

The Fantasy Trip™

Character Collection 4

WIZARDS



by Douglas H. Cole



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Wizards



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Cast of Characters

Counselors and Conquerors	2	Fivm Gederri	5	Olzei	9
History and Motivation	2	Gler Vernan	6	Ontomi	9
Using this Book	2	Gözer Bask	6	Pevargune	10
Avoiding the Loot Pinata	2	Gurinire	6	Rharam	10
Alpenore	3	Hudral	6	Rhifilin	10
Anna Zezendos	3	Hankrinthuakt	7	Ro Soknev	10
Beniok	3	Iap Xua	7	Sahzri	11
Bozumar	3	Lalecha	7	Sefra Behkeft	11
Cemi Vultihk	4	Loth	7	Sethreva	11
Chamalos Micove	4	Milbas "The Dragon"	8	Shenaur	11
Cirilay	4	Muna Hohruzeih	8	Stelzutrolbu	12
Duisiy	4	Nabridd	8	Todintia	12
Edrusciri	5	Nahä Devyelmo	8	Varth	12
Esagodiemo!	5	Nimadafi Khäfire	9	Zam-Zivioz	12
Filtam	5	Oi Damosk	9		



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Wizards

Some are subtle and quick to anger; others hide their powers, looking for secret advantage by using magic where none suspect. Others are crafters, making items of great value and power, while some are scholars and researchers, plumbing ancient texts for forgotten lore. To be a wizard is to be concerned with power. Getting it, growing it...and keeping it.

COUNSELORS AND CONQUERORS

WIZARDS contains forty characters who vary in ability and skill set. They are not necessarily all combat monsters, and some of them cannot put up significant violent resistance. Some wizards are effectively stage magicians whose tricks are not *tricks* at all; others have only the barest spark of magic.

The powerful wizards are either very capable magically (though not all of the scorched-earth methodology), or somewhat omniscient adventuring types, talented with weapons *and* spells. They make excellent companions, guides, or world-conquerors.

What noble ruler is without their scholarly, knowledgeable advisor who is likely to seize power or summon a demon at *just the worst possible moment*? Or possibly have just the right spell to save the day? Probably the demon thing, though.

HISTORY AND MOTIVATION

Each wizard is provided with a short background describing their history, attitude, or motivation. The pieces are designed to give the player or GM an idea of what they want, why they want it, and what they're willing to do to get it.

The descriptions assume that like every other person, they have human(oid) motivations, look to achieve human(oid) goals, but are gifted with the means of doing more than the average björn.

That doesn't mean they're all successful. A few are frustrated and angry about it. Others looked too deeply into the abyss that is the quest for power and enlightenment that lies at the core of spellcraft.

USING THIS BOOK

Wizards is designed to provide a "grab-and-go" resource for players and GMs alike. Only a few make good *starting* characters, as most are 34 points or higher.

Staff and Magic Items: A wizard may sometimes use an object as both Wizard's Staff and melee weapon. The mundane attack is listed under **Weapons**; the occult attack is listed under **Magic Items**.

Talents and IQ: Some of these characters have a point or so more in Talents than their **IQ**, assuming a spend of experience points. It is noted on each character who exceeds the limit.

Omissions: A wizard speaks **Common** if **Language** is not listed. If missing the **Armor**, they wear regular clothing. **Area Knowledge** specialties are blank to allow customization.

AVOIDING THE LOOT PIÑATA

While it is not a mathematical certainty that any piece of magical gear that exists in the hands of an NPC must of a necessity end up in the hands of the PCs...that's probably the way to bet. Even so, the characters are kitted out with gear that fit their personality and their background.

If the players insist on treating supporting cast with interesting gear as a smorgasbord of "stuff that will eventually belong to me," the GM can take steps (see **Duisiy** for one example):

- **Let it happen.** May the best looter win...but turnabout is fair play.
- **Give less stuff.** What isn't carried can't be taken.
- **Restrict it. Limiting Spells (ITL, p. 158)** can be as harsh as "it only works for me!" **Expunge (ITL, p. 31)** means if it's used improperly or by the wrong soul, it won't work ever again.



ALPENORE

34-point arcane armorer

Many mercenary companies employ wizards—and many wizards employ mercenary companies! Only a few keep an enchanter on retainer. Alpenore showed the understanding of creating and maintaining things from an early age. As a magical adept, the mechanics wouldn't touch her. Always gaily dressed, she travels in a well-appointed tent when in the field, and lives in a tidy and flawlessly maintained house when her company is in barracks. She maintains weapons and armor, keeps things in good repair, and when the need presses, fabricates magical weapons with the help of hired wizardly apprentices. She is no line fighter: If threatened, she casts **Invisibility** if she must flee, **Trip** if attacked, and **Stone Flesh** if she must take blows before other spells can abet her escape. She only relies on her unarmed combat skills if she must. She chafes a bit at being under the command of mundane mercenary officers but recognizes that her skill set is particularly useful to a military force.



ST 9, DX 11, IQ 14, MA 10

Talents: Armourer, Unarmed Combat I

Spells: Analyze Magic, Blur, Invisibility, Light, Repair, Restore Device, Scour, Stone Flesh, Trip, Weapon/Armor Enchantment

Weapons: Punch (1d-2), kick (1d-1)

Armor: Enchanted robes (stops 2 hits/attack)



BENIOK

33-point adjutant

If it seems cliché for a military captain to have a wizard as an advisor and sounding board, Beniok is unaware of it. Striding through an encampment with a silver-tipped javelin carried as if it is a powerful magical totem (it isn't). So long as he is (vocally) given the respect his considerable organizational skills warrant, he is content to act as adjutant and *aide de camp*. He is proud to tell you he is the veteran of (planning) many battles, most of them victorious (though never by him *personally*, you see). Even so, he is no stranger to conflict, and when his captain is threatened, he uses his images and aversion magic to keep him safe. The officers are also not shy about having him use Great Voice to relay orders in real time to the fighting units, though they all wished that Great Voice didn't sound quite so... squeaky...at times.

ST 9, DX 11 (10), IQ 13, MA 10

Talents: Administrator, Literacy, Pole Weapons

Spells: 4-Hex Image, Aid, Avert, Great Voice

Weapons: Silver-tipped javelin (1d-1)

Armor: Enchanted cloth armor (stops 2 hits/attack)

Equipment: 2× Healing potion

ANNQA ZEZENDOS

39-point persecuted prestidigitator

Traveling from town to town, Annqa is a striking, confident woman with hair the color of the setting sun. She puts on impressive displays of illusion and imagery, calms beasts, walks through fire, turns knives, and otherwise puts on a fantastic show. She can sing, dance, compose poetry on the spot...and yet she *still* feels slighted, treated as a mere servant and second-class citizen despite her talents, power, and poise. One day, perhaps, she'll show the world what she's really made of. Just as she showed a few folks who have simultaneously under appreciated her gifts and over-appreciated her ardor with a few handy swipes from the threshing flail she carries to remind her of her meager upbringings on a forgotten farm, in a forgotten realm. That is her story—well told—and she's sticking to it.



ST 10, DX 14, IQ 15, MA 10

Talents: Bard, Nunchuks

Spells: 4-Hex Illusion, 7-Hex Image, Control Animal, Dazzle, Dispel Illusions, Fireproofing, Glamor, Iron Flesh, Look Your Best

Weapons: Nunchuks (1d+1)

Magic Items:

- Harp with **Persuasiveness** (\$12,000)
- Powerstone, 15 ST (sapphire)
- Belt enchanted with **Maintain Illusion** and **Maintain Image** (\$5,000)

BOZUMUR

34-point arcane bounty hunter

If they're close enough to touch you, they're too close. What good is being a wizard if you have to do insane things like *punching* or *stabbing* people? Bozumur has chosen to put his talents to good use tracking down and bringing in, well, pretty much anyone. He's good at it, too. Once set on the trail, he can usually find his quarry. Dressed as a typical outdoorsman or ranger, complete with trusty bow, he has the magical talent to track, approach, find, and detain his quarry...usually without having them put up a fight. In the rare cases where he works with others, his collaborators find him remarkably good company. You know, for a wizard.

ST 10, DX 11, IQ 13, MA 10

Talents: Bow, Tracking

Spells: Blur, Confusion, Pathfinder, Scrying, Sleep, Speed Movement, Stop

Weapons: Horse bow (1d)

Armor: Enchanted robes (stops 1 hit/attack)

Equipment: Boots enchanted with **Silent Movement** (\$2,000), 20× bronze-tipped arrows (regular cost) so as not to interfere with his spell-casting.





Multitudinous Mages

Magicians and Wizards come in many varieties. From the classic inscrutable sage to a sly manipulator for whom getting by on their charm has a much different meaning.

Character Collection 4 contains 40 characters for **The Fantasy Trip**, each of whom is a Wizard with several spells and arcane abilities. Not all are adventurers thirsting for lucre or reclusive power-drunk schemers locked in a far-off tower.

Featuring individuals ranging from 32-40 points, **Wizards** provides all sorts of magically endowed individuals. From enchanters of items to the fearless combat mage.

Each has a unique personality and skill set. Tailor them for your campaign, grab them for foes in a random encounter, or as hirelings or consultants for a particular job.

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