

Spells: 3-Hex Shadow, Blast, Blur, Dark Vision, Darkness, Drain Strength, Freeze, Light, Mage Sight, Silent Movement, Sleep, Staff II

Rusalka specializes in spells of light and shadow. All her spells would be useful for a dungeon explorer. She is stealthy, not a stand-up fighter, but her Blast can surprise a foe!



SPELLS & TALENTS

Spells: 3-Hex Fire, Acid Touch, Breathe Fire, Blur, Dazzle, Fire, Fireball, Illusion, Image, Light, Shock Shield, Staff II

Embarr loves the hot, showy magic of fire, but she is subtle enough to use images and illusions some of the time. She would make a good delver or mercenary wizard.



SPELLS & TALENTS

Spells: Blur, Dark Vision, Detect Magic, Fire, Image, Light, Magic Fist, Staff, Reveal Magic

Atelyas is a starting character. He took general spells useful for a labyrinth expedition. Note that he is an effective mage even with his rather low IO.



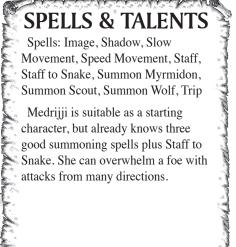
SPELLS & TALENTS

Spells: Blur, Dark Vision, Detect Magic, Fire, Fireball, Image, Invisibility, Lock/Knock, Mage Sight, Staff II, Reveal Magic, Reverse Missiles

Visshalara is a moderately advanced delver mage. She is cautious, and wears armor even though she has mastered Reverse Missiles.









Talent: Literacy (1)

Spells: Staff, Image, Light, Aid, Dark Vision, Fire, Lock/Knock, Look Your Best, Meal, Minor Medicament

Koris has learned down-at-home spells, and could serve well as a village wizard even though he is still only a starting character – but he might survive a dungeon trip, too.



SPELLS & TALENTS

Talents: Dwarven Tongue (1), Literacy (1), Mechanician (2 x 2)

Spells: Adhesion, Close Vision, Fire, Light, Lock/Knock

Orri is a starting character with a lot of points in Talents. His spells help him in his mechanician work. When he advances, he will no doubt learn the spells Analyze Magic, Repair, and Restore Device; Telekinesis would also help him assemble fiddly devices! As yet, he feels no need to learn the Staff spell.



Spells: Clearheadedness, Delete Writing, Image, Lock/Knock, Minor Medicament, Persuasiveness, Reveal/ Conceal, Sleep, Staff II, Summon Bear, Ward

Endenothee plies the wizardly trade at court, and many of his spells are useful to the nobles and their households. He lacks Courtly Graces and tries to stay straight-spoken and aloof from court drama.





SPELLS & TALENTS

Spells: Acid Touch, Blur, Destroy Creation, Dispel Illusions, Drain Strength, Drop Weapon, Hammertouch, Illusion, Image, Iron Flesh, Lightning, Reverse Missiles, Slippery Floor, Staff IV, Staff to Snake, Summon Myrmidon, Summon Small Dragon

Forsythe is an advanced combat mage. He has put a lot of XP into his staff, and can afford to summon a small dragon and back it up with lightning, Myrmidons, and images and illusions of more Myrmidons.

As an advanced character, Forsythe has spent XP for more Spells than his IQ suggests.





SPELLS & TALENTS

Spells: Aid, Analyze Magic, Dark Vision, Detect Life, Detect Magic, Eyes-Behind, Mage Sight, Pathfinder, Reveal/Conceal, Reveal Magic, Staff II, Summon Scout

Sor specializes in divination and detection. He would be useful on a dungeon expedition, but not on the front lines.



Talents: Elvish language (1), Literacy (1), Physicker (2 x 2)

Spells: 7-Hex Illusion, Confusion, Friendship, Image, Iron Flesh, Lightning, Long-Distance Telepathy, Mage Sight, Meal, Megahex Sleep, Minor Medicament, Persuasiveness, Regeneration, Reverse Missiles, Staff IV, Unnoticeability

Talarion travels the world, looking for new sights and for people to help. He is formidable in combat, especially when screened by a strong sword-brother or two, but subtlety is his forte.

As an advanced character, Talarion has spent XP for more Talents and Spells than his IQ suggests.



SPELLS & TALENTS

Spells: Aid, Avert, Clearheadedness, Confusion, Control Animal, Control Person, Detect Enemies, Friendship, Illusion, Persuasiveness, Sleep, Soothe, Staff III

Jomapar is a fine friend to have, which is a good thing, because his spells make it hard not to be his friend. His only offensive spell is Staff of Striking, and he uses it only when soft words and amity magic have failed. His staff is a wand, which he carries in his sleeve in order to seem less threatening.



SPELLS & TALENTS

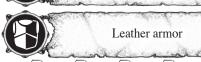
Talents: Cook (2 x 2), Thrown Weapons (0)

Spells: Clearheadedness, Fire, Image, Light, Meal, Staff

Equipment: Two daggers, one in belt sheath, one at ankle, also balanced for throwing

Harro's first love is cooking (well, cooking and eating), but wizardry called to him too. So he compromised, learning spells that help him in the spotless tavern kitchen where he rules. He already makes beer and mead; he wants to learn Ferment so he can make them better and more quickly.





SPELLS & TALENTS

Talent: Knife (1 x 2)

Spells: Breathe Fire, Clearheadedness, Dark Vision, Far Vision, Meal, Silent Movement, Speed Movement, Staff II, Stalwart, Summon Scout

Asphodel is a magic-using ranger who has often served as an army scout. She is at her best when teamed with a Woodsman/Naturalist who can supply mundane Talents and weapon skills. By enchanting a silver dagger as her staff, she conceals her nature from casual observation. She keeps meaning to study Woodsman herself, but there are so many wonderful spells to learn . . . and at IQ 13 she could gain Staff of Striking . . . Decisions, decisions!



Talents: Area Knowledge (1 x 2), Detect Lies (2×2) , Orc tongue (1)

Spells: Cleansing, Curse, Detect Enemies, Diamond Flesh, Fire, Geas, Glamor, Illusion, Long-Distance Telepathy, Regeneration, Reveal/Conceal, Scrying, Staff V, Telepathy, Trance, Ward

Her name is a deep secret; the tribes call her simply "Wise." She usually counsels peace, but with a word she could send ten thousand screaming orcs against any city in the land. She is said to be ancient beyond knowing. Her Staff of Mastery is taller than she is, of bone, topped with a small dragon skull. As an advanced character, Wise has spent XP for more Talents and Spells than her IQ suggests.



SPELLS & TALENTS

Spells: 3-Hex Wall, Blast, Control Person, Dark Vision, Drain Strength, Flight, Illusion, Lock/Knock, Rope, Speed Movement, Staff III, Stone Flesh, Summon Gargoyle, Trailtwister

Littlecut is not just an assassin; he's also a skilled kidnapper, and for enough pay he will serve as dungeon muscle. In that situation he'll wear leather armor, reducing DX to 11. Littlecut has spent XP for one more Spell than his IQ suggests, and will soon add more.



SPELLS & TALEN

Talents: Elvish tongue (1), Literacy (1), Thrown Weapons (0)

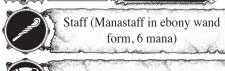
Spells: Aid, Fire, Image, Light, Magic Fist, Shadow, Staff, Summon Myrmidon

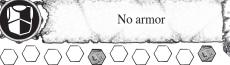
Equipment: Two throwable silver daggers, one in ankle sheath

Fiona is barely out of her teens and just beginning her studies. She'd be a good understudy for a more experienced wizard. She could make one of her daggers into her Staff but chooses to carry a "real" staff.

If you need a really beginning apprentice, reduce Fiona's DX to 10, making her a 30-point wizard whose spells work less than half the time.







Spells: Aid, Breathe Fire, Fire, Illusion, Image, Light, Look Your Best, Magic Fist, Persuasiveness, Staff II, Staff to Snake, Summon Scout

Marvin the apprentice was 15 years old when a traveling show came to town. He never looked back. Since then he has chosen spells to amuse and amaze his audience. He affects the traditional garb of the stage magician, complete with black top hat, and wears lifts in his boot-heels to make him seem very tall. His "Summon Scout" is usually used to create songbirds, cute ferrets, and a parrot who always seems about to say something awful but never quite does.



Talents: Elven tongue (1), Literacy (1), Mathematician (2)

Spells: Aid, Analyze Magic, Control Elemental, Control Gate, Create/Destroy Elemental, Create Gate, Dissolve Enchantment, Explosive Gem, Expunge, Lesser Magic Item Creation, Mage Sight, Pentagram, Remove Cursed Object, Reveal/Conceal, Shapeshifting, Spellsniffer, Staff V, Weapon/Armor Enchantment. Write Scroll

Larya Ithilien Emerald Tiara, Lady Brightstar, is highly learned in the arts of magic item creation. She occupies a suite of rooms in an upper tower of the Wizards' Guild, and often sees no one for weeks, but consults with the Guildmasters on matters falling within her considerable skills. Sometimes, though, she is busy with the corps of apprentices and her fellow masters, bring new magic items into the world

As an advanced character, Larya has spent XP for more Talents and Spells than her IQ suggests.



No armor

SPELLS & TALENTS

Talent: Literacy (1)

Spells: Aid, Analyze Magic, Blast, Clearheadedness, Detect Magic, Mage Sight, Pathfinder, Reveal/Conceal, Scrying, Staff III, Telekinesis, Ward

P'nina knows no deep magics yet, but she is learning . . . She might be an apprentice to an elder adept, or a "graduate student" at a Mage's Guild.



SPELLS & TALENTS

Talents: Courtly Graces (1 x 2), Elvish language (1), Literacy (1 x 2), Sword (2 x 2)

Spells: Blur, Confusion, Dark Vision,
Delete Writing, Detect Enemies, Detect
Magic, Duplicate Writing, Image,
Invisibility, Lock/Knock, Mage Sight,
Persuasiveness, Silent Movement, Staff III,
Summon Scout

Cerion poses as a minor courtier and scribe, and does not advertise her wizardly nature. She is older and far more formidable than she seems. Cerion is a thief and spy in the service of her lord, who occasionally requires the property of rival nobles to be examined or even removed.

As an advanced character, Cerion has spent XP for more Talents and Spells than her IQ suggests.



SPELLS & TALENTS

Talents: Dwarven tongue (1), Elven tongue (1), Literacy (1), Orc tongue (1)

Spells: Aid, Avert, Create Gate, Detect Enemies, Great Voice, Illusion, Mage Sight, Pentagram, Reveal Magic, Staff III, Summon Myrmidon, Telepathy, Teleport, Ward

Equipment: Powerstones (2, each 20 ST)*

Uver Uver is a Gatemaster – a specialist, employed by her city to maintain and protect the Gates that drive so much commerce. She has trained for this post since apprenticehood. She loves her job; it's responsible, very well paid, only rarely dangerous, and lets her meet beings from all over Cidri.

As an advanced character, Uver Uver has spent XP for more Talents and Spells than her IQ suggests.

* The stones are town property and she carries them only on the job.

Wizard Adversary Backs



Wizard Adversary Instructions Card

Wizard Cards

Here we present a variety of wizards, including starting characters, deadly combat monsters, and peaceful, talented mages suitable for town encounters or NPC support. All speak Common.

These wizards could quickly be made more powerful in combat by giving them a magic item or two, such as a charged Powerstone and something to provide a useful offensive or defensive spell. However, most wizards in combat situations are accompanied by fighters – or, of course, by other wizards with complementary spells.

Some wizards with high point values have more spells and talents than their IQ would suggest, because at around 36 stat points, it becomes effective to buy extra skills, rather than stats, with earned XP.

In all cases, you can use the basic stats and spell list as an inspiration and change gender, race, and background to suit your own story.

Marking

The cards are coated. China markers, and most wet- and dry-erase markers, will come off cleanly – to mark off hits on the hexes at the bottom, for instance, or to record things on the back. But please experiment first to make sure your markers are erasable.

Credits

Character illustrations by Rick Hershey. Graphic design by Ben Williams.

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Online

The Fantasy Trip website is at thefantasytrip.game. If you like these cards and want more, or if there is something else you'd like to see, tell us!

For an unpredictable increase in the potency of a randomly chosen wizard, roll 2d. The mage has a:

- 2, 3 10-point Powerstone
- 4 Silver sword of appropriate ST, and the skill to use it
- 5 Staff skill at a level 1 higher; increase IQ to match; staff is at maximum mana
- 6 Standard wolf as a pet
- 7 3-point Powerstone
- 8 Blur ring; it takes no ST
- 9 5-point Powerstone
- 10 7-point Powerstone
- 11, 12 Standard bear as a pet