

The Fantasy Trip™

Roc of Sages



by Christopher R Rice and
J. Edward Tremlett

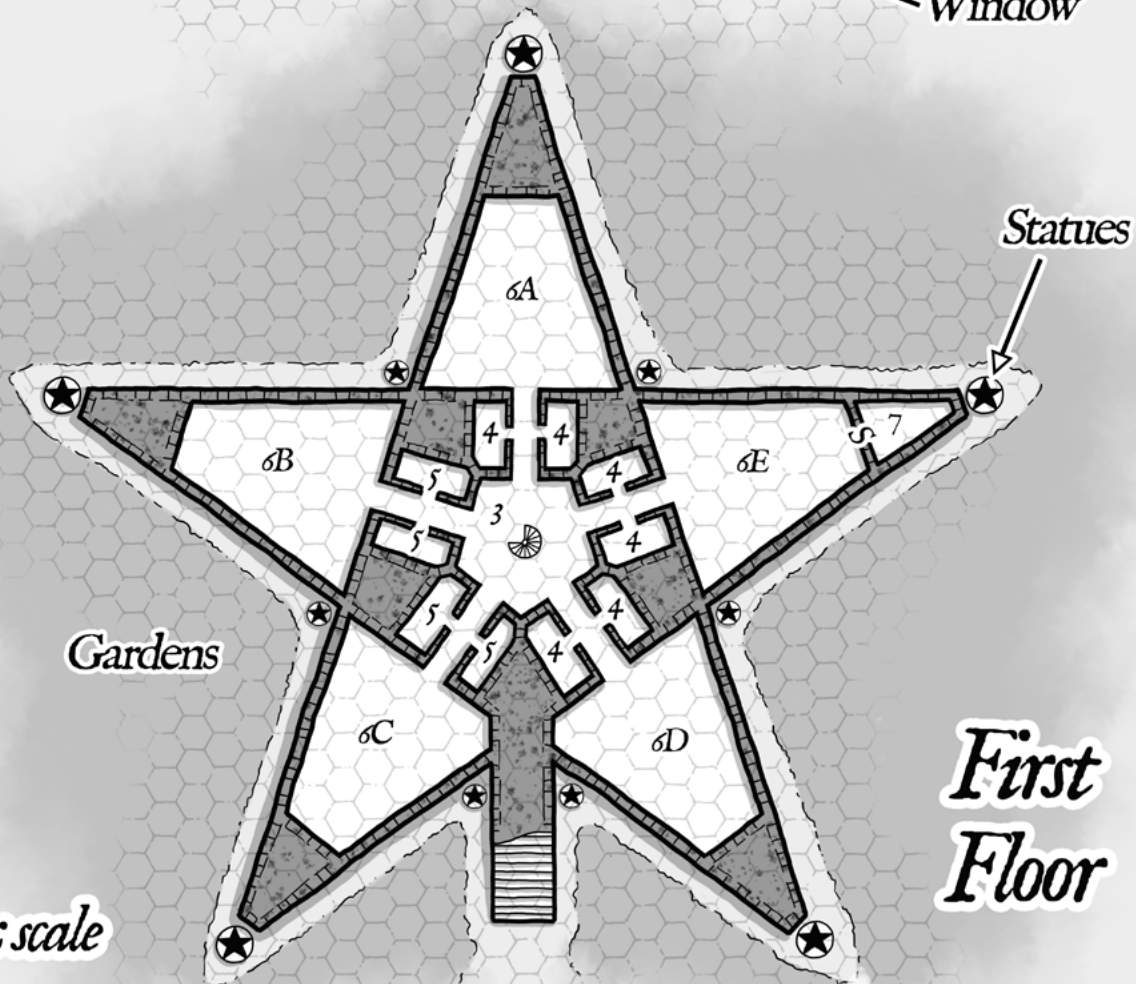
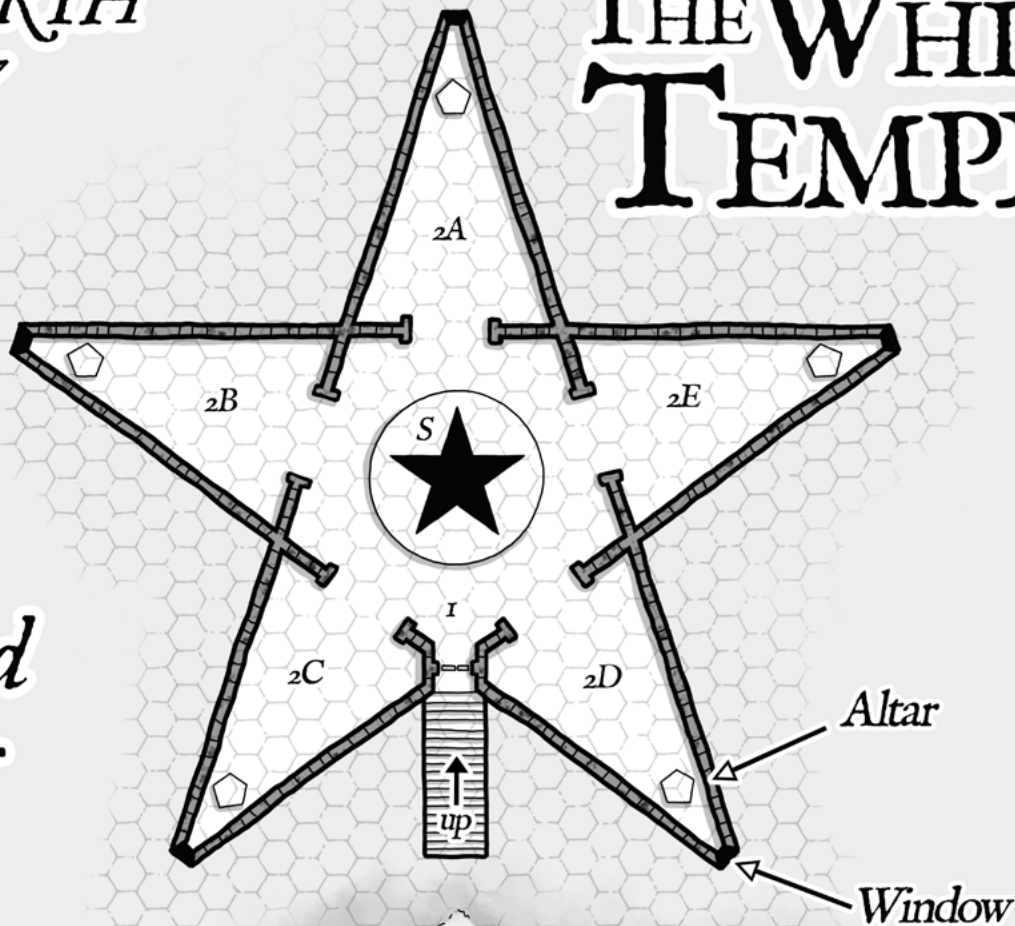


NORTH



THE WHITE TEMPLE

Second Floor



Megahex scale

First Floor

The Fantasy Trip

Roc of Sages



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Roc of Sages

ROC OF SAGES is part of a multi-adventure campaign featuring the (semi-corporeal) arcane archaeologist and treasure hunter Jok C. Sevantes. The scatterbrained sage is on the trail of the viridian rocs, soon to be found nesting upon the island of Greater Zosi. For his own reasons, he desires a talon, flight feather, and an egg from the massive and dangerous beasts. He's also having problems maintaining his mostly ghostly state, but believes he can get help at Zosi's White Temple.

The first adventure in the campaign was the **CROWN OF ETERNITY**, which introduced Sevantes and the city of Olan-Pok, nefarious port and trading hub. The Indhyna League hired adventurers to go to find Sevantes and bring him and the **CROWN OF ETERNITY** back, dead or alive (in fact, it was a bit of both). Those adventurers—possibly the party themselves—assisted Sevantes in *finding* the Crown, though it was destroyed in the process. The League doesn't know that; they'll be furious when they find out.

Afterwards, Sevantes and his party sought and recovered the fabled Blade of Dawn on the Isle of Costora, perhaps breaking the **CURSE OF THE PIRATE KING** in the process. Despite his newly acquired ghostly state, Sevantes could hold and feel the power of the sword. He uncharacteristically gave it to another for safekeeping, with strict instructions not to use it. As they left, war was breaking out between the realms of Nran and Karamorn, a war triggered by finding the cursed island. When the party returned to Olan-Pok, Sevantes ghosted them. So to speak.

The story picks up there, subject to the caveats in **Down Time**. What happens between Jok's unexpected departure and his next communication is up to the GM and players. Perhaps they can play through one or more of the many excellent **TFT** adventures available? If so, Jok drops them a note when they're done with that engagement. If not, Jok's out of touch for at least a month: the travel time to Zosi, plus the time required to set up there.

4 CURATES' CELLS

Each small, mostly bare room has a small wooden table with a simple, wooden chair. Each table has on it:

- ☞ A metal cube of either lead or silver (roll **3d**, on a 10 or less it's silver, 11 or higher it's lead); worth \$1 or \$100.
- ☞ A stoppered glass vial with a small amount of gold or quicksilver (roll **3d**, on a 10 or less it's gold, 11 or higher it's quicksilver) worth \$60 or \$20.
- ☞ A glass vial of liquid. Roll **1d**: [1–3] it's water, [4–6] it is a vial of simple poison (*IN THE LABYRINTH, p. 146*).

In one room, there is a rat in a small, wooden cage, either dead or alive (roll **3d**, on a 10 or less it's still alive). A nameplate on the cage reads *Rho Dinger*.

Encounters: Roll **3d**, on a 10 or less there is one **Collector** lurking in the cell.

5 STORE ROOMS

Each small room has tall wooden shelves filled with fresh produce, all seeming freshly picked if perhaps slightly dusty. There are also open jars of fresh herbs and spices for cooking, and a wide variety of plants for remedies and spells. If the party needs to replenish their stores, roll **3d**: on a 12 or less the storerooms have it. The PCs might also root around in search of the monks' famed healing potions: roll **3d**, on a 6 or less there are **1d** healing potions (*IN THE LABYRINTH, p. 147*).

Encounters: Roll **3d**, on a 10 or less there are **1d3** Collectors lurking in ambush.

6 CATACOMBS

These darkened, trapezoidal rooms have ten sarcophagus-sized biers of white stone—all spaced equally, five per side. A flat wall opposite the entrance bears a bas relief carving of Daath, posed like the giant statue, outside.

The Curates came here to undergo temporary changes (see below), adopt the posture of death, and contemplate life's final transformation. These rooms are now filled with their corpses. They seem quite serene; perhaps they learned some final secret.

Each archway is enchanted. If those passing through do not copy the action depicted on the opposite mural, they roll **4/IQ** or suffer the listed effects. **All effects end when the afflicted person leaves the room.**

Searching the bas-relief of every room except 6E uncovers a secret cache, filled with **3d+50** one-inch metal cubes, each carefully inscribed with a name. These are the remains of deceased Curates, transformed into the best resemblance of their soul. Most are lead, tin, or nickel, but **3d** are precious metals. Roll **3d** for each: from 3–13 it's made of copper (\$4), from 14–17 they are made of silver (\$40), if 18 it's gold (\$700)

A Daath's hands are crossed over its eyes. Failure to copy causes a **1d** loss to **IQ**. At 0 or below, the PC falls into a coma and will not awaken until removed from the room.

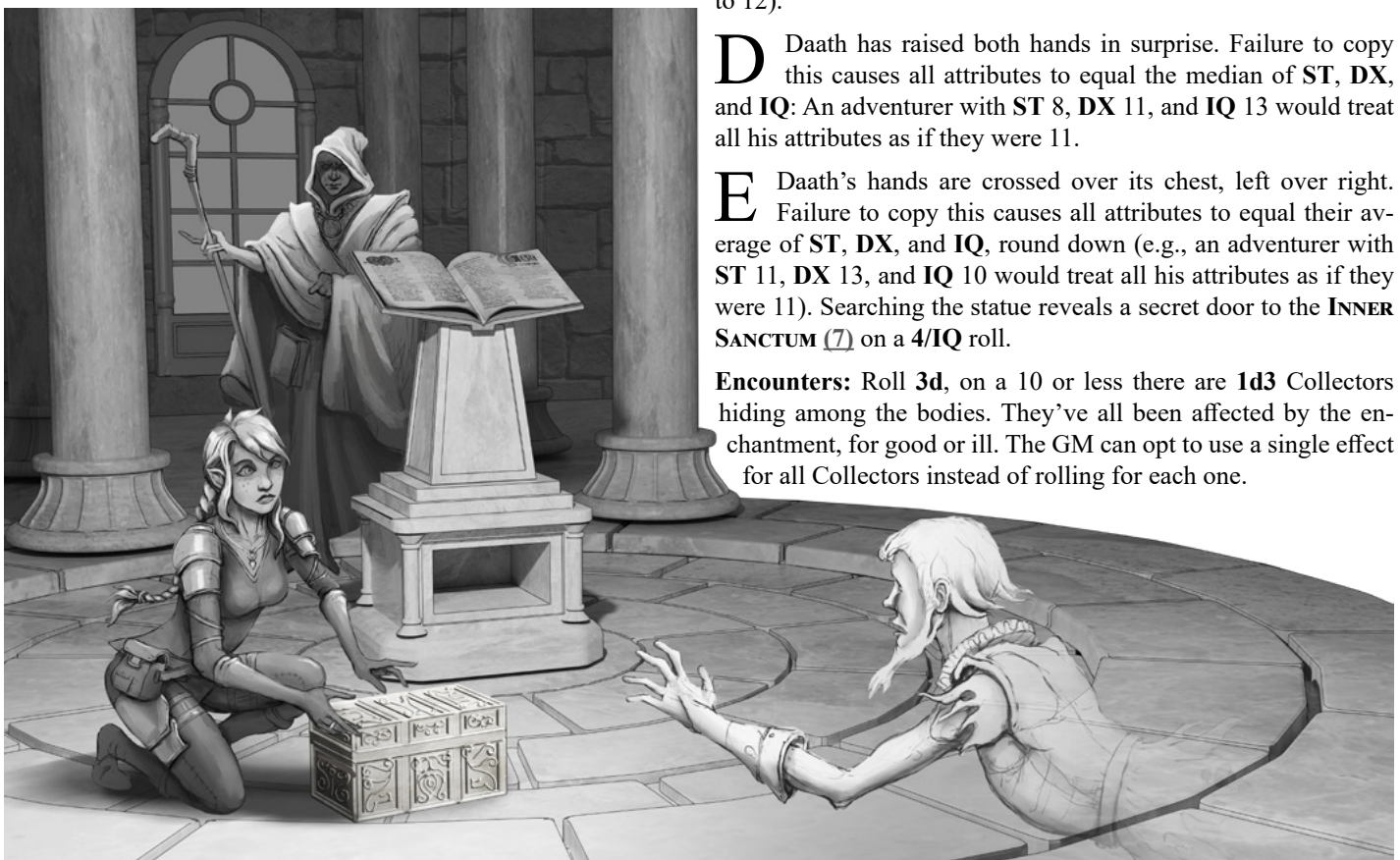
B Daath's hands are outstretched. Failure to copy causes a **1d** boost to **IQ**.

C Daath's hands are put together. Failure to copy this causes the highest and lowest attributes to switch places (e.g., if an adventurer had **DX** 12 and **ST** 8, he'd switch **DX** to 8 and **ST** to 12).

D Daath has raised both hands in surprise. Failure to copy this causes all attributes to equal the median of **ST**, **DX**, and **IQ**: An adventurer with **ST** 8, **DX** 11, and **IQ** 13 would treat all his attributes as if they were 11.

E Daath's hands are crossed over its chest, left over right. Failure to copy this causes all attributes to equal their average of **ST**, **DX**, and **IQ**, round down (e.g., an adventurer with **ST** 11, **DX** 13, and **IQ** 10 would treat all his attributes as if they were 11). Searching the statue reveals a secret door to the **INNER SANCTUM (7)** on a **4/IQ** roll.

Encounters: Roll **3d**, on a 10 or less there are **1d3** Collectors hiding among the bodies. They've all been affected by the enchantment, for good or ill. The GM can opt to use a single effect for all Collectors instead of rolling for each one.





Roc Collector

The semi-corporeal arcane archaeologist Jök Sevantes is at it again.

This time, he claims to need certain cast-offs from the legendary Viridian Rocs, giant creatures not known for their gentle disposition.

Beset by League assassins, known as Collectors, the party must once again brave a desolate wasteland to recover the objects, and when the scatterbrained Sevantes does the planning...things never work out as intended.

Roc of Sages is designed for 4-6 characters of 34 to 36 points. It is intended to follow the events of *Crown of Eternity* and *Curse of the Pirate King*, but contains advice in case you want to start a campaign with this volume.



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