

RUSALKA

Shadow Mage

34 pt

ST	10
DX	12
IQ	12
MA	10



Human

SPELLS & TALENTS

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!



Staff (Manastaff, 8 mana)



No armor

**EMBARR**

Fire Mage

34 pt

ST	10
DX	12
IQ	12
MA	10



Human

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.



Staff (Manastaff, 6 mana)



No armor

**ATELYAS**

Delves Mage

32 pt

ST	10
DX	13 (11)
IQ	9
MA	8



Human

SPELLS & TALENTS

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

Ateyas 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 IQ.



Staff



Leather Armor

**VISSHALARA**

Delves Mage

36 pt

ST	11
DX	13 (12)
IQ	12
MA	10



Goblin

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.



Staff (Manastaff, 12 mana)




Cloth armor



BYNIN THE BROAD
Delver Mage 40 pt

ST	12
DX	14 (12)
IQ	14
MA	8



Dwarf

Staff (Staff of Striking, 9 mana)
Backup: Silver War Ax

Leather Armor

SPELLS & TALENTS
Talents: Axe (2 x 2), Dwarven tongue (1)
Spells: Aid, Dispel Missiles, Flight, Illusion, Image, Lightning, Mage Sight, Pathfinder, Reveal/Conceal, Spell Shield, Staff III, Summon Myrmidon
Equipment: Wizard's Chest
Bynin's love for gold has taken him to some startling places, and he has profited in both wealth and experience. Since heavy loads are nothing to him, he carries his wizard's chest when he goes a-delving. As an advanced character, Bynin has spent XP for more Talents and Spells than his IQ suggests.

MEDRIJJI
Summoner Mage 32 pt

ST	10
DX	12
IQ	10
MA	10



Human


Staff

No armor

SPELLS & TALENTS
Spells: Image, Shadow, Slow Movement, Speed Movement, Staff, Staff to Snake, Summon Myrmidon, Summon Scout, Summon Wolf, Trip
Medrijji is suitable as a starting character, but already knows three good summoning spells plus Staff to Snake. She can overwhelm a foe with attacks from many directions.

KORIS
Practical Mage 32 pt

ST	10
DX	12
IQ	10
MA	10



Human


Staff

No armor

SPELLS & TALENTS
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.

ORRI
Mage-Mechanician 32 pt

ST	10
DX	11
IQ	11
MA	10



Dwarf

No armor

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.

ENDENOOTHEE

Court Magician

34 pt

ST	10	 Human
DX	13	
IQ	11	
MA	10	



Staff (Manastaff, silver/ivory wand, 11 mana)



No armor



SPELLS & TALENTS

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.

GNARZ

Combat Mage

36 pt

ST	11	 Orc
DX	14 (12)	
IQ	11	
MA	8	



Staff (Manastaff, 11 mana)



Leather Armor



SPELLS & TALENTS

Spells: Acid Touch, Blur, Destroy Creation, Drop Weapon, Illusion, Reverse Missiles, Shock Shield, Staff II, Staff to Snake, Summon Myrmidon, Summon Wolf

Gnarz is the wizardly equivalent of a toe-to-toe slugger. Most of his spells are offensive. So is Gnarz.

FORSYTHE

Combat Mage

40 pt

ST	12	 Human
DX	13	
IQ	15	
MA	10	



Staff (Staff of Power, 15 mana)



No armor



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.

SOR THE SOOTHSAYER

Diviner

36 pt

ST	10	 Human
DX	14	
IQ	12	
MA	10	



Staff (Manastaff, 12 mana)



No armor




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.

TALARION THE YOUNGER 40 pt
Wanderer

ST	10
DX	14
IQ	16
MA	12



Elf

Staff of Power (16 mana)

No armor

SPELLS & TALENTS
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.

JOMAPAR 36 pt
Mind Mage

ST	10
DX	13
IQ	13
MA	10



Goblin

Staff of Striking (Wand, 12 mana)

No armor

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.

HARRO HALFHEIGHT 32 pt
Chef

ST	10
DX	12
IQ	10
MA	10



Halfling


Staff (silver kitchen knife, balanced for throwing, just in case)

No armor

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.

ASPHODEL 35 pt
Ranger Mage

ST	10
DX	13(11)
IQ	12
MA	8



Human

Silver dagger (Manastaff, 4 mana)

Leather armor

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!

WISE
Shaman 38 pt

ST	8
DX	13
IQ	17
MA	10



SPELLS & TALENTS

Talents: Area Knowledge (1 x 2), Detect Lies (2 x 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.

Staff
(Staff of Mastery, 34 mana)

No Armor

LITTLECUT
Assassin Mage 38 pt

ST	12
DX	13
IQ	13
MA	10



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.

Silver dagger
(Staff of Striking, 13 mana)

No Armor

FIONA
Apprentice 32 pt

ST	10
DX	12
IQ	10
MA	10



SPELLS & TALENTS

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.

Staff

No armor

THE MAGNIFICENT MARVOLIO
Entertainer 35 pt

ST	10
DX	13
IQ	12
MA	10



SPELLS & TALENTS

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.

Staff (Manastaff in ebony wand form, 6 mana)

No armor

LARYA
Adept **40 pt**

ST	8
DX	14
IQ	18
MA	12



Elf

STAFF OF MASTERY (36 mana)

No armor

SPELLS & TALENTS
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.

P'NINA
Budding Adept **35 pt**

ST	9
DX	13
IQ	13
MA	10



Human

STAFF OF STRIKING (6 mana)

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.

CERION
Mage-Thief **38 pt**

ST	10
DX	14
IQ	14
MA	12



Elf

STAFF OF STRIKING (silver saber in jeweled scabbard; one jewel is a 5-point Powerstone; staff has 10 mana)

No armor

SPELLS & TALENTS
Talents: Courty 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.

UVER UVER
Gate Wizard **39 pt**

ST	10
DX	14
IQ	15
MA	10



Human

STAFF OF POWER (15 mana)

No armor

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 apprenticeship. 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.

The Fantasy Trip™

Notes

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