

The Fantasy Trip Hexagram Stretch Goal Cards

Written by Steve Jackson

Slimy stories! Roll 1d:

1-3 – The tavern is abuzz with stories of the disgusting thing that happened after a local man fell off a ladder and broke his neck. Experienced warriors or Naturalists will recognize the description as a Bloody Rider (*ITL*, p. 86) leaving the body.


4-6 – When the subject of Slimes came up, some of the tavern locals claimed that, a couple of times a year, the town is visited by a woman who has a small pet Slime that obeys commands like a dog. Just how a Slime can “roll over,” or who would be willing to shake hands with it, is not clear.

You seem to be in an unusual place ... Roll 1d:



1, 2 – The frogs here do not go “Ribbet, ribbet!” like reasonable frogs. Instead they go “Brekekekex, koax, koax!” In chorus!

3, 4 – The cattle here are said to be almost as smart as dogs. Whether that is true or not, it is clear that they are kept for milk and as plowbeasts, but they are not eaten.


5, 6 – Never, as far back as the old folks can remember, has this village been hit by a storm. They always seem to go around.



This village has a “sister village” connected by a Gate between their marketplaces. The other village is on the far side of the kingdom. No one shows much curiosity about this; it’s always been that way. People pass through freely, residents pay taxes in the duchy where their home is, and no one is concerned. No one collects fees, though it is customary for travelers to patronize the village inns or shops to show their appreciation for the time they have saved. If it’s true, how can a Gate persist for generations without maintenance?




Five ingots of very pure copper, each weighing about a pound. They have been coated with a clear enamel to keep them from corroding, and their red-gold shine is so alluring that they might be mistaken for gold. To a metalsmith these would be worth \$10 each, once he assures himself of their purity . . . it would be far easier to use these than to melt down and refine coins for copper or to use the scrap that is often offered in the trade. The smith will ask if you have any more!



A beautiful gemstone. Roll 1d:

1-3 – An emerald on a gold chain. The whole is worth \$130. A very good roll on Detect Magic will give a faint whiff of enchantment, but it means nothing except that the necklace was hidden with Conceal at one time.

4-6 – A gemstone the size of a lady’s little fingernail, unset. It glimmers green and purple and it is very unlikely that anyone will ever identify it. (If it is recognized, it has no special properties except its rarity.) It is worth \$300 as a lovely curiosity.



A wheel of cheese, perhaps 2 pounds, still in its protective wax. The dust indicates that it has been here for a while . . . but if opened, it is a very fine cheese, rich and delicate. It has no value after it’s opened, except as lunch, but Reveal Magic will find enchantment on the wax covering, centered in the seal. A wizard might also (3/IQ) recognize that the glyph might be magic. At any rate, either the Wizards’ Guild or the Cheesemakers’ Guild would pay \$300 for the undamaged wax glyph . . . or owe you a favor, which might be far more valuable in the long run.

<p>A sealed tube with a spell scroll. Roll 1d:</p> <ul style="list-style-type: none"> 1 – Telepathy 2 – Calling 3 – Cleansing 4 – Trance 5 – Two scrolls, each Stone Flesh 6 – Restore Device 	<p>Eggs, eggs, and more eggs! Roll 1d:</p> <ul style="list-style-type: none"> 1, 2 – A handful of very delicately carved round stones. A Naturalist will identify them as Stonemason eggs. It is unusual to find these outside of a hive and unguarded. 3, 4 – A box of eggs. They look like regular brown chicken eggs. One is cracked and stinking. The others are intact. If opened, ten of them will be rotten, and the last will have a normal yolk and white, plus a chunk of gold (\$150) inside. The gold does not seem to have been worked by human hands. 5, 6 – A small oval sapphire that lets anyone foretell the weather. As soon as someone picks it up, they speak aloud a one-sentence forecast for the morrow (which is always correct). They don't know where the knowledge comes from.
<p>A cylindrical bottle with a label pasted onto it. There is an unfamiliar name written in fanciful letters and a picture of a black cat, its eyes wide open. It contains 20 black pills. An Alchemist could identify one, if he were so minded. Each pill is the equivalent of a quarter-dose of Dark Vision potion, giving 15 minutes of effect. A fair price for the pills would be \$125 each.</p>	<p>A piece of reddish semiprecious stone carved cabochon-style with an image of a scorpion. It is an Amulet against Vermin. It is specifically made to drive away small vermin. Huge spiders, scorpions, and so on will get +3 to their IQ when they make their saving roll to bypass the amulet, but all small vermin of whatever kindred, including flying bugs and Naughty Minnows, will be automatically repelled.</p>
<p>For the fashion-forward delver. Roll 1d:</p> <ul style="list-style-type: none"> 1, 2 – A leather cap made from the skin of a great bear's head. Its "glass" eyes are actually topaz, and it is worth \$200. 3, 4 – A belt made of fine silver and bronze chainmail. It grants +1 ST. 5, 6 – A feather plume, suitable for a hat. If the wearer bows and doffs the hat, any reaction roll can be retried, and the result will never be worse than the first roll. 	<p>An inconveniently large treasure. Roll 1d:</p> <ul style="list-style-type: none"> 1-3 – A granite building stone weighing about 30 pounds. It has a small hole in one side. When someone walks within a foot of it, an arrow emerges and strikes with almost unerring accuracy (DX 15, 1 die damage). It can do this once per turn. The stone is not even long enough to hold the arrows it fires. 4-6 – A Red Ladder (<i>ITL</i>, p. 159), 12 feet long. Worth \$10,000, but not the kind of thing you can just pick up and carry home.

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