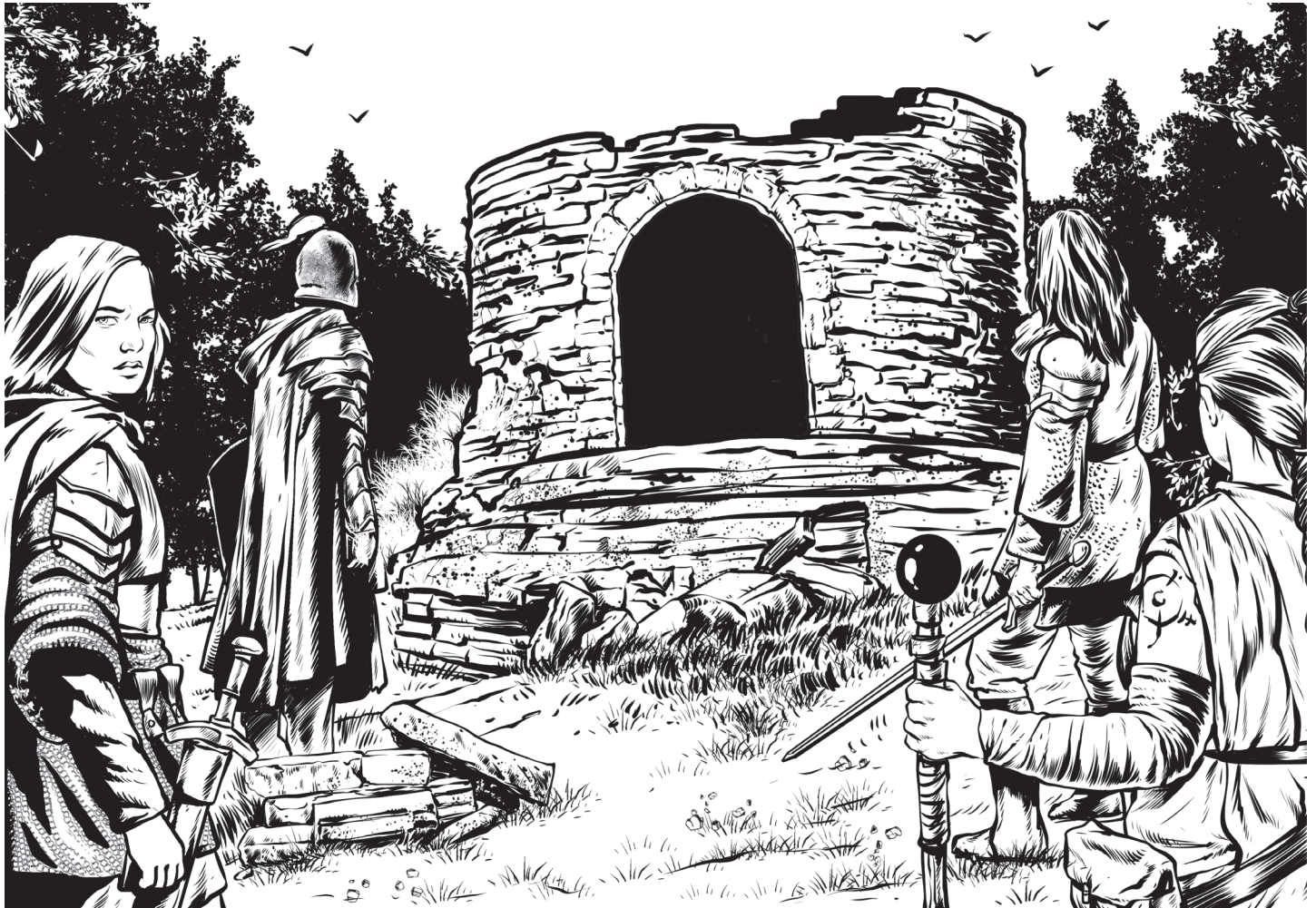
Three months ago, the Redcaps assaulted the dragon's lair. Many brave comrades died, but aided by Tamar's potent

potions and Arok's strength, they surprised and captured Wyrnath. Now the temple ruins are the Redcaps' secret base and munitions factory. The unlucky dragon is chained and forced to produce dung, which the Redcaps use to manufacture a growing arsenal of petards, grenades, and gunpowder charges.

The Redcaps are arming themselves for a campaign of sedition and assassination. They require supplies and funds, so they are ambushing merchants and travelers using the forest roads. Those stumbling on the scene have found blood aplenty, but no survivors and no bodies. The authorities blame the losses on the dragon, but these disappearances are starting to alarm the local Merchants' Guild . . .



The Clockwork Tower™



BY GREG POEHLEIN

ILLUSTRATED BY RICK HERSHEY

EDITED BY STEVE JACKSON

Many centuries ago, a very unusual Mechanician appeared in the world of Cidri. His name is lost to time; he is known as the Tinker. He built clockwork automatons the like of which has not been approached by anyone since. But these are no ordinary toys built for the amusement of the rich. They are capable of independent action, and never run down or need winding. Indeed, their power source is among their greatest mysteries. It is assumed to be magical, but they have no aura of magic. Some resemble animals, while others look like no creature known to man. They seem to have no purpose other than self-perpetuation.

To this end, the Tinker scattered “hives” of automatons across Cidri. Each is centered around at least one of the mechanical marvels called Assemblers. These “mother” machines, like their automatons, never run down nor need any maintenance beyond what they and their creations can provide – and they do provide! The automatons, often called Bronze Beasts, collect raw materials that the Assemblers use to build more automatons.





Tomb of the Wizard-KingTM



BY CHRISTOPHER R. RICE

ILLUSTRATED BY RICK HERSHEY

Who would tell of Kalinore the Archmage, ruler of a city long fallen to dust? He was, in turn, a benevolent ruler and a horrid tyrant; kindly wizard and dread sorcerer; champion of the light and consort of the dark.

The truth is that mighty Kalinore, Wizard-King of Tuvano, walked the path of righteousness for most of his life. It was not until tragedy struck that he became cruel and selfish in his quest to defy death itself.

Kalinore had a lover, Ilimyna, and she was kind and beautiful. They were never destined to wed but they were as two halves of the same soul. But a terrible wasting curse came

upon Ilimyna. No spell the archmage knew could reverse it, and his dearest companion withered away before his horrified eyes. When she died, part of Kalinore died as well.

Despairing, he prayed for a miracle, but no miracle came. After two decades of search, only one glimmer of hope was found. A man from a far land who spoke with the skulls of his ancestors revealed to Kalinore the secret of how to be both alive *and* dead, simultaneously. He also warned that such terrible knowledge was sought only by the desperate and the mad. Sadly, by that point Kalinore was both.