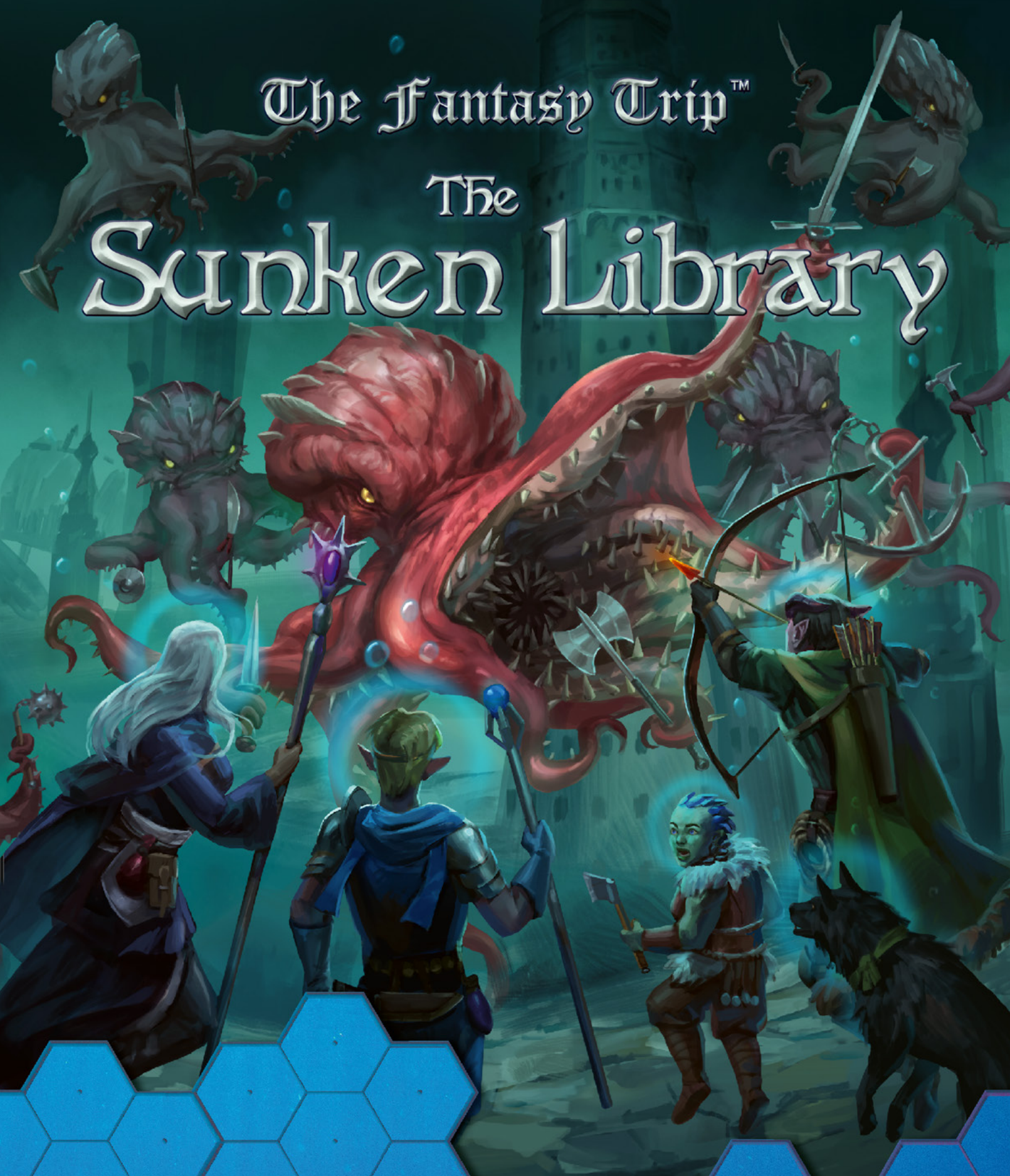


# The Fantasy Trip™

## The

# Sunken Library



by Christopher R. Rice,  
J. Edward Tremlett, and Douglas H. Cole



# The Fantasy Trip™

# The Sunken Library



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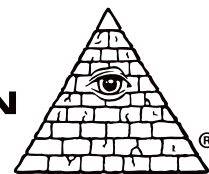
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ISBN: 978-1-950368-31-0 (SOFTCOVER); 978-1-950368-29-7 (PDF)

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# The Sunken Library

This is the fifth scenario featuring archaeologist-mage Jok C. Sevantes. The travel-heavy adventure begins in the middle of things, fleeing the chaos in Athan depicted in *CATACOMBS OF LIVING DEATH*. Events unfold targeting the characters—in possession of several items powerful folks want, courtesy of the prior scenarios. Completing the quest requires dealing with the pursuing factions with a journey to the city-state of Val-Zea and then embarking on a journey to war-torn Nran. There, within a remnant of an ancient civilization, lies Sevantes' final objective and the culmination of years of planning and plotting.

## THE ADVENTURE CONTINUES

*THE SUNKEN LIBRARY* begins immediately after *CATACOMBS OF LIVING DEATH*, and is best played as a direct sequel. If *THE SUNKEN LIBRARY* must be played stand-alone (perhaps a prior party met an untimely demise), Jok seeks out new helpers in Marthan, Val-Zea, or (most likely) Olan-Pok.

Sevantes always operates with henchmen...though even that isn't always enough: He *and* his henchmen were defeated in Klee-Artha, and Sevantes actually *died*. Without both the Blade of Dawn and the Helm of Baat, the initial events and encounters lose their motivation.

## SCENE SETTING

Jok Sevantes—mage, scholar, and power-mad schemer—seeks the resolution of a decades-long secret plan. *THE SUNKEN LIBRARY* has many factions converging to final confrontations.

The following chapters provide guidance so the GM can improvise actions and reactions between factions, as well as those of Jok and his hirelings (the PCs) movements and provocations.

Interactions *during play* are in the chapter **Sevantes Final Quest**; **Key Factions** provides background. Character stats are in **Supporting Cast**.

## Key Factions

An overview of the motivation and strategy of each actor or group, plus history where needed. Not everyone is guided by deep philosophy married to devilish cunning: The **Emir of Val-Zea** is little more than an ambulatory collection of base impulses and shrewd cunning.

### JOK SEVANTES

**Who is he?** A more powerful mage than he lets on, Sevantes is a former Collector for the **Indhyna League**. He left after disagreeing with its leadership to the extent they had him killed...though he got better (see *CROWN OF ETERNITY* for details).

**What does he want?** Sevantes is collecting artifacts needed to execute an arcane ritual he *believes* will give him cosmic power (he's mistaken and has been misled). He believes he lacks only the **Vardos Binal**, which he interprets (incorrectly) as a lost repository of arcane knowledge. He wants to kill **Valeryan O** (and the rest of the **Exploratory Council** if he can) for real and perceived slights.

**What is he willing to do?** Nearly anything. He engineered a virulent plague that killed thousands, disposed of friends and foes alike through treachery, and kept key facts close to his chest that might have otherwise saved lives. And that was just in the last few months. He believes his desired end justifies any means.

**What are his assets?** Sevantes has a stash of money and a personal collection of powerful magic items at his villa in Olan-Pok. He maintains near real-time correspondence with agents throughout the region via **Paired Parchment**, and can make more at need.

**Who are his enemies?** Jok is opposed by the **Nosferoctopus Consortium** and its master **Bloodsplorch**. Valeryan O wants him dead, and needs the **Blade of Dawn** for his own plans. The king and queen of Athan would (briefly) set aside their bitter rivalry in pursuit of retribution for the theft of the Helm of Baat and engineering the Red Wind Plague if they find out about either one.

### THE ROYAL HOUSE OF ATHAN

The Royal House of Athan is in turmoil, bitterly divided by religious strife, their entire realm ravaged by the Red Wind Plague. Even if the party destroyed the source of the plague, the refugee migration out of the country and massive casualties inflicted by the plague will take their toll for a generation or more. The Red Wind Plague and sectarian strife mark the death knell for Athan as a realm.

#### *The King of Athan*

**Who is he?** The head of House Yawthan, the king is the most powerful (by virtue of being king) of the traditionalists, an Athan Christian sect.

**What does he want?** He wants order restored, the plague cured, and the duerch incursion into his northeastern lands repulsed. If the characters are known to have had a public

Unless you have personal contacts with the guards or the Emir's court—or can smuggle yourselves in—passing the outer gates on normal, legitimate business is nearly impossible. This is doubly true for getting inside the *palace* walls. Sneaking, thieving, bribing, and other skulduggery is required.

## Bottomless Mines of Val-Zea

Source of the city's great wealth for generations, the mines eventually gave up the last of their jewels. The Emir has done what he can to ignore the problem and live life to his fullest even as his city rots around him.

This might have been the end of the story, but recently a colony of huge burrowing insects dug into places where humans have not...revealing new wealth and new gemstone troves. Some of these are of the perfect type to make magical powerstones, a fact which has caught the attention of the League.



### MERCHANTS AND SMUGGLERS

#### SENAHDE (32 PTS)

Prudent, reliable, show-off. Runs a small fleet of fishing vessels. These many small boats can be procured for other uses.

ST 12, DX 8, IQ 12, MA 10

**Talents:** Assess Value, Boating, Bow, Business Sense, Detect Lies, Knife, Fisherman, Streetwise

**Languages:** Common, Thieves' Argot

**Weapons:** Longbow (1d+2), dagger (1d-1)

#### THERAS (33 PTS)

Intense, servile, greedy. Brews fine ales. Never misses a chance to hawk wares or ingratiate to power. Very well connected; knows which palms to grease.

ST 10, DX 9, IQ 14, MA 10

**Talents:** Axe/Mace, Business Sense, Carousing, Driver, Master Brewer, Streetwise, Thrown Weapons

**Languages:** Common, Thieves' Argot

**Weapons:** Two hatchets (1d)

#### LITTV (38 PTS)

Ambitious, determined, disciplined. Owns a large shipbuilding operation in Val-Zea. Built up over decades of work, and run with an eye for expansion. Littv's children stand to inherit a vibrant and thriving operation.

ST 9, DX 13, IQ 11, MA 10

**Talents:** Administrator, Business Sense, Charisma, Shipbuilder, Streetwise, Woodcarver

**Languages:** Common, Thieves' Argot



## DESERT ELEPHANTS

Animal pods ranging from small family units to vast herds can be found throughout the Elephant Steppes.

**Frequency:** Medium to large groups of elephants are always in sight south of the Kran Range; roll daily for a close encounter. On an 11 or less, the group encounters a family unit of 1d3 family groups (each with 1d3+1 members).

**Detect:** 3/IQ (2/IQ with **Alertness** or **Naturalist**) to see it coming with enough time to act.

**Avoid/Diffuse:** Pause or go around. Make a *Reaction Roll* (*IN THE LABYRINTH, P. 7*); elephants attack on a 1–2. Someone with **Animal Handler** or **Animal Trainer** can try a second *Reaction Roll*, keeping whichever one is better.

**Conflict:** The elephants try and drive the party away from their young, their food, or their path. Animals don't usually go for gratuitous kills.

**Aftermath:** There's nothing portentous about this; if you avoid it or live through, the journey continues.

## DUERCH

The duerch believe the Helm of Baat is the fossilized skull of their ancient god. They will stop at nothing to retrieve it. Bands of duerch seek to capture and vivisect the thieves who took it. The duerch are *really good* at torture.

**Frequency:** Roll each week. South of Marthan, encounter a band on a 13 in the forest, but only on a 9 along the coast. Duerch have trouble traveling unhindered outside of their homelands: Encounter a band on a 5 or less outside of Athan.

**Detect:** 4/IQ (3/IQ with **Alertness**) to see them scouting during the night. Afterwards, they set an ambush along the party's path 4d hours ahead. Detecting the ambush requires a 5/IQ roll (-1d for each of **Alertness** or **Miner**).

**Avoid/Diffuse:** If the party sees the duerch coming, they can change course. Giving up the Helm causes an extreme reaction from Jok. The duerch want to torture the party to death; they're not looking to negotiate.

**Conflict:** 1d3+4 duerch burst forth from the ground in a circular ambush. They've used Stoneshaping to quickly prep the ambush site.

**Aftermath:** The duerch are on a holy quest. They will die to retrieve the Helm of Baat, and gleefully anticipate flaying and eviscerating the thieves.

## GETTING LOST

One cannot become lost (*IN THE LABYRINTH, P. 54*) following the *road* from Larthan to Marthan to Val-Zea. Taking less traveled routes puts the party in thick forest (Larthan to Marthan) or deep desert (Marthan all the way through to Olan-Pok). Mountains demarcate the border of Athan, beyond which is desert.

**Frequency:** Roll each day.

## NAVY/PRIVATEER/PIRATE

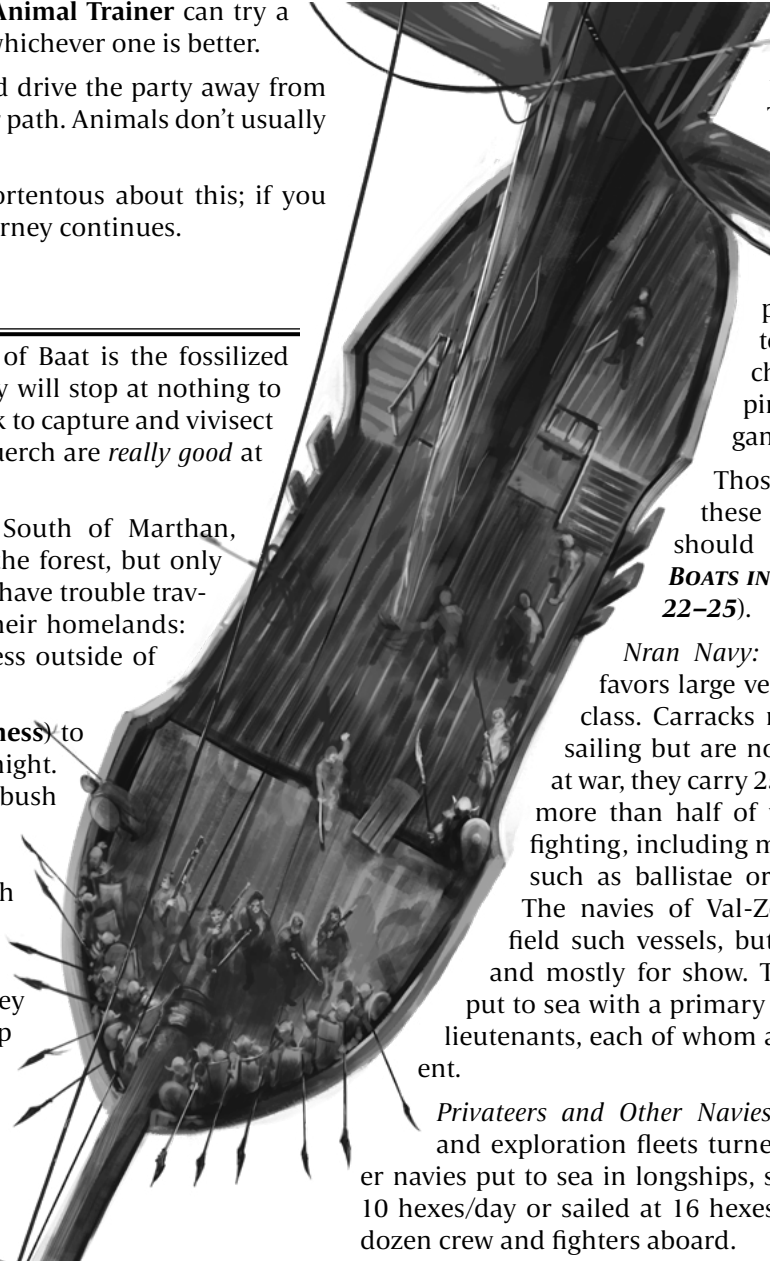
The oceans and seas between Nran, Olan-Pok, and Larthan are wracked by the Second Trucial War. The mighty navy of Nran, and the not-so-mighty forces of Val-Zea and Karamorn are at sea. Privateers (armed private ships chartered to capture enemy merchant shipping) and pirates are getting into the game as well.

Those wishing to play up these encounters in detail should consult **SHIPS AND BOATS IN TFT (HEXAGRAM #1, PP. 22–25)**.

**Nran Navy:** This professional force favors large vessels in the 120' carrack class. Carracks make 16 hexes per day sailing but are not usually rowed. When at war, they carry 250–300 sailors and crew, more than half of which are available for fighting, including manning siege weaponry such as ballistae or arrow-firing springals. The navies of Val-Zea and Karamorn also field such vessels, but in far fewer numbers, and mostly for show. The Nranian navy ships put to sea with a primary commander and 1d3–1 lieutenants, each of whom also has the **Captain** talent.

**Privateers and Other Navies:** Cargo ships, trading, and exploration fleets turned into warships. Smaller navies put to sea in longships, some 60' long, rowed at 10 hexes/day or sailed at 16 hexes/day, with two or three dozen crew and fighters aboard.

**Pirates:** Most come after merchant shipping on large sailboats or rowed longboats, so small parties of fewer than a dozen men can board and take prizes, often at night. They may make their home at an uncharted island, or on a "mother ship" carrying the smaller craft.



## The Bath of Daggers

The best plan to eliminate Valeryan O (Jok is emphatic about this) is to replace his **teleportation dagger** with the replica Jok had commissioned, and then ambush him so that he feels he must use the dagger to escape. The subsequent explosion might not kill him outright, but his escape will be cut off. He is, of course, still a superlative fencer and fighter.

Valeryan O is no fool. He takes off the dagger only to sleep (and keeps it sheathed under his pillow), and when bathing, because wearing a dagger and nothing else sends all the wrong messages. Sometimes the Emir decides to try and unnerve Valeryan O by having him bathe in the outdoor heated tubs while the Emir's staff frolics in and around the tubs; in this case, he reluctantly disrobes and servants lay his gear next to a pile of soft towels.

The first case (sleep) naturally occurs each night but requires entering Valeryan O's quarters undetected. The second might be achievable via guile (or with **Shelya and Velya's** assistance). Perhaps the group can manufacture other circumstances (Wardrobe malfunction? Spilled punch?) that would separate him from his dagger.

An example assassination plan follows; the players certainly may come up with their own.

**Travel:** The group makes contact with **Muhler Shahlin** after doing recon of the **League Chapterhouse** in Olan-Pok. Shahlin tells the group of Shelya, who is looking for help to get her sister out of the Palace. The party agrees to assist.

**Recon:** Using **Long-Distance Telepathy**, over the course of travel to Val-Zea, Shelya provides a map of the area and a rough idea of the Emir's schedule and, um, habits.

**Entry:** The adventurers pose as guards and infiltrate the palace, with the most charismatic offering to sell Shelya—Velya's twin—to the Emir. A copy of his favorite concubine? Absolutely. (Shelya would support this plan: It's risky but she wants an active part in recovering her sister.)

**Dagger Swap:** The party suggests Shelya and Velya entice the Emir and Valeryan O into a pool party at a convenient time, and posing as menial servants, they swap the daggers while Valeryan O is distracted by a rage-filled inner monologue about the Emir's depraved tastes.

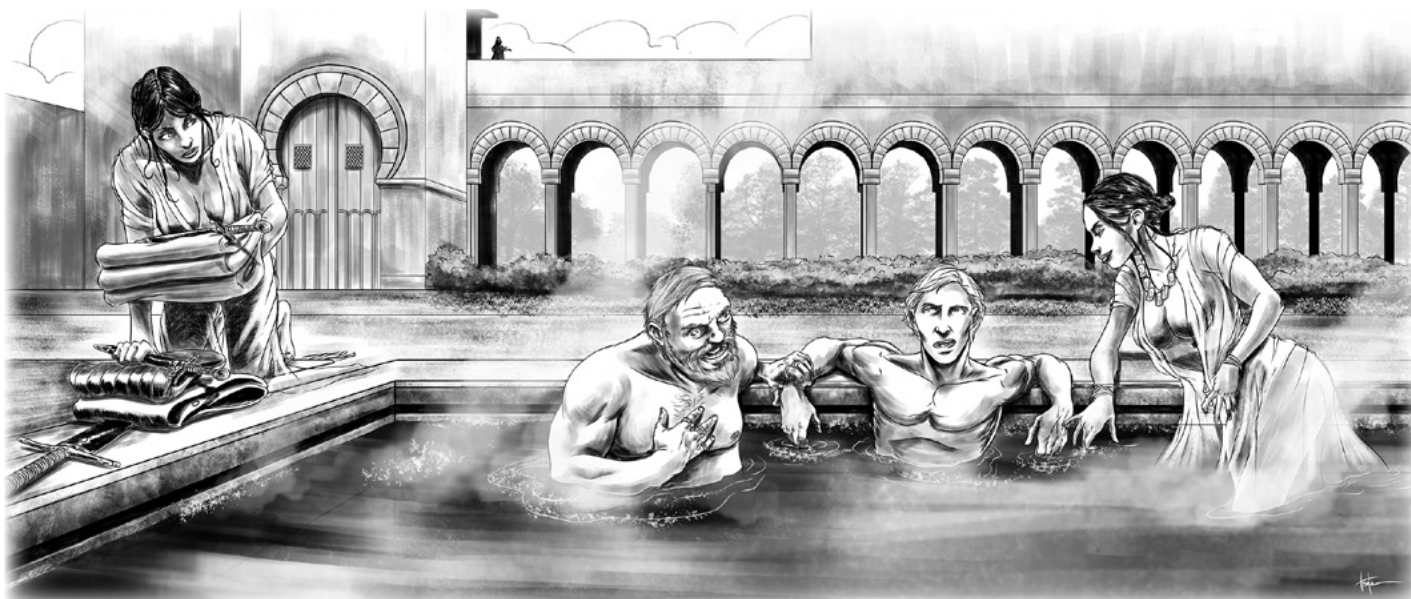
**Ambush:** The party attacks Valeryan O, ideally with a heavy crossbow from behind (he gets a **3/IQ** to detect the ambush anyway). One expects anything up to a severe wound. Surrounded, Valeryan O draws his dagger...and either finds it doesn't work or it explodes when he tries to use it. If that doesn't finish him off, a many-on-one combat should. Ideally, some of the party thin the herd of **Collectors** at the same time.

**Escape:** Afterwards, the party exits in the chaos through Pel's tunnel; the Emir is more concerned about his own skin than his guests, and shouts of "Protect the Emir!" should focus the guards' priorities properly. Perhaps Velya and Shelya arrange an accident for the Emir and escape from the palace themselves.

## After the Murder

With Valeryan O dead, no one sends further orders for Collectors to seek the Blade; they are stymied by a lack of direction. It takes **1d** days before the council reaches out with a request for an update from Valeryan O (the reports were all the same: filled with indignity and little progress), and another **2d** days until Manse and Cald find themselves alarmed at the silence—unless one of the Val-Zea Collectors can make a more dire report.

Once they discover the death, it will be **1d3+2 weeks** until the Council and League agree on a replacement. During that time, the Collectors continue existing missions but the urgency to retrieve the Blade and Helm or gain an interest in the Val-Zea mines wanes in the face of the disruption caused by the Second Trucial War. If the party keeps Jok's name and their identities from the League...the threat of Collectors ends when the League learns of Valeryan O's death.



## VELYA AND SHELYA

One of the Emir's favorite new handmaidens is Velya, who joined the Emir's "staff" in exchange for forgiveness for a debt owed by her twin sister, Shelya. The sisters performed in a sideshow in Olan-Pok before they were separated. The two share a special bond, able to communicate instinctively with each other using Long-Distance Telepathy. Whether they could develop wizardly abilities with further study remains to be seen. Velya was a reluctant but willing participant in her sale as a handmaiden; Shelya has vowed to free her sister from the Emir, and makes frequent trips back and forth between Olan-Pok and Val-Zea seeking the opportune moment.

**ST 9, DX 12, IQ 16, MA 10**

**Talents:** Acrobatics, Bard, Charisma, Courtly Graces, Dancer, Sex Appeal

**Spells:** Long-Distance Telepathy (Velya and Shelya only)

**Language:** Common

**Equipment:** Jewels and adornments worth \$200

## VIZIER OF VAL-ZEA

The principal advisor of the Emir, this ancient wizard has served three generations of Val-Zea's rulers. He spends most of his time doing extremely odd "medical" experiments and amusing the Emir (and himself) by torturing folks. Under no circumstances should he be allowed to possess any of the disease-causing fungus from nearby Athan...

**ST 9, DX 9, IQ 14, MA 10**

**Talents:** Alchemy, Courtly Graces, Literacy

**Spells include:** Analyze Magic, Breathe Fire, Control Person, Soothe, Staff III, Summon Myrmidon

**Language:** Common

**Attacks:** Staff (holds 14 mana, hits on 12, 1d damage on a hit bypasses mundane armor, two hex range in any direction)

## YVON BARUA

The self-proclaimed "premier acquisitions expert in Olan-Pok," though Barua has a pretty good case to be made that it's true. Yvon Barua makes a remarkably good living finding (or paying others to find), trading, and selling magical and non-magical display pieces and objects of historical and artistic interest. He is acquainted with the Indhyna League and has occasionally worked to obtain goods their Collectors have acquired, but for which the Exploratory Council has no further use. He is extremely status-conscious and prefers dealing with other mages (like himself). He is neither a combatant nor a scholar—he's a merchant of snobbish demeanor with an over-developed sense of propriety. He is wealthy enough that when he needs muscle, he hires the best.

Yvon Barua and Jok Sevantes have had more than one negative interaction in the past, the first of which dating back to when Sevantes was a Collector in the employ of the Indhyna League. Over the years, Barua grew to hate Sevantes with the fiery passion of a thousand suns: He absolutely will not deal with Sevantes or his minions.

**ST 9, DX 10, IQ 14, MA 10**

**Talents:** Assess Value, Courtly Graces, Detect Lies, Jeweler, Literacy

**Spells:** Analyze Magic, Fireproofing, Illusion, Look Your Best, Persuasiveness

**Language:** Common



Sir Joce

Lady Iseux

Sir Miles

## ROYAL KNIGHTS

Use these as ready-made for Royal Knight encounters. One wealthy, one average, and one starter knight. Consult Catacombs of Living Death, p. 12 to assign faction if needed. Examples of knightly retainers are on the following page.

### SIR JOCE (39-PT)

Taciturn, polite, unyielding

**ST 14, DX 15 (11), IQ 10, MA 8**

**Talents:** Horsemanship, Literacy, Pole Weapons, Sex Appeal, Shield, Sword, Toughness

**Language:** Common

**Weapons:** fine (+1 DX) bastard sword (2d+1/3d-2), cavalry lance (3d-1)

**Armor:** Fine plate (stops 6 hits/attack), small shield (stops 1 hit/attack)

**Notes:** Sword usually used in two hands; shield used with lance. ST 33 warhorse (see *ITL PP. 88-89*). Four retainers

### LADY ISEUX (38-PT)

Joker, determined, prudent

**ST 12, DX 15 (11), IQ 11, MA 8**

**Talents:** Axe/Mace, Carousing, Charisma, Expert Horsemanship, Literacy, Shield, Sword

**Language:** Common

**Weapons:** Broadsword (2d), war axe (2d)

**Armor:** Half-plate (stops 4 hits/attack), small shield (stops 1 hit/attack)

**Notes:** Prefers axe to sword. ST 31 warhorse (see *ITL PP. 88-89*). Three retainers

### SIR MILES (36-PT)

Sensitive, ambitious, shrewd

**ST 12, DX 14 (10), IQ 10, MA 6**

**Talents:** Alertness, Brawling, Horsemanship, Literacy, Pole Weapons, Shield, Sword

**Language:** Common

**Weapons:** Broadsword (2d), spear (1d)

**Armor:** Chainmail (stops 3 hits/attack), large shield (stops 2 hits/attack)

**Notes:** ST 31 warhorse (see *ITL PP. 88-89*). Two retainers





## Drowned in Knowledge

Set immediately following *Catacombs of Living Death*, the Heroes flee a plague-ridden landscape while being beset by many foes throughout the journey.

The plans of their seemingly addled patron Jök Sevantes reach their fateful conclusion. His partners must bring all of their previously acquired (looted and pillaged) artifacts to a secret location to effect a final ritual, under the waters of a lake in far-off Nran.

There, searching for a supposedly lost book in the sunken Great Library of Hrel matters become treacherously clear.

The Sunken Library is designed for 4-6 characters of 36-38 points. It is the epic conclusion to a series of five adventures featuring the arcane archaeologist Jök C. Sevantes.

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ISBN 9781950368297

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