

Fantasy Gear Toolkit



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Fantasy Mundane & Magical Gear Toolkit

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Introduction

We know that work and family life often means you, the GM, can't afford to give as much time to your setting as you'd maybe like. Created with this in mind, the GM Toolkit series is a handy resource for cutting corners.

This first book is devoted to fantasy gear, both magical and mundane. With it, you can introduce new forms of armor and weapons, ships, siege engines, as well as magic items. Which bits you choose to use depends on the needs of your setting.

Other books in the fantasy series will cover building a fantasy world from scratch, and populating it with all manner of creatures.

The Toolkits are not new rulebooks—everything is designed to be modular, in that you can pick and choose bits you like.

None of the new rules are written in stone either. Instead, think of them as guidelines and examples to help you design the setting you've always wanted.

Maybe all wands and staves in your setting require the wielder to use his own arcane skill to activate them, or perhaps master weaponsmiths and armorers can create items that confer bonuses to Toughness or Fighting without using magic.

Sidebars

You'll quickly notice that there are a lot of sidebars in this book—far more than in the *Savage Worlds* rulebook. Some sidebars contain handy hints (such as how to introduce new powers through magic tomes), whereas other contain "rules."

Remember this is a toolkit designed to help you shape your own setting. The rules in the sidebar are optional and are designed to be used as the basis for your own inventions.

If you want to use them as they are, then that's fine—but it's equally okay if you want to alter them.

A New Setting

Throughout the Fantasy Toolkit series we're going to use a new setting to show how the Toolkits can be used to help create your own unique campaign.

The background to the setting is shown on page 4. You'll learn more about the setting in the *Fantasy World Builder Toolkit*, where we'll show you how to design a complete setting from scratch, but this gives you the basic information you'll need to see how the ideas here can be applied to any fantasy world.

Now get creating!



HELLO, BOYS AND GIRLS. WHAT YOU HAVE IN YOUR SWEATY HANDS IS THE SECOND IN A NEW SERIES OF TOOLKITS DESIGNED PRIMARILY FOR THE GM. EACH BOOK COVERS ONE IMPORTANT ASPECT OF A GENRE. IN CASE YOU MISSED IT ON THE COVER, THIS BOOK DETAILS FANTASY GEAR.

WHAT'S A TOOLKIT DO? LET ME TELL YOU WHAT IT DOESN'T DO—IT DOESN'T GIVE YOU ANOTHER RULEBOOK.

SURE, IT'S GOT RULES IN IT, BUT THEY'RE OPTIONAL WITH A CAPITAL "O." THE AIM OF THESE TOOLKITS IS TO MAKE YOUR LIFE EASIER AS A GM BY GIVING YOU TOOLS—REMEMBER THAT WORD, KIDDIES—TO MAKING YOUR OWN SETTING AS UNIQUE AND EXCITING AS ANYTHING MY SLAVES PRODUCE.

THEY EXPLORE EVERY ASPECT OF A SETTING, AND I MEAN EVERY ASPECT. FROM DESIGNING A COOL WORLD TO POPULATING IT WITH INTERESTING CULTURES, FROM DESIGNING NEW WEAPONS TO COOL ARTIFACTS, LIKE MAGIC AND STARSHIPS.

A LOT OF WHAT'S IN THESE TOOLKITS IS ADVICE RATHER THAN GOSPEL. YOU GET TO PICK AND CHOOSE THE BITS YOU WANT FOR YOUR SETTING AND DISCARD THE REST.

AND IF YOU DON'T LIKE WHAT JACK HAS TO SAY, CHANGE IT!

WE'VE GIVING YOU THE TOOLS TO MAKE KICK-ASS SETTINGS—IF YOUR GAME FALLS FLAT AFTER READING THIS, THEN IT'S YOUR OWN FAULT FOR NOT FOLLOWING MY ADVICE.

NOW, GET READING AND GO MAKE JACK PROUD!

New Setting Background

For two hundred years our new dynasties warred on the political battlefield. Collectively, the armies of Thraxis were strong, but there were few true alliances in place when word filtered south of a new menace invading the kingdoms.

Dwarves in Barak-Khar first encountered the so-called Scavenger. Exact details are scarce to come by, but it seems that they were encountered in a deep mine the dwarves were exploiting for iron ore. The dwarves battled valiantly, sending in elite units long skilled at defeating other subterranean menaces, such as orcs. Few warriors returned alive, and those that did spoke of endless waves of machines, destroying everything in their path, and taking away the bodies of the dead and their weapons.

What began as an isolated attack grew steadily over the next few years, with attacks by the Scavengers taking place at numerous mines and smelting works across Thraxis, and then raiding villages, towns, and cities. For every Scavenger destroyed, another ten would take its place, though it did not seem that they sought to control the people. They hungered for metal, worked or raw.

In the three hundred years that have passed since that time, the Scavengers have devoured countless tons of metal, stripping away seams of ore faster than an army of skilled dwarven miners. At first the peoples of Thraxis joined forces, sending in wave after wave of soldiers in a bid to halt the approach of this unnatural menace. But, as the war ground on year after year, so metal became scarcer, especially the precious metals used in coins. In a desperate bid to stop global anarchy, nations devalued their currency, bringing in baser metals in place of platinum, gold and silver. What little gold there was left in circulation became worthless over night. Countries stopped aiding each other, determined to protect their own interests. Alliances crumbled as fast as armies. Old ties were forgotten, and few new ones formed. Chaos ruled the lands.

Worse still was in store. As army after army met defeat, so the Scavengers took the metal weapons and armor of the dead. Supplies of easily accessible metal ran low. Plate mail gave way to chain, and eventually to leather, cord, bone and wood armor. High quality steel weapons were replaced by iron ones of inferior manufacture and quality. Eventually flint weapons were produced, and are now the main armament for all but the elite units. Skilled smiths became rare, unable to supply enough metal to keep their forges open and pass on their knowledge from father to son.

The elves retreated deep into their woods, scorning the use of metal to protect themselves, the dwarves sealed their great underground cities and prepared to fight to the bitter end, and humans tried to carry on as they always had done.

What mines remain in operation are guarded by troops, sorcerers, and, some claim, dragons. Villages, towns, and cities have become fortresses, protecting themselves against a relentless enemy. Attacks on travelers carrying metal are frequent, and few seek to journey far from civilization. Lands are being swallowed by nature, with forest replacing farmland once more. Supplies of good-quality flint are equally guarded, with countries abundant in the stone making large profits through its export and growing fat on the profits.

Some claim that the elves, seeking to rid the world of humans, created the Scavengers, others that this is a cunning ploy by the dwarves to secure all the metal in the world so they can sell it at exorbitant prices. Racial tension is high, and attacks on nonhumans are increasing.

Life in general, however, goes on much as it did in the time before the Scavengers came. Farmers now use wooden ploughs, armies fight with flint and leather, and haggling has replaced hard currency as the most common form of trading transaction. Rulers eye each other's well-guarded stores of metal, eager to outfit their army as best they can, seeing in disaster a way to increase their power. New alliances have been made, trade is common once more (though not in metal products), and the people are taxed just as heavily as before.

The shadow of war grows darker and lengthier.

Tools of the Trade

This chapter deals with mundane gear. It presents new types of armor and weapons, as well as siege weapons, fortifications, and ships. It isn't a complete shopping list usable in any setting—it's included to show how using the basic rules and some imagination you can devise new gear specific to your setting.

Armor & Weapons

The gear in the *Savage Worlds* rulebook adequately covers most fantasy settings. But what if you want something unusual? The world of Thracis, for example, was once a "standard" fantasy realm, complete with knights clad in plate mail wielding iron long swords.

Since the deprivations of the Scavengers, metal has become rare and the inhabitants have had to adapt to use new materials. Gone are iron swords and plate mail. In their place one finds flint and low-quality bronze weapons, and hide and wooden armor.

This section takes a look at using nonstandard materials in your setting.

Armor

In *Savage Worlds*, fantasy armor comes in the form of leather, chain, or plate. This is fine for the vast majority of settings, but sometimes you may want something different.

Think very carefully about game balance before introducing new armor into a standard fantasy setting. If you're using regular armor, then anything new should be balanced against the standard types. If you introduce a wooden breastplate and give it +2 Armor, a weight of 15

lbs, and a cost of \$100, it becomes more attractive than a chain hauberk, especially if you also invent wooden greaves and vambraces. If your world has no metal armor, however, then you can pretty much do what you like.

Here's a few examples of alternative substances for making armor, as well as additions to existing armors.

Armor Spikes

Villains with spiked armor are popular elements in some fantasy settings. Depending where the spikes are, the wearer can use them to knee, shoulder-barge, or even arm swipe his foes, inflicting Str+1 damage.

He can also grapple foes to inflict damage, forcing them onto his spikes for Strength damage each round.

There are some drawbacks, however. Charging a wooden door is not a good idea as there is a chance of becoming stuck, as there is if you fall over. The GM should determine if any action has a chance of the wearer becoming stuck—if there is, then a critical failure results in an unfortunate accident. Pulling oneself free requires a Strength roll.

Armor spikes should generally cost about \$100 and add an extra 5 lbs to the weight of armor.

Bronze

armor served the ancient cultures well for centuries. It is relatively easy to shape to the wearer's profile, but can be dented and buckled.

In game terms, any blow which inflicts 2 or more wounds to the wearer in a single hit has damaged the armor, reducing its effectiveness by 1 point. If the armor reaches +0 Armor, it has been so badly damaged it is useless.

New Materials

If you choose to use new materials for armor or weapons in your game don't try to reinvent the wheel. In most cases, a little tinkering with the basic rules is all that is required. Let's look at flint weapons as an example.

When worked correctly, flint is sharp—it'll slice flesh to the bone with minimal pressure. However, it's not much good against metal, unless you want to create sparks, that is. To simulate this, flint weapons get +1 damage against opponents wearing leather armor or no armor at all.

Despite its sharpness, it's also fragile. Having it chip on a roll of 1 may seem excessive, even cruel to the players, but there are compensations.

Flint weighs less, so characters can carry a spare weapon. Flint weapons can also be produced quite quickly by skilled characters, and even if they purchase ready made weapons, it's still cheaper than metal.

How common bronze armor is in your game depends on the style of fantasy you want. If you're recreating the Greek epics, then it's going to be very common.

With our new setting, bronze armor is identical to regular metal armor in all respects save price, which is doubled. Being metal, it also has the nasty drawback of attracting Scavengers.

Why wear it? Because in our new setting it is the only armor which can grant +3 Armor.

Paper

Paper armor? The Chinese actually invented paper armor over 1000 years ago. While it was never popular, it does go to show that virtually anything can be made into a suit of armor.

Paper has one major drawback, however—it's heavy. To be effective in stopping weapons, it has to be applied in thick slabs. Try picking up a standard size roleplaying book—then try picking up 20 of them. That's the sort of weight your character will be carrying if he wears a full suit of paper.

By itself, a piece of paper is very flexible. The more sheets you add, the stiffer it becomes, however. Once you get thirty or so sheets covered with glue, it becomes something like paper mache.

Silk

Silk isn't much good for stopping heavy axes or razor sharp swords, but it is very effective against arrows. Mongol soldiers, for example, wore it beneath their thick leather coats.

When struck by an arrow, silk wraps itself around the arrowhead, making it easier to remove without tearing the surrounding flesh (which was a major consideration).

Rather than create a new set of rules for removing arrows, its more Fast, Furious, and Fun to give silk armor +1 Armor against arrows. Because it is so light (and has little impact on overall game play), it can be worn beneath other armors and still grant the bonus.

Wood

Applied in the correct thickness, wood is resilient to blows from even heavy axes. It's not as easy to shape to a body form as metal, takes longer to construct, and it doesn't give much weight benefit because it has to be thicker, but it's still effective in stopping weapons.

The Japanese form of wooden armor used lacquered bamboo. It was lightweight, easy to move in, and designed to stop the cultural weapons of the time. Against a European long sword or great axe, however, it would have fared considerably less well. You can simulate this by giving it a 1 step reduction in protection against certain weapons, such as those weighing 10 lbs or more.

Bronze Weapons

Mankind was using bronze long before he discovered how to work iron. Most of the great cultures of the ancient world used bronze to great effect, producing the Seven Wonders of the Ancient World with only bronze tools.

The world changed with the invention of iron, however, and bronze-age cultures (such as the Celts) were quickly brought into the "modern age" by iron-wielding nations (such as the Romans).

The biggest drawback of bronze weapons, is their tendency to bend under pressure. Roman annals tell how when the legions invaded Britain, the Celts would often have to stop and straighten their swords.

Whether this is true or not is irrelevant—its exactly the sort of flavor that can be used to make fantasy games more exciting.

In Thraxis, bronze is far more common than iron, though still rare in comparison to flint. It's a poor substitute for iron, but its the best metal available.

Damage and Bending

Bronze weapons inflict no more damage than regular weapons. Their weakness is not in their ability to deliver damage (which is actually a product of sharpness, mass, and velocity), but to withstand the pressure inflicted by blows.

Whenever the wielder rolls a critical failure on his attack, he has bent his weapon. This doesn't have to be the result of a catastrophic miss, with the weapon slamming into the ground or a nearby inanimate object. Maybe the character struck armor, or perhaps the blow was parried in just the right place. Whatever description you use, the result is the same—an unwieldy weapon.

Each time a weapon is bent, it subtracts 1 from the skill used to wield it (Fighting for melee weapon, Shooting for arrows, and Throwing for spears and axes). The penalty is cumulative to a maximum of -6.

Straightening a bronze weapon requires the use of brute Strength. In pressure situations (any time you're using action cards), a successful Strength roll eliminates 1 penalty, plus 1 per raise.

Each attempt takes an action, but during that time the character counts as an Unarmed Defender unless he takes a multi-action penalty.

Weight

Bronze is only slightly lighter than iron. Reduced the weights of weapons by 1 lb for every 10 lbs or part thereof the weapon would normally weight (to a minimum of 1 lb) to account for the difference.

Cost

In a world where iron is the standard material, bronze weapons should cost 25% less. In Thraxis, where it is the only commonly available metal, it costs 50% more, to take into account the general scarcity of metal.

Flint Weapons

Why flint? It's readily available without lengthy ore processing, smelting, and forging, it can be worked with nothing more complex than a hard stone, and if worked properly can produce a blade sharper than modern laser-sharpened scalpels.

Flint weapons were popular throughout the Stone Age and, in some areas, long into the Bronze Age.

Obsidian, a form of volcanic glass, can be worked in the same way as flint. Rather than construct entire weapons from it (which would shatter), it is used in a wooden blade edged with razor-sharp obsidian chips.

The ancient Meso-American cultures used it before the Spanish arrived.

Damage & Chipping

Flint weapons with a cutting edge, such as swords, axes, spears, and arrows, inflict +1 damage on top of their usual damage bonus when used against unarmored targets or those wearing leather armor. Blunt weapons are no more effective than metal weapons, however.

Flint weapons are prone to chipping and can even shatter. If a character rolls a 1 on his attack die when using a flint weapon, regardless of Wild Die, the flint is chipped.

The weapon has its normal damage modifier reduced by 1, permanently—you can't just sharpen the broken bit without reshaping the entire weapon, which tends to make it smaller, and therefore less effective. If the damage modifier is reduced to +0, the weapon shatters. Arrows that become chipped automatically shatter.

A flint axe normally causes Str+2 damage bonus. If chipped the first time, its becomes a Str+1 weapon. When chipped a second time, the axehead shatters.

Weight

Flint weapons are usually lighter than metal counterparts—reduce the weight by 1 lb for every 5 lbs or part thereof, to a minimum of 1 lb. For example, a flint great axe would weight 15–3, or 12 lbs.

Cost

In a game where flint weapons are common, reduce the costs by 50%. If they are less common, or the characters are in a land where flint is less common, reduce them by 25%.

Making Flint Weapons

Flint knapping, the art of working flint, should be introduced as a Knowledge skill if you have flint weapons in your setting.

To create a weapon, a character needs a suitable lump of flint and time. Crafting a weapon takes one day (8 hours) per damage modifier of the weapon. A character may give a weapon a lower modifier, such as an axe causing Str+1 damage, if he doesn't have the time to spare, but he may not exceed the normal damage modifier.

Flint swords never actually existed. In a fantasy setting, they would be made in a manner similar to obsidian swords—sharp pieces of flint would be glued to a wooden “blade,” then dried to form a strong bond. Despite having less flint than an axe, a flint sword would require a lengthy process of chipping of small flakes of flint, sharpening each one, and then gluing it.

Mundane Items

As stated before, this book isn't a complete guide to new gear. Hopefully the armor and weapons notes have given you some ideas on how to make your fantasy setting stand out from the crowd.

When it comes to other mundane gear, the basic rules cover virtually everything the standard adventurer needs to explore musty ruins. Here's a few extras, mainly relating to beasts and accommodation.

Item	Cost	Weight
Alchemists' trunk	\$1000	15
Artificer's trunk	\$500	20
Pavilion	\$100	20
Tent	\$30	10
Animals, Trained		
Hawk	\$200+	—
Hunting dog	\$100+	—
War dog	\$150+	—
Services		
Bath	\$2	—
Meal, cheap	\$1	—
Meal, good	\$3	—
Meal, feast	\$5	—
Room (shared with 6)	\$2	—
Room (double)	\$4	—
Room (private)	\$8	—
Ship passage	\$5+ per day	—

Item Descriptions

Alchemist's Trunk: As detailed on page 14, alchemists require tools to work their craft. This portable laboratory contains a small oil lamp, glass beakers and tubes, distillation vases, tweezers, pipettes, and a reference chart of common minerals and herbs.

Artificer's Trunk: If an artificer (p. 14) wishes to create magic items on the road, he need tools. This trunk contains everything the craftsman needs—from hammers to needle and thread.

Pavilion: These are the tents used by knights in the movies. They are round with a conical roof, and sleep six in comfort.

Ship Passage: Includes one cheap meal and space on the deck. Prices rise for better food and a roof over one's head. Likewise, supplying one's own food lowers the price.

Tent: A waterproofed leather canvas shaped into a V with three poles to form a basic frame. It sleeps two in comfort.

Trained Animal: The beast is trained to respond to basic commands appropriate to its use.

Ships

While the *50 Fathoms Savage Setting* covers the use of sailing ships dating from around the early 16th century onward, these seldom appear in your typical low fantasy setting—that is usually the realm of longships and galleys.

Conventional Ships

Busse

The busse is slow under oars, making it unsuitable for work as a warship. However, it does have a large cargo capacity, making it ideal for mercantile activities.

Acc/Top Speed: 2/8 (1/5 under oars); **Toughness:** 14 (2); **Crew:** 40; **Cost:** \$12,000.

Dhow

The dhow is a lateen-rigged Arabic ship, the type used by Sinbad in the movies. Unlike longships, it has a covered cabin and hold.

Acc/Top Speed: 3/8; **Toughness:** 14 (2); **Crew:** 10+4; **Cost:** \$10,000.

Drakkar

This is a small longship, ideally suited for coastal raiding and sailing up shallow rivers. Like most vessels of the class, the crew are expected to row when the wind drops.

Acc/Top Speed: 5/12 (4/10 under oars); **Toughness:** 16 (2); **Crew:** 60; **Cost:** \$12,000.

Knarr

The knarr is a wide-beamed vessel, whose small size means it is not as well-suited to combat or mercantile activities as a purpose built ship. It is relatively inexpensive.

Acc/Top Speed: 2/6 (2/4 under oar); **Toughness:** 17 (2); **Crew:** 20; **Cost:** \$16,000.

Smabyrding

This is a small vessel, perfectly suited for sailing up rivers or performing short coastal hops. It handles poorly in open seas, however.

Acc/Top Speed: 2/6 (2/5 under oar); **Toughness:** 12 (2); **Crew:** 10; **Cost:** \$7000.

Snekke

The archetypal Viking longship, complete with dragon prow, the snekke is designed to handle rough seas but can also navigate fairly shallow rivers.

Acc/Top Speed: 2/10 (2/8 under oar); **Toughness:** 20 (2); **Crew:** 100; **Cost:** \$24,000

High Fantasy Ships

High fantasy ships are akin to magical vessels in low fantasy settings—they are usually powered by fantastic beasts or engines. Depending on your setting, they may be able to fly, travel underwater, or even traverse between planets. For more high fantasy ships, check out the forthcoming *Sundered Skies* setting.

Dwarven Ironclad

This vessel is clad in a layer of iron and powered by huge furnaces containing fire elementals, which drive a great propeller by steam.

Acc/Top Speed: 3/12; **Toughness:** 24 (4); **Crew:** 10; **Cost:** \$70,000.

Notes: Heavy Armor

Weapons:

- Flamethrower (see p. 10)

Winged Frigate

This longship is propelled through the air by great dragon wings, which beat as with a real dragon.

Acc/Top Speed: 2/15; **Climb:** 5; **Toughness:** 15 (2); **Crew:** 12+24; **Cost:** \$75,000.

Notes: Heavy Armor

Weapons:

- 8 cannon

Siege Engines

Siege engines are designed for one purpose—to smash enemy fortifications and massed troops. They are of little to no use against small or mobile targets, such as individual soldiers, and are unlikely to occur in most adventures.

Siege engines can be used with the Mass Battle rules (see *Savage Worlds*)—see p. 12 for suggested rules changes for running sieges. All siege engines count as Heavy Weapons.

Ballista

First used by the Romans, the ballista is a giant crossbow. The siege version (the version presented here)

is mounted on a small cart. It fires a long bolt, similar to a spear. While nearly useless against fortifications, it is ideal for firing into ranks of infantry or cavalry.

Bombard

Bombards are the forerunner of modern-day mortars. They use gunpowder to fire a heavy ball in a high arc. Despite what you see in the movies, blackpowder artillery pieces rarely fired explosive rounds.

Bore

The bore is similar to a battering ram, but is used to create holes in masonry. Consisting of a long log, or similar object, and fitted with a metal spike, it is carried suspended in a frame covered with wet skins. One man per two yards is required to man the device efficiently.

Catapult

Catapults are large buckets, shaped like a spoon, mounted on a frame. The lower end is fixed with twisted ropes, which keep the arm nearly upright

New Weapons

Savage Worlds isn't about detailing hundreds of weapons, most of which are variations on a theme—it's about keeping things Fast, Furious, and Fun. In most cases, the weapons in the basic rulebook will cover a wide range of similar weapons.

If a character wants a scimitar, treat it as a long sword. If he wants a morning star, treat it as an axe.

If you do invent new weapons, try to use what's already there as a guideline. Let's look at an example.

The bastard sword is a common fantasy weapon. It's a cross between a long sword and a great sword, able to be swung with one or two hands.

Wielded one handed, use the longsword stats. Used in both hands, it becomes a greatsword. The only thing you need to change is weight—it's heavier than a long sword, but lighter than a great sword, so it has a weight of 10 lbs.

Save yourself work—keep it simple.

Blackpowder

Whether or not you choose to allow blackpowder weapons in your setting is a personal thing. Some fantasy games stick firmly to “warriors and wizards,” whereas other allow flintlock weapons.

The rulebook adequately covers the most common blackpowder weapons. If you want to introduce more detailed rules, check out the *50 Fathoms* setting book. The *50F Companion* introduces new firearms, variant cannon rules, and rules for making your own bombs.

through tension. When the arm is winched horizontal, tremendous energy is stored in the ropes.

Once horizontal, a lock is applied so the catapult can be loaded. When the lock is released, using a simple trigger mechanism, the tension pulls the arm upright until it reaches the crossbar and stops, releasing its payload. Catapults are normally used to launch large boulders, but can also be used to fire incendiary bombs, gas bombs, and rotting or diseased corpses.

Flamethrower

An early form of flamethrower was actually invented over a millennia ago by the Chinese. It used a double valve cylinder to squirt oil over a naked flame.

As the crew push and pull at the cylinder, a spray of oil passes over the flame, turning into a gout of flame, which washes over advancing enemies. By regularly changing crew, the device can project a continual wall of flame.

The weapon has a limited range, making it unsuitable for most sieges, but is an effective battlefield weapon.

Ram

Rams are designed for use against doors, not stone walls. They are usually heavy logs fitted with a metal end to prevent splitting.

Rams can be carried by infantry, requiring one man per yard of length to be effective, or suspended by stout ropes or chains from a frame, in which case only one man per 2 yards is required.

When frames are used, they are normally covered to provide protection for the troops using the device. Commonly the frame is covered with untreated or wet skins, to prevent fire arrows from igniting the structure.

Siege Tower

Siege towers are protected stairways. The average version is a thin, wooden structure standing 10 yards high and mounted on a stout, wheeled base. The walls are usually covered in damp hides to prevent fire arrows igniting the structure.

Inside are multiple platforms linked by a staircase or ladder. The front wall of the top level is a hinged bridge, lowered onto enemy battlements to allow the troops inside to storm across.

Moving a siege tower is backbreaking work. The lowest level has no floor, allowing the laborers (often the troops who would then use it) to move the tower while protected. Siege towers are also known as belfries.

Trebuchet

The trebuchet is a light catapult. It has a seesaw arm mounted on a frame, with a sling at one end and a large weight at the other. To load it, the sling is pulled to the ground using ropes. Once loaded, the ropes are released and the heavy weight forces the sling to pivot upward. The sling slows as the counterweight reaches the bottom of its arc, opening up, and releasing the payload.

Extra distance can be achieved by adding more weight to the front. The range given here is the maximum that can be achieved without breaking the weapon.

Monstrous Siege Engines

Can monsters be used as siege engines? That's up to you. Truly large creatures, such as dragons and giants could quite conceivably be used to attack enemy fortifications. Usually a monster has to be Size 9 or greater for its weapons to count as Heavy Weapons, but if a 30,000 lb dragon grabs hold of your curtain wall and takes off, it's going to take some stonework with it.

Fortifications

Every knight needs a castle and every wizard a tower. Thus rules present sample fortifications.

Gate Toughness: The Toughness of the main gate. The number in parentheses is the Armor rating.

Wall Toughness: The strength of the outer defenses and central keep. Each wound crates a 1" gap in the defenses.

Siege Bonus: This modifier is added to the defending general's Battle Rolls and acts as a Morale modifier for the defenders. It includes defensive weapons, like boiling oil.

Defenders: The usual number of guards on duty at any one time. It takes far fewer men to protect a fortification than to capture it. If the defenders have warning on an impending attack, double this number.

Supplies: The number of weeks of provisions stored in the fortification. If the defenders have time to prepare for a siege, this number is doubled.

Cost: Prices are included as a guide for GMs. Characters should seek permission from the landowner before embarking on a construction project.

Concentric Castle

Concentric castles are the pinnacle of castle design. In the center is a turreted keep (often round to limit the effectiveness of bores) protected by a stone wall. Beyond this lies the barracks, workshops, and stables. These were also protected by a curtain wall, usually with several round turrets along their length. Beyond this lies a deep moat. Truly large concentric castles may have as many as three or four circles, each protected by a fortified gatehouse and curtain wall.

Gate Toughness: 24 (4); **Wall Toughness:** 50 (20); **Siege Bonus:** +4; **Defenders:** 400; **Supplies:** 52; **Cost:** \$200,000

Fortified Manor House

Usually home to knights or wealthy landowners, fortified manor houses are two story stone structures with no outer defenses, save maybe for a low ditch. Workshops, stables, and barracks are contained in separate outbuildings. Despite being relatively unprotected, the walls are thick enough to withstand an assault without siege weapons.

Gate Toughness: 15 (4); **Wall Toughness:** 20 (10); **Siege Bonus:** +1; **Defenders:** 10; **Supplies:** 6; **Cost:** \$10,000

Hill Fort

Hill forts are built primarily as a refuge for the locals in times of war. In larger hill forts, permanent villages may exist. Hill forts lack strong defensive walls, instead being constructed of concentric ditches and high earth banks, topped with a wooden palisade. The main entrance is blocked by a gate, and protected by a small maze of earthworks, designed to break up the enemy advance.

Gate Toughness: 22 (4); **Wall Toughness:** 35 (15); **Siege Bonus:** +2; **Defenders:** 200; **Supplies:** 20; **Cost:** \$60,000

Large Castle

Large castles comprise a central keep (usually square), a large courtyard containing stables, workshops, and barracks, a high curtain wall protected at the corners with towers, and a moat.

Construction Rules

If you're looking for a complete guide to building fortifications or ships, you won't find them here. *Savage Worlds* simply doesn't require them.

Don't fret about how much a ship costs, or how fast it can go. These are incidental matters compared to the fun of the adventure.

If the heroes suddenly want to build their own ship, use what's presented here or in the main book as a guideline. Same goes for fortifications as well.

Gate Toughness: 24 (4); **Wall Toughness:** 40 (20); **Siege Bonus:** +3; **Defenders:** 200; **Supplies:** 26; **Cost:** \$140,000

Motte and Bailey

Motte and bailey castles are the first true castles as commonly depicted in fantasy games. They consist of a small keep or tower, usually on a hill, surrounded by an earth bank with a wood or stone wall on top. Larger versions are divided into two, with barracks and workshops on the lower level, and the keep on a second level, surrounded by its own wall.

Gate Toughness: 15 (2); **Wall Toughness:** 25 (10); **Siege Bonus:** +1; **Defenders:** 20; **Supplies:** 12; **Cost:** \$35,000

Small Castle

A small castle comprises a central keep, usually square, a small courtyard area containing workshops and barracks, a stone curtain wall, and a moat.

Gate Toughness: 22 (4); **Wall Toughness:** 35 (20); **Siege Bonus:** +3; **Defenders:** 50; **Supplies:** 26; **Cost:** \$85,000

Stone Tower

The forerunner of the motte and bailey, a stone tower lacks the defensive earthworks. Usually standing 20 to 30 feet high, with several levels inside, they may be home to a wizard or a poor knight.

Gate Toughness: 15 (4); **Wall Toughness:** 20 (10); **Siege Bonus:** +1; **Defenders:** 10; **Supplies:** 4; **Cost:** \$7000

Siege Warfare

Unlike open battles, siege warfare is very much a static affair—the defenders sit in their fortification, while the attackers use siege engines to batter down the walls. To incorporate sieges into the Mass Battle system, here are some suggested changes to the regular rules.

Time

Sieges last weeks, months, even years, depending on the strength of the defenders and the amount of provisions they have stocked. To keep things simple, assume each round of battle lasts 1 week. After each roll, reduce the Supplies of the fortification by 1.

Battle Modifiers

The defending general adds the Siege Bonus of his fortification to his Knowledge (Battle) rolls, rather than subtracting it from the attacker's roll. This represents not only the strength of the walls, but also the general's knowledge of his fortification's strength and weaknesses.

Listed below are some sample battle plans the attackers could use.

Diseased Animals: Firing diseased corpses into the fortification isn't really the sort of thing heroes do, but villains might. This adds +1 to the Battle Roll. If the attackers roll beats that of the defenders, supplies are reduced by 2 each week as the disease spreads.

Forlorn Hope: The forlorn hope is a suicide charge against the fortification in a bid to capture the defenses. Each time it is used, the attacker gains +2 to his Battle Roll, but loses 1 token automatically.

Sappers: Sappers are used to tunnel beneath the outer walls. Once under the wall, they light a large fire to crack the foundation stones and cause part of the wall to collapse. Sappers can be used only once (it takes time to dig a tunnel), but grant a +2 bonus to the Battle Roll.

Siege Engines

Granting a flat bonus to the attacker's Knowledge (Battle) roll can prove tricky—how many siege engines are required to gain a bonus? If you're happy to fudge it, we recommend using the following "troop equivalent" figures. They aren't meant to be historically accurate—just quick and simple suggestions.

Type	Troop Equivalent
Ballista	2
Bombard	6
Bore	3 (0 in open warfare)
Catapult	8

Dragon	20
Flamethrower	1 (4 in open warfare)
Giant	12
Ram	2 (0 in open warfare)
Siege Tower	5 (0 in open warfare)
Trebuchet	4

Lord Dave is attacking the stronghold of his evil rival, Lord Thrax. Dave has 200 men, plus three catapults (24 men), 2 rams (4 men), and a siege tower (5 men). In total, he counts his tokens as if he had 233 men at his disposal.

Characters in Sieges

Attackers have two courses of action during a siege—they can sit by and wait, or they can join in the action. If the characters are besieged, use the standard Character Result table to determine their actions. If they are the besiegers, however, they have the opportunity to partake in the storming of the walls. Use the following results.

Failure: The hero is beaten back by determined defenders and bad fortune. He suffers 4d6 damage.

Success: The hero fights well and adds +1 to his side's Battle Roll, though he suffers 3d6 damage.

Raise: The hero manages to lead a party into the enemy fortification, destroying important assets before being driven back. He suffers 2d6 damage, but adds + to his side's Battle Roll.

Two Raises: The warrior leads a successful raid and manages to capture part of the enemy fortification! His efforts add +2 to his side's Battle Roll and he emerges from the fight unscathed.

If the attacker's Battle Roll exceeds that of the enemy this round, they have gained a strong foothold—reduce the Siege Bonus of the fortification by 1 (minimum of zero).

Morale Modifiers

The principal aim of a siege is to capture the fortification, not reduce it to rubble—that comes afterward, when the defenders aren't firing arrows at you or pouring boiling oil and hot sand down on you. The easiest way to do this is simply to sit and wait for the defenders to run out of supplies.

The following morale modifiers should be added to the Mass Battle Modifier Table for sieges.

Modifier	Event
−1	Supplies reduced to 50% of starting
−2	Supplies exhausted
+X	The defenders gain a bonus equal to the Siege Bonus of their fortification (this replaces the usual +2)

Alternative Armor

Type	Armor	Weight	Cost	Notes
Paper breastplate	+2	25	200	Covers torso
Paper helmet (open)	+2	6	35	50% chance of protecting against head shots
Silk shirt	+1	1	100	Armor protects only against arrows
Wooden breastplate	+2	20	250	Covers torso
Wooden greaves	+2	10	150	Covers legs
Wooden helmet (open)	+2	4	50	50% chance of protecting against head shots
Wooden vambraces	+2	7	200	Covers arms

Conventional Siege Engines

Item	Range	Damage	Protection	Crew	Notes
Ballista	25/50/100	3d8	—	1	AP 4; can be used against individual troops
Bombard	50/100/200	3d6	—	3	AP 8; blackpowder weapon
Bore	—	1d8/2 yds	+2	1/2 y	AP 6; max length 12 yards
Catapult, boulder	50/100/200	3d8	—	6	AP 10; Medium Burst Template
gas	50/100/200	Special	—	6	Large Burst Template
incendiary	50/100/200	2d10	—	6	Large Burst Template
Flamethrower	Cone	2d10	—	1	Ignore armor; targets have a chance of catching fire
Ram, frame mounted	—	1d6/yards	+2	1/yard	AP 2
Ram, hand carried	—	1d6/yard	—	1/2 yds	AP 2
Siege Tower	—	—	+2	12	Page 3; carries 30 troops
Trebuchet, boulder	24/48/96	3d6	—	4	AP 4; Small Burst Template
gas	24/48/96	Special	—	4	Medium Burst Template
incendiary	24/48/96	2d10	—	4	Medium Burst Template

Gas Bombs: Any living creature caught in the Template must make a Vigor roll or take an automatic wound.

Incendiary Bombs: Everything in the Template has a chance of catching fire (see **Fire** in *Savage Worlds*).



Making Magic

Magic items are a staple part of any fantasy game. In high fantasy, the most common type, magic items are usually far more common and can even be created by characters.

Creation Edges

If you allow characters to create magic items, these rules take care of everything from potions and scrolls to wands of fireballs and cloaks of invisibility. Even if you do not allow characters to take these Edges, they provide you with the rules to create magic items of varying level to place in your adventures.

Though in most settings “wizards” create magic items, priests and other characters with the Faith skill may use this system if the GM finds it appropriate to his setting.

Alchemy

Type: Power Edge

Requirements: Seasoned, Arcane Background (Magic or Miracles), Knowledge (Alchemy) d10

Despite its name, Alchemy is not just the creation of potions—it also covers scrolls. Regardless of type, alchemical items are good for just one use.

Potions: To create a potion, the alchemist needs access to at least a small lab, ingredients, and time. Creating a potion takes a number of hours equal to the Power Points being invested. The monetary cost of the ingredients is equal to half the cost of buying the potion (see **Costs**, p. 17).

At the end of the required time, the alchemist pays the relevant Power Points and monetary costs, and rolls the lower of his Arcane Skill or Knowledge (Alchemy) skills.

Power Points invested in the potion recharge at the usual rate (normally one per hour).

If the skill roll is successful, the potion is complete. It can be imbibed as a single action by any living being, who then gains the benefits of the spell. A potion of Strength, for example, might contain the *boost trait* spell. Whereas a potion containing *blast* might grant the user the ability to spit fire. See page 50 for example potions and, where necessary, skills used to work the magic.

The effects of the potion are the same as the spell. This includes any additional effects from raises on the original skill roll and any Power Points put in to extend the Duration..

Scrolls: Scrolls are created in the same way as potions with just one difference—the user must use his own Arcane Skill to activate the power and it must be the same type as the creator’s. Once used, the writing fades and the scroll turns to dust.

Arcane Artificer

Type: Power Edge

Requirements: Seasoned, Arcane Background (Magic or Miracles), Knowledge (Arcana) d10

True relics are outside the scope of an adventurer’s life, but one trained in the creation of magical items might still manage a few devices during his travels. This is most often done by crafting an item by hand and then etching mystical runes upon it. This takes great time and energy, however, and more often than not results in failure. Still, a diligent artificer can make some truly amazing devices.

Runes are the most common “trapping” of this Edge, but such details depend on the particular setting.

On taking this Edge, the hero may craft (or modify) an item that adds +1 to the user’s relevant trait roll,

increases the damage of a weapon by +1, or increases the bonus of armor by +1. No activation roll is required.

Assuming the artificer is always "fiddling" with devices (not locked in a dungeon, for example), and has adequate tools (see p. 8), he may make a Knowledge (Arcana) roll at -4 at the end of any session in which he advances. If successful, he adds another +1 to any item of his choice.

In low-magic settings, the character can make the roll at the end of any session in which he gains a new rank.

This could be his own blade, the cloak of another, or any other item of his choice. The item now adds that bonus to the user's relevant trait or damage roll, or armor rating. No item may have more than a +3 bonus (such devices are relics and outside the scope of this ability).

Stacking: Bonuses from items don't stack, so a sword +3 (Fighting) wielded by someone with gauntlets +3 (Fighting) gets only the highest of the two.

Improved Arcane Artificer

Type: Power Edge

Requirements: Veteran, Arcane Artificer

Truly experienced mages and priests can inscribe runes of power that provide an item with an Edge. This Edge uses the same rules as Artificer, with one notable exception. While the character need not have the Edge he is placing into an item, he must be of the same rank. For instance, a Veteran character could not inscribe Improved First Strike.

An individual item may contain no more than three Edges (again, items with more are considered true relics and beyond the ken of characters). Where an Edge requires another Edge as a requirement (such as Improved Frenzy needing Frenzy), the requirement Edge must be worked into the item first and uses one of the item's three Edge "slots."

Edges placed in items allow anyone wearing or carrying the object (as appropriate) to gain the benefits of the Edge without needing to meet the requirements.

An item must be worn or a weapon drawn to gain the effects of the Edge. Simply owning an axe of the berserker does not grant one the Berserk Edge.

Stacking: Some Edges, typically those granting a fixed bonus, do stack with Edges possessed by the wielder.

Enchant

Type: Power Edge

Requirements: Seasoned, Arcane Background (Magic or Miracles)

Enchant allows a character to craft "enchanted items." These are devices which essentially allow the user—whether he's a spellcaster or not—to cast whatever power the item is imbued with.

Internal Logic

Depending on the type of game you're running, you might wish to limit players to putting bonuses or Edges into objects which "match" the trait being affected.

For example, a cloak of stealth +2 or saddle of the nomad +1 (adds to Riding) would not be out of place in most games. However boots of streetwise or a necklace of lockpicking may detract from the logic of your setting.

Edge Limitations:

Many Edges are suitable for use in a magic item. A list is included below, but the GM has the final word on which items an Edge may be worked into. Edges marked "*" stack with similar Edges possessed by the wielder. You may also wish to allow certain Racial Abilities, such as Low Light Vision, or a +2 bonus to resist certain environmental conditions.

Ambidextrous, Arcane Resistance*, Berserk, Block*, Charismatic*, Combat Reflexes*, Command, Danger Sense, Fast Healer*, Fervor, First Strike, Level Headed, Luck*, Fleet Footed*, Frenzy, Giant Killer, Great Luck*, Hard to Kill, Harder to Kill, Healer, Hold the Line, Improved Arcane Resistance*, Improved Block*, Improved First Strike, Improved Frenzy, Improved Level Headed, Improved Nerves of Steel, Improved Sweep, Inspire, Marksman, Natural Leader, Nerves of Steel, Quick, Steady Hands, Strong Willed*, Sweep.

Using Other Edges

If a player comes up with a plausible magic item requiring an Edge not listed above, you will have to decide if you'll allow the item in your game.

For example, a player might want to create a girdle of lifting. To make this item using the Artificer rules, the character would need Improved Artificer and the Brawny Edge without the +1 Toughness. When worn, the girdle allows the wearer to carry 8x his Strength.

Limitations

Limitations are restrictions placed on a magical item during the creation process. They can affect how often the power can be used (such as once per day, only at night), who can wield it (the creator, only elves), whether it has a greater effect against a specific foe (+2 damage vs. goblins), and so on. Limitations can still be beneficial, just in a reduced way.

Each limitation halves the cost of the affected powers. The more limitations an item has, the cheaper it is—after all, it's less useful.

For example, a sword of goblin slaying might have +1 damage against all foes but +3 vs. goblins. In this instance, the base cost for the +1 damage remains \$1000. The extra +2 damage would normally cost an extra \$2000, but with the limitation the cost of the affected power is halved to just \$1000. If for some reason the bonus only applied against goblins underground, it would be halved again to \$500.

Unless spellcasting characters are charged to create magic item, few will likely choose to use limitations. However, as GM, you should feel free to use them as often as you want to help create items with a special feel.

Each time the caster takes this Edge, he may create an enchanted item with any one of his own existing powers. In a low magic setting, the Edge may be taken only once per rank. For high magic, the Edge can be taken every time the character advances.

The item has the Arcane Skill of the caster at the time of its creation, and half his Power Points (round down). Items recharge at the standard rate (typically one Power Point per hour), though if the creator has Rapid Recharge or Improved Rapid Recharge then so does the item. The wielder cannot use his own Power Points with enchanted items—they are effectively “locked.”

Items created through this Edge are referred to as minor artifacts.

Malfunction: Items created in this way fail to activate if the arcane skill die roll is a 1, regardless of the Wild Die, but have no further ill effects.

Multiple Enchantments: An item with more than one power does not gain additional Power Points.

(Though if the second Enchant Edge is “cast” after the character gained more Power Points, the device gains the higher total). The same applies to the creator's Spellcasting skill. If it has increased since he placed the previous enchantment, it now increases to his current level.

While a character can add further powers to his own devices, he cannot alter those of others.

The user can decide which powers he's activating when he makes his arcane skill roll, however. He may also make a single roll for all the powers the device has. If a hero carries a ring enchanted with *invisibility* and *armor*, for example, both powers must share its pool of Power Points, but the wearer can decide whether to activate only one of its powers or both with a single roll.

Soul Drain: Characters with the Soul Drain Edge may *not* use their Edge to power magical devices.

Improved Enchant

Type: Power Edge

Requirements: Legendary, Enchant

Improved Enchant works the same way as Enchant with one important exception—the power is “always on” and no longer requires Power Points to use (it has infinite points). The cost, however, is the permanent expenditure of the creator's own Power Points.

For a high magic setting, the cost in permanent Power Points is equal to the usual cost of casting the spell. A wand of fireballs (*blast*), for example, could be created for 2 points. If the caster wanted the fireballs to cause 3d6 damage, the cost would be 4. For 3d6 damage and a Large Burst Template, the cost is 6. Similarly, a suit of plate mail could be given additional Toughness with the expenditure of 2 permanent Power Points.

In low magic settings, these costs should be doubled or even tripled.

When the device is created, the creator makes an arcane skill roll. Failure means the Power Points are lost (and at the GM's fiat, the device is destroyed as well—or it could become cursed). A success means the power is activated as usual. A raise means the power forever activates with a raise (if desired by the user).

Artifacts which are always on (a ring of invisibility, a cloak of stealth, and so on), don't require an arcane skill roll to activate—but may require an action to “ready”—the ring must be put on, the cloak pulled over the shoulder, etc. Thus a ring of invisibility could always be worn and require no activation roll—but the wearer would always be invisible.

Artifacts requiring activation, such as a wand of fireballs, require a suitable skill roll (Shooting for wands, for example). All artifacts created using this Edge are called major artifacts.

Writing Tomes

Writing a tome first requires the author to know the power he wishes to transcribe. He must then spend a number of days equal to the Power Points required to cast the spell in its most potent form (not including the effects from raises or extending the duration). Transcribing *blast*, for example, requires 6 hours.

At the end of the period, the author makes a Smarts roll and spends money as if he were making a scroll (this covers the cost of the parchment, ink, and so on). If successful, the spell is written correctly and is now available as a learning aid to other spellcasters (p. 56).

Costs

Depending on your setting, magic items may be bought and sold as common commodities or placed beyond value. For those who want to place a monetary value on artifacts, the following costs should be used.

The prices are for a high-magic setting. In a low magic setting, the prices may be two, five, ten, or a hundred times higher. They might require more than simple currency.

Characters creating magic items above and beyond simple scrolls and potions may, at your discretion, require rare and valuable spell components to be worked into the item. Should you decide to charge item creators, decide on a build price based on the final sale price. Typically 50%, 25%, or 10% make the math quick.

Cost Table

Item	Price
Alchemical	
Power Point	\$50 per Power Point
Artificer Item	
Base item	Item cost
Flat bonus	\$1000 per bonus
Edge	\$2000 per rank
Limitation	Half cost of bonus
Enchanted Item	
"Always on"	\$2000 per Power Point*
"Always on" with raise	\$3000 per Power Point*
Arcane skill	\$500 per die type
Base item	Item cost
Limitation	Half cost of PP & Rank
Power Points (minor)	\$200 per Power Point
Rapid Recharge	\$1000
Improved Rapid Recharge	\$2000
Per Spell Rank	\$1000

* Of the power invested in the item

Artificer or Enchant?

It probably hasn't escaped your notice that there is some overlap between the Artificer and Enchant Edges.

Artificer lets you increase an item's armor or damage, or provides a skill bonus—Enchant gives you the ability to empower an item with *armor*, *smite*, and *boost trait*. This is intentional. There are several ways to look at this apparent "problem."

First, both systems do not have to be used in your setting. Maybe true magic items, such as wands of fireball and rings of teleportation, for example, are not available in your game. Alternately, maybe there are no artificers and everything must be worked through enchanted items.

Second, Enchant is far more versatile, even when duplicating Artificer effects. Artificer allows only a +3 bonus maximum, whereas Enchant allows +4 on similar effects if the creator gets a raise..

Sure, without taking Improved Enchant the power is temporary, but most powers are only needed in key situations—the most obvious being combat.

Third, the systems are not mutually exclusive. A magic sword might have a permanent +2 bonus to damage through Artificer, but also have an Enchantment of the *boost trait* power to increase the wielder's Strength, thus increasing his damage potential.

A +1 damage sword with *smite* would have a +1 bonus unless *smite* was active, in which case it would have either +3 or +5, depending if a raise was scored. A combination blade could do up to +7 damage! (+3 Artificer plus raise on *smite*.)

A character without knowledge of *smite* could either use Artificer to make his armor more protective, or use an advancement to learn a New Spell and then Enchant the object.

Like most things in *Savage Worlds*, the rules for creating magic items are Fast, Furious, and Fun. They're also Flexible.

Magic Items

This chapter deals with monetary and magical reward for brave adventurers. It can be used to randomly stock a “dungeon” or used in conjunction with the forthcoming *Fantasy Bestiary Toolkit* to handle treasure gathered from random encounters.

Much of the chapter is dedicated to listing magic items suitable for most fantasy settings. From simple +1 daggers to heroic greatswords packed with Edges and bonuses, from wands of fireballs to cloaks of teleportation, there are enough items to sate the lust of the greediest characters.

The list is not exhaustive, however. Detailing every possible combination of attack and damage modifiers along with Edge combinations for melee weapons, for

example, would require its own book. Instead, there are tables to help you create detailed magical weapons on the fly.

At the end of the chapter are some sample legendary relics. These powerful items should never appear on random treasure tables—their use, and placement, should be at the core of your setting and not simple “dungeon dressing.”

Each magic item is described by name, along with a short description (where necessary) of its power. At the end of the text block is a list of requirements if a character wishes to recreate it (and to show the GM how the item was designed). Costs are listed in the main table and not in each description.

Balanced Items

Savage Worlds has a more “real world” feel than many fantasy settings in that encounters with monsters are not artificially balanced. A group of Novice characters has as much chance of encountering a giant as a Heroic party.

The magic items on these tables are not balanced for varying party strengths. A Novice group has the same chance of discovering a powerful artifact as a group of Legendary characters.

Placing Treasure

Treasure in fantasy adventures is often found in a “dungeon,” whether that be an ancient tomb, a sorcerer’s tower, or an orc lair. Give some thought to the placement of treasure in your adventure—an orc chief might have valuable pieces of art littered around his lair as a display of his powers, but his minions are more likely to hide their loot to prevent it being stolen by jealous rivals. Ancient tombs especially are rich treasure-troves, but are usually protected by traps and fearsome beasts.

If an intelligent foe has an artifact, he’ll use it against the characters, not leave it lying in a chest.

Types of Relic

Magic items come in two main types—artificer devices and true artifacts. Collectively they are known as relics.

Artifacts: Enchanted items are generally showy. A wand of fireballs produces a spectacular explosive result, a cloak of invisibility doesn't just grant the wearer a bonus to hiding—he actually disappears.

Unless otherwise stated, minor artifacts (those created with the Enchant Edge) have a default arcane skill of d8 and 10 Power Points, and are priced as such. Major artifacts (Improved Enchant) have no arcane skill. To create weaker or more powerful relics, simply alter the arcane skill or Power Point totals.

Artificer Devices: Items with a flat bonus to Toughness, damage, or a skill, or with Edges, have been created using Arcane Artificer and Improved Arcane Artificer. Artificer items are more practical than Enchanted items but no less powerful. A +2 bonus to a skill virtually guarantees the user a success and, depending on his skill die, gives a good chance of scoring a raise. For convenience, the terms are shortened to Artificer and Improved Artificer in item descriptions.

Categories of Relic

Regardless of construction method, all relics fall into a series of categories. A brief description of each type is given below.

Armor: Acquiring magical armor is usually a high priority for warrior-types. Armor comes in two main forms—actual armor (which grants a Toughness bonus to the wearer) and shields (which increase his Parry score). Virtually all armor and shields are created by artificers and provide flat bonus. Only the rarest contain Edges or arcane powers.

Melee Weapons: This category covers everything from daggers to lances. As with armor, most melee weapons are artificer items, granting bonus to damage and the user's Fighting skill. Only a small few contain Edges or arcane powers.

Ranged Weapons: Societies in fantasy games range from Stone Age cultures to late Renaissance. As such, ranged weapons covers everything from javelins to blackpowder weapons.

Miscellaneous: This category covers everything not included elsewhere. Some items are pieces of clothing, such as cloaks of invisibility, others are items of jewelry (brooch of rapid recovery), while some are more unusual (crystals of elementals). They are just as likely to contain trait bonuses and Edges as they are arcane powers.

Potions: Potions are one-use spells. To gain the power, a living being need only ingest the potion. Some potions grant an instant effect, such as potions of healing, whereas others allow the imbibitor to wield the spell.

Rings: Magical rings in fantasy games are as old as the hills. Some are artificer devices, but the majority are enchanted. Rings must be worn on the hand for their power to work.

Scrolls: Scrolls are one-shot spells, usable only by an arcane spellcaster. They are cheap to produce, however, and allow a spellcaster to cast magic without tapping into his own reserves. Depending on the culture that created them, they can be made of parchment, vellum, papyrus, or even wood or stone.

Tomes: Tomes are learning aids usable only by arcane spellcasters of the same type as the tome. They impart knowledge of a single spell. Although of limited use to many parties, they are useful bargaining chips when dealing with wizards and priests.

Wands & Staves: Favored by wizards and priests, wands are normally usable by anyone with the intelligence to point them at the target. The weakest wands are Enchanted relics, functioning only so long as they have Power Points. The most valuable are those created with Improved Enchant, which allows them to be used without limitation.

Treasure

Whenever you need to generate a treasure cache roll on the table below. Monsters in the *Fantasy Bestiary Toolkit* have a Treasure rating corresponding to an entry on the table. When designing your own adventures, you need to decide how generous you should be, based on the difficulty of the adventure.

The percentage listed under *Relic* is the percentage chance a magical item is present. If there is, roll again on the Relic Table below and follow the instructions to determine the exact relic found.

Treasure Table

Treasure	Silver & Gold	Relic
Vast Haul	1d10 x \$1000	100%
Stuff	1d10 x \$500	50%
Some	1d10 x \$100	25%
Not a Lot	1d10 x \$10	1%

Relic Table

d20	Type
1–2	Armor & Shields (Table 1)
3–5	Melee Weapon (Table 2)
6–7	Ranged Weapon (Table 3)
8–11	Miscellaneous Item (Table 4)
12–14	Potion (Table 5)
15–16	Rings (Table 6)
17–18	Scrolls (Table 7)
19	Tomes (Table 8)
20	Wands & Staves (Table 9)

Table 1: Armor & Shields

Roll a d20 to determine the type of protection, then consult the subtables as instructed.

Table 1A: Armor Type

d20	Type
1–15	Armor (Table 1B)
16–20	Shield (Table 1D)

Table 1B: Armor

Roll a d20 to determine the exact armor type, then roll on Table 1C to determine the specific bonus.

The majority (01-85%) is designed for average-sized humanoids, with less being available for Small (86-95%) and Large (96-100%). Magical barding is rare and should be inserted into an adventure rather than randomly rolled.

d20	Type	Cost
1–7	Leather	\$50
8–12	Chain hauberk	\$300
13–15	Plate corselet	\$400
16	Plate arms (vambrace)	\$200
17	Plate leggings (greaves)	\$300
18–19	Pot Helm	\$75
20	Steel Helmet	\$150

Table 1C: Armor Bonus

Note that magic armor doesn't usually have the *armor* power. Mages tend to stick that power in items such as rings or cloaks, rather than wear heavy protective suits.

d20	Bonus	Cost
1–10	+1 Toughness	+\$1000
11–16	+2 Toughness	+\$2000
17–19	+3 Toughness	+\$3000
20	Special (roll again on this table for Armor bonus then roll on Table 1F. Reroll if this result comes up again)	

Table 1D: Shield Type

Roll a d20 to determine the exact shield type, then roll on Table 1E to determine the specific bonus.

d20	Type	Cost
1–7	Small	\$25
8–15	Medium	\$50
16–20	Large	\$200

Table 1E: Shield Bonus

d20	Bonus	Cost
01–10	+1 Parry (Block)	+\$6000
11–16	+2 Parry (Improved Block)	+\$8000
20	Special (roll again on this table for Parry bonus then roll on Table 1F. Reroll if this result comes up again)	

Table 1F: Special Armor & Shields

Roll on the table below to determine the specific powers. Prices for skills are per bonus. If a power has no extra effect on a raise, treat rolls of 19 as rolls of 17-18.

d20	Type	Cost
1–9	1d6 skill bonuses	+\$1000
10–13	1d3 Edges	Variable
14–16	Minor Artifact: 1d2 powers	+\$3500*
17–18	Major Artifact: 1 power	+\$2000**
19	Major Artifact: 1 power with raise	+\$3000**
20	Roll twice. If you roll another 20, roll again for another bonus.	

* Plus \$1000 per spell rank.

** Per Power Point of the power invested, plus \$1000 per spell Rank

Skills: Bonuses can be applied to a single skill (to a maximum of +3) or spread across multiple skills. You can either pick skills or roll randomly on Table 1G, applying a +1 bonus to each skill rolled.

Edges: Either choose one or roll on Table 1H. Edge names followed by a (2) are Edges which have an Edge requirement, and so fill two slots. Reroll if you roll one when you have a single Edge slot left. Should you roll such an Edge and already have the requisite version (such as rolling Improved Dodge when you have Dodge), upgrade the Edge at the cost of one additional slot.

Powers: Powers are rolled or chosen from Table 1I. Powers which can affect multiple aspects (such as *boost trait*) must have a single, fixed aspect, chosen during creation. This cannot be changed.

Table 1G: Skill Bonuses

d20	Type
1–4	Climbing
5–7	Guts
8–10	Intimidation
11–13	Persuasion
14–17	Stealth
18–20	Swimming

Table 1H: Edges

d20	Type	Cost
1–3	Arcane Resistance	+\$2000
4–5	Berserk	+\$2000
6–7	Charismatic	+\$2000
8	Command	+\$2000
9	Danger Sense	+\$2000
10–11	Dodge	+\$6000
12–13	Fleet Footed	+\$2000
14–15	Hard to Kill	+\$2000
16	Harder to Kill (2)	+\$8000
17	Improved Arcane Resistance (2)	+\$4000
18	Improved Dodge (2)	+\$14,000
19–20	Quick	+\$2000

Table 1J: Powers

d20	Type
1	Beast Friend
2–3	Boost Trait (usually Smarts or Spirit in a helmet, Agility, Strength or Vigor in armor)
4–5	Burrow
6	Burst
7	Deflection
8–10	Environmental Protection (one element)
11	Fear
12	Fly
13–14	Invisibility
15–16	Quickness
17	Shape Change
18–19	Speed
20	Teleport

Sample Special Armor

To help you out, we've created a few sample special armors. If you need something quick, simply roll on this table or pick one you like.

Given the unique nature of home-brew settings, you should design a customized table of special armor specific to your setting. If you are playing in a Stone Age realm or the characters are all members of a thieves' guild, then you don't want much metal armor.

d20	Type	Cost
1–2	Assassin's Armor	\$6550
3–7	Breastplate of Heroes	\$2400
8–9	Dragon Shield	\$5150
10–12	Dragon Slayer's Armor	\$4300
13–15	Hauberk of the Mage Slayer	\$5300
16–17	Helm of the General	\$4650
18–20	Thief's Jerkin	\$2050

Assassin's Armor

This suit of leather armor grants +2 Toughness to the wearer and is a minor artifact with the invisibility power (Artificer, Enchant, +1 Toughness, *invisibility*.)

Breastplate of Heroes

Crafted for a long-vanished chivalric order, the breastplates are engraved with the order's symbol—a radiant sun. Each breastplate grants +4 Armor. In addition, they grant the wearer +1 to Guts rolls. (Artificer, +1 Toughness, +1 Guts.)

Dragon Shield

This medium round shield has the face of a dragon painted on the front. When activated, a spout of fire gushes from the dragon's mouth, incinerating all in front of the shield for 2d10 damage as an Area Effect weapon. The shield is a minor artifact with 8 Power Points, and the burst power. (Artificer, Enchant, +1 Toughness, *burst*.)

Dragon Slayer's Armor

This chain hauberk is designed to resemble the scales of a dragon. It grants +4 Armor, +5 against the attacks of a dragon. It is also enchanted to resist a dragon's fiery breath—the wearer receives a +2 bonus to Agility rolls to avoid dragon breath. (Artificer, Improved Artificer, +2 Toughness with limitation, Improved Dodge with limitation.)

Hauberk of the Mage Slayer

Crafted from finest Dwarven steel, the hauberk provides +3 Armor against mundane weapons. It provides an additional +4 Armor when hit by damage-causing arcane powers, and adds +4 to the wearer's trait rolls when resisting opposed powers.

Even friendly arcane powers must subtract this modifier to affect the wearer. (Artificer, Improved Artificer, +1 Toughness, Arcane Resistance Edge, Improved Arcane Resistance Edge.)

Helm of the General

This steel helmet comes with a horsehair mane dyed a deep crimson. When worn, the helmet grants the wearer +2 to all Knowledge (Battle) rolls and the Command Edge. (Artificer, Improved Artificer, +2 Knowledge (Battle), Command Edge.)

Thief's Jerkin

Reputedly created to order for a thieves' guild, these suits of leather armor have a chameleonic effect, granting the wearer a +2 bonus to Stealth rolls (Artificer, +2 Stealth.)

Naming Weapons

In fantasy settings, and indeed throughout Earth's history and mythology, magical weapons, especially swords, are viewed almost as living entities. King Arthur carried Excalibur, Roland, a knight serving Charlemagne, had Durandal, which reputedly belonged to Hector (of Trojan War fame), and Sigurd (a Teutonic hero) carried Gram.

Whether or not you choose to give magic weapons names or not is left in your hands.

Doing so makes any weapon more than just a +1 damage longsword, however. Giving the weapon a name, and a history, adds greatly to the roleplaying experience.

Would your characters fear a warrior who introduced himself as, "I am Kragor, and I carry a +1 damage longsword with the fire trapping" or "I am Kragor. I carry Frost Reaver, the scourge of the northern barbarians, and whose fiery touch will spell death to all who cross me"

You choose.

Table 2: Melee Weapons

Roll 2d20 to determine the type of melee weapon, then consult Table 2B for bonuses.

Table 2A: Melee Weapon Type

2d20	Type	Cost
2-4	Axe	\$200
5-6	Battle Axe	\$300
7-10	Dagger	\$25
11	Flail	\$200
12-13	Great Axe	\$500
14-15	Great sword	\$400
16	Halberd	\$250
17	Katana	\$1000
18-23	Long sword	\$300
24	Lance	\$500
25	Maul	\$400
26-27	Pike	\$40
28-29	Rapier	\$150
30	Saber	\$200
31-34	Short sword	\$200
35-36	Spear	\$250
37-39	Staff	\$10
40	Warhammer	\$250

Table 2B: Damage Bonus

Magic weapons do not have a Parry bonus as standard. Artificer only lets you add to damage or Fighting (a character trait). A Parry bonus requires a weapon to have the Block or Improved Block Edge worked into it.

d20	Bonus	Cost
1-5	+1 damage	+\$1000
6-10	+2 damage	+\$2000
11-13	+3 damage	+\$3000
14-16	+1 damage and roll on Table 2C	+\$1000
17-18	+2 damage and roll on Table 2C	+\$2000
19	+3 damage and roll on Table 2C	+\$3000
20	Special (roll again on this table for bonus then roll on Table 2D. Reroll if this result comes up again)	

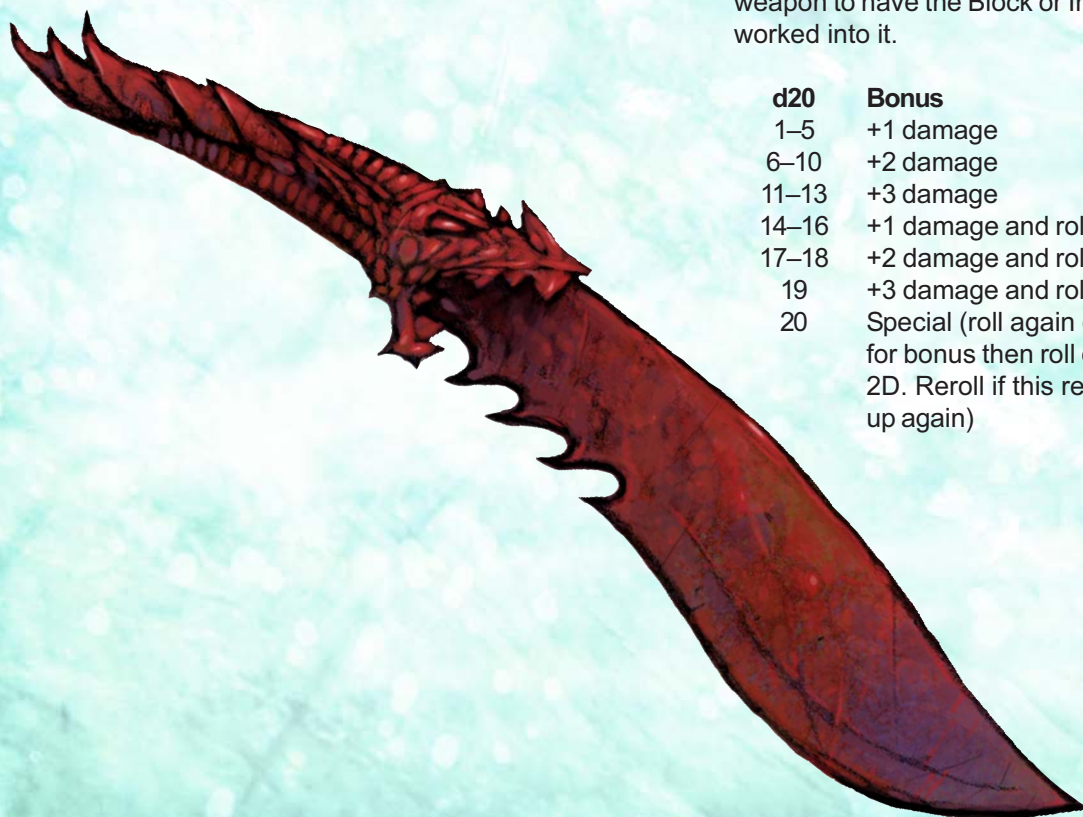


Table 2C: Fighting Bonus

d20	Bonus	Cost
1–10	+1 Fighting	+\$1000
11–16	+2 Fighting	+\$2000
17–20	+3 Fighting	+\$3000

Table 2D: Special Weapons

If a power has no additional effect on a raise, such as *burst*, treat rolls of 19 as rolls of 17–18.

d20	Type	Cost
1–13	1d3 Edges	Variable
14–16	Minor Artifact: 1d2 powers	+\$3500*
17–18	Major Artifact: 1 power	+\$2000**
19	Major Artifact: 1 power with raise	+\$3000**
20	Roll twice.	

* Plus \$1000 per spell rank.

** Per Power Point of the power invested, plus \$1000 per spell Rank

Edges: For Edges, either choose one or roll on Table 2E. Edges followed by a (2) are Edges which have an Edge requirement, and so fill two slots. Reroll if you roll one when you have a single Edge slot left. Should you roll such an Edge and already have the requisite version (such as rolling Improved Block when you have Block), upgrade the Edge at the cost of one additional slot.

Powers: Roll or choose from Table 2F. *Boost trait* applies to a single trait, fixed during the creation process. If you roll *smite*, the weapon gains a fire trapping as well. Foes struck by the weapon have a chance of catching fire. See **Fire** in *Savage Worlds* for details.

Table 2E: Edges

d20	Type	Cost
1–2	Ambidextrous	+\$2000
3	Berserk	+\$2000
4–6	Block	+\$4000
7	Command	+\$2000
8–9	First Strike	+\$2000
10	Frenzy	+\$4000
11–12	Giant Killer	+\$6000
13	Improved Block (2)	+\$10,000
14	Improved First Strike (2)	+\$12,000
15	Improved Frenzy (2)	+\$10,000
16	Improved Sweep (2)	+\$8000
17–18	Quick Draw	+\$2000
19–20	Sweep	+\$2000

Table 2F: Powers

d20	Type
1–3	Armor
4–7	Boost Trait (usually Strength or Vigor)
8–9	Burst
10–11	Fear
12–15	Light
16–17	Quickness
18–20	Smite (fire trapping)

Sample Special Weapons

To help you quickly hand out special weapons and provide a few examples of how to create your own, here's a sample table of pre-generated weapons.

d20	Type	Cost
1–2	Axe of the Berserker	\$7500
3–5	Duelist's Blade	\$13,150
6–7	Fearmonger	\$9025
8–10	Giant Slayer	\$5500
11–13	Head Taker	\$1900
14–17	Orcbane	\$3300
18–20	Pathblocker	\$14,250

Axe of the Berserker

This great axe is as much a bane as it is a boon. While it grants +3 damage and +2 Fighting against all foes, it also subjects the user to the Berserk Edge as soon as he is wounded. It is said that even the fierce warriors of the barbarian tribes treat this weapon with caution. (Artificer, Improved Artificer, +3 damage, +2 Fighting, Berserk Edge.)

Duelist's Blade

This ornately worked rapier is very popular with duelists. It grants +2 to Fighting, +1 damage, and increases the wielder's Parry by +2. (Artificer, Improved Artificer, +2 Fighting, +1 damage, Block, Improved Block.)

Fearmonger

Crafted by a wizard who preferred to scare his foes, Fearmonger is a dagger with +1 damage and +1 Fighting. If the user wishes, he may use the dagger's arcane skill of d10 to generate fear as per the power with a raise. This takes the form of an unearthly howl, as if the gates of Hell has been opened..

Because the weapon is a major artifact, the wielder may do this each round. (Artificer, Improved Enchant, +1 damage, +1 Fighting, *fear* with raise.)



Giant Slayer

Crafted by the dwarves during one of their many wars against the giants, Giant Slayer is a great axe dealing +2 damage to all it strikes. In the hands of a dwarf, it also deals +1d6 damage against foes three sizes or more larger than the wielder. (Artificer, Improved Artificer, +2 damage, Giant Slayer with limitation.)

Head Taker

Reputedly crafted for an executioner, Head Taker is a great sword with a purpose. It grants the wielder +1 damage and +2 Fighting, but only when he takes a Called Shot to his opponent's head. Against other body parts it confers absolutely no bonuses. (Artificer, +1 damage with limitation, +2 Fighting with limitation.)

Orcbane

Orcbane is a slim, elvish long sword with +1 damage and +1 Fighting. Against orcs, it inflicts +3 damage. (Artificer, +1 damage, +2 damage with limitation, +1 Fighting.)

Pathblocker

Pathblocker is a spear with a +2 damage bonus. The wielder gains a free attack against each and every foe who moves adjacent to him.

This does not cost the user his go if he is on Hold or has not yet acted during the round. (Improved Arcane Artificer, +2 damage, First Strike Edge, Improved First Strike Edge.)

Table 3: Ranged Weapons

Some fantasy campaigns include blackpowder weapons, whereas others do not. To allow for this, there are two tables to determine the type of ranged weapon. Pick whichever one suits your setting and roll a d20, then roll on Table 3B to determine the bonus.

Table 3A: Standard Fantasy

d20	Type	Cost
1-3	Axe, throwing	\$75
4-8	Bow	\$250
9-10	Crossbow	\$500
11-12	English Long Bow	\$200
13-15	Knife/Dagger	\$25
16-17	Sling	\$10
18-20	Spear/Javelin	\$250

Table 3A: Blackpowder Fantasy

The table assumes blackpowder weapons are still scarce and that regular ranged weapons are still used. If characters in your setting have ready access to blackpowder weapons, such as in the *50 Fathoms Savage Setting*, you should alter the d20 column to reflect this.

d20	Type	Cost
1-2	Axe, throwing	\$75
3-4	Bow	\$250
5-7	Crossbow	\$500
8	English Long Bow	\$200
9-10	Knife/Dagger	\$25
11	Sling	\$10
12	Spear/Javelin	\$250
13-14	Musket	\$300
15-16	Blunderbuss	\$300
17-20	Flintlock Pistol	\$150

Table 3B: Damage Bonus

d20	Bonus	Cost
1-5	+1 damage	+\$1000
6-10	+2 damage	+\$2000
11-13	+3 damage	+\$3000
14-16	+1 damage and roll on Table 2C	+\$1000
17-18	+2 damage and roll on Table 2C	+\$2000
19	+3 damage and roll on Table 2C	+\$3000
20	Special (roll again on this table for bonus then roll on Table 3D. Reroll if this result comes up again)	

Table 3C: Shooting Bonus

d20	Bonus	Cost
1–8	+1 Shooting/Throwing	+\$1000
9–14	+2 Shooting/Throwing	+\$2000
15–18	+3 Shooting/Throwing	+\$3000
19–20	Increased Range (see below)	+\$2000

Table 3D: Special Weapons

If a power has no additional effect on a raise, such as *obscure*, treat rolls of 19 as rolls of 17–18.

d20	Type	Cost
1–13	1d3 Edges	Variable
14–16	Minor Artifact: 1d2 powers	+\$3500*
17–18	Major Artifact: 1 power	+\$2000**
19	Major Artifact: 1 power with raise	+\$3000**
20	Roll twice. If you roll another 20, roll again for a third bonus.	

* Plus \$1000 per spell rank.

** Per PP of the power invested, plus \$1000 per spell Rank

Edges: For Edges, either choose one or roll on Table 3E. Ranged weapons have fewer Edges than melee weapons, simply because of their nature. Each time Increased Range is taken, increase the range brackets by their base value again.

For example, a bow would have a range of 24/48/96 if the Edge if the range were increased once and 36/72/144 if increased twice.

Powers: Either roll or choose from Table 3F. *Boost trait* applies to a single trait, fixed during the creation process. If you roll *smite*, the weapon gains a fire trapping to its standard ammunition (flaming arrows, an axe which bursts into flames once it leaves the thrower's hand). Foes struck by the weapon (or a missile fired from it) have a chance of catching fire. See **Fire** in *Savage Worlds*.

Powers with an area effect, such as *blast*, *obscure* and *stun*, work as normal but have their range increased to that of the weapon firing them. In effect, the weapon is creating a special type of ammunition in place of its regular load. With thrown weapons, the wielder mimics the throwing action and the spell does the rest. *Boost trait* affects a single trait, chosen during creation.

You can throw or fire a ranged weapon while activating a power at the standard multi-action penalty, but they remain two separate actions. You cannot hit someone with a “*stun* arrow” and gain the effects of both the power and the weapon's damage. *Smite* is the only exception to this rule.

Table 3E: Edges

d20	Type	Cost
1–2	Fast Load (reduce reload time by one round. If the weapon has a single round reload, replace this with Increased Range .	+\$2000
3–7	Increased Range	+\$2000
8–12	Marksman	+\$4000
13–15	Quick Draw	+\$2000
16–20	Steady Hands	+\$2000

Table 3F: Powers

d20	Type
1–2	Blast
3–6	Bolt
7–8	Boost Trait (usually Agility)
9–11	Entangle
12–13	Obscure
14–15	Quickness
16–18	Smite (fire trapping)
19–20	Stun

Sample Special Weapons

To help you quickly hand out special weapons and provide a few examples of how to create your own, here's a sample table of pre-generated weapons.

d20	Type	Cost
1–2	Crossbow of Many Bolts	\$10,500
3–5	Dagger of Pinning	\$2925
6–8	Dwarven Throwing Axe	\$2075
9–10	Elf Bow	\$7200
11–13	Fire Bow	\$5250
14–17	Javelin of the Gods	\$550
18–19	Nomad's Bow	\$3250
20	Target Seeker	\$9250

Crossbow of Many Bolts

This magical relic does not fire standard bolts—it fires magical ones. It can fire up to three bolts per round with no multi-action penalty at the standard range of 15/30/60. Each *bolt* inflicts 2d6 damage. (Improved Enchant, *bolt*.)

Dagger of Pinning

When thrown normally, the dagger has no bonuses. The thrower can, however, elect to use the dagger's special power. Instead of inflicting damage, the dagger splits into a swarm of miniature daggers, which pin an opponent's limbs, as *entangle*. When the target breaks



free, the swarm of daggers vanish, leaving only the original weapon behind. Despite being a minor artifact, the dagger has just 2 Power Points, enough to use of the power every two hours. It has a d8 arcane skill, which replaces the user's Throwing skill when using *entangle*. (Enchant, *entangle*.)

Dwarven Throwing Axe

Dwarves are renowned for their use of throwing axes, and these ones are especially useful against orcs, a known enemy of the dwarven people. The axe functions as a normal axe unless thrown against orcs or goblins, in which case it has +2 damage and +2 Throwing. (Arcane Artificer, +2 damage and Throwing, both with limitations.)

Elf Bow

Carved from white wood grown only in elven forest, the elf bow is a deadly weapon in the hands of its makers. It acts as an English Long Bow with a range of

30/60/120, inflicts +2 damage, and grants +2 to Shooting rolls in the hands of an elf.

In addition, if the firer does not move in a turn, he may fire as if he took the Aim maneuver. Non-elf archers find the bow has absolutely no powers. (Arcane Artificer, Improved Artificer, +2 damage, +2 Shooting, Increased Range, Marksman Edge, all with limitations.)

Fire Bow

This bow is enchanted to launch fiery arrows. The user simply loads a normal arrow and fires—the *smite* power contained within the bow (no raise) activates automatically when an arrow is loosed. (Improved Enchant, *smite* with no raise.)

Javelin of the Gods

This elegant throwing spear is engraved with runes of fire and destruction. When it strikes a target, it explodes in a Medium Burst template for 3d6 damage as an Area Effect weapon. The spear is consumed in the explosion and thus cannot be reused. (Alchemy, *blast*.)

Nomad's Bow

Created by shamans of the nomadic steppe horsemen, who bind spirits into their weapons to produce magical effects, this bow has +1 damage and grants the user +1 to Shooting rolls.

When used on horseback, the firer suffers no penalties for being on an "unstable platform." (Artificer, Improved Artificer, +1 damage, +1 Shooting, Steady Hands with limitation.)

Target Seeker

There are many stories of archers splitting rivals' arrows, or shooting a piece of fruit off of someone's head at great distance. Few archers could pull off such tricks without the aid of a Target Seeker. Made by elven craftsmen, these bows actually make subtle adjustments to their shape to account for the user's style of shooting, his weight, and so on. (Artificer, Improved Artificer, +1 damage, +2 Shooting, Marksman, Trademark Weapon.)

Modifiers

The damage modifier of a magic weapon is added to the regular damage inflicted by the weapon. For instance, a longsword normally causes Str+3 damage. A magical long sword with a +2 damage modifier inflicts Str+5 damage when it hits.

Bonuses to traits add directly to the user's roll, after checking for Aces. For example, a warrior who rolled a 7 on his Fighting roll before modifiers would actually have an 8.

Modifiers to Parry add directly to the wielder's Parry total. In order to receive the bonus the weapon must be drawn and free for use.

Table 4: Miscellaneous Magic

Miscellaneous Items cover a wide range of items. In fact, everything that doesn't easily fit into one of the other categories ends up here. To create your own, roll on Table 4A to determine the relic's power, then roll on the appropriate subtable.

Pre-Generated Relics: If you need something really quick, then roll on Table 4F and follow the directions—there's over 140 items ready to use. The list is far from exhaustive, but it covers most "common" relics.

Table 4A: Item Powers

Roll a d20 to determine the relic's power, then roll on the corresponding subtable. If a power has no additional effect on a raise, such as *burst*, treat rolls of 19 as 17-18.

d20	Type	Cost
1-6	Skill	Variable
7-13	1d3 Edges	Variable
14-16	Minor Artifact: 1d2 powers	+\$3500*
17-18	Major Artifact: 1 power	+\$2000**
19	Major Artifact: 1 power with raise	+\$3000**
20	Roll twice. If you roll another 20, roll again for extra bonuses	

* Plus \$1000 per spell rank.

** Per PP of the power invested, plus \$1000 per spell Rank

Skill: Roll once on Table 4B to determine the skill, and then on Table 4C to determine the bonus it grants the user.

Edges: Pick or roll on Table 4D once for each Edge. If you roll an Edge marked "*" twice, you gain the "Improved" version, otherwise reroll duplicate results. Prices after the "/" are for the improved version of the Edge.

Powers: Roll once on Table 4E for each power. Not every arcane power is listed—powers like *blast* and *stun* are better suited to wands and staves. If you want to use them in boots, cloak, or gloves, then feel free to add them.

Note: Relying on totally random rolls may produce rather strange results. For instance, you may end up with an item granting +1 Boating and Streetwise, or with +2 Lockpicking and the Charismatic Edge. Rather than just reroll these "oddities," see if you can make them work. The first item might, for instance, be a pirate's eyepatch or maybe even a magic parrot. The parrot could shout out instructions to the owner, and be used to sit in bars listening to gossip.

Unless the combination is truly odd, having an unusual set of powers makes the item more unique, so give it a cool name and go with it.

Table 4B: Skill

d20	Skill
1	Boating
2	Climbing
3	Fighting
4	Gambling
5	Guts
6	Healing
7	Intimidation
8	Investigation
9	Knowledge
10	Lockpicking
11	Notice
12	Persuasion
13	Riding
14	Shooting
15	Stealth
16	Streetwise
17	Swimming
18	Taunt
19	Throwing
20	Tracking

Table 4C: Skill Bonus

d20	Type	Cost
1-12	+1 bonus	\$1000
13-17	+2 bonus	\$2000
18-20	+3 bonus	\$3000

Table 4D: Edges

d20	Type	Cost
1	Ambidextrous	\$2000
2-3	*Arcane Resistance	\$2000/\$2000
4-5	Charismatic	\$2000
6	Combat Reflexes	\$4000
7	Command (see below)	\$2000
8	Danger Sense	\$2000
9	Fast Healer	\$2000
10	*Level Headed	\$4000/\$4000
11-12	*Luck	\$2000/\$2000
13	Fleet Footed	\$2000
14	*Hard to Kill	\$2000/\$6000
15	Marksman	\$4000
16-17	Nerves of Steel	\$2000/\$2000
18	Quick	\$2000
19	Steady Hands	\$2000
20	Strong Willed	\$2000

Command: If you roll this Edge twice, you may wish to allow the relic to contain Fervor (\$6000), Hold the Line (\$4000), Inspire (\$4000), or Natural Leader (\$4000).

Table 4E: Powers

2d20	Type
2–5	Armor
6	Barrier
7	Beast Friend
8–10	Boost/Lower Trait
11	Burrow
12–13	Deflection
14	Detect/Conceal Arcana
15	Dispel
16–17	Elemental Manipulation
18	Entangle
19–20	Environmental Protection
21	Fear
22–23	Fly
24	Invisibility
25–27	Light
28	Obscure
29	Puppet
30	Quickness
31–32	Shape Change
33	Smite
34	Speak Language
35–36	Speed
37	Telekinesis
38–39	Teleport
40	Zombie

Table 4F: Pre-Made Relics

Roll a d20 on the Miscellaneous Magic Table below, then roll on the appropriate subtable. Item descriptions are listed alphabetically after the tables. For items marked “*,” roll on Table 4C to determine the bonus.

d20	Type
1–2	Clothing 1 (Table 4G)
3–4	Clothing 2 (Table 4H)
5–6	Clothing 3 (Table 4I)
7–8	Clothing 4 (Table 4J)
9–10	Clothing 5 (Table 4K)
11	Jewelry 1 (Table 4L)
12	Jewelry 2 (Table 4M)
13–14	Miscellaneous 1 (Table 4N)
15–16	Miscellaneous 2 (Table 4O)
17–18	Miscellaneous 3 (Table 4P)
19–20	Miscellaneous 4 (Table 4Q)

Table 4G: Clothing 1

d20	Type	Cost
1–2	Armbands of Strength	\$5000
3–4	Bearskin Cloak	\$1500
5	Belt of Strength	\$7000
6–7	Boots of Speed	\$3000
8	Bracers of Agility	\$7000
9–11	Bracers of the Mule	\$1000
12	Cap of the Cautious Warrior	\$3500
13–14	Cap of Concentration	\$6000
15	Cap of Concentration, Greater	\$8000
16	Cap of Tongues	\$3000
17	Cloak of Bridging	\$6500
18–19	Cloak of Darkness	\$2000
20	Cloak of Dragonscales	\$1500

Table 4H: Clothing 2

d20	Type	Cost
1	Cloak of Etherealness	\$9000
2–3	Cloak of Invisibility	\$12,000
3	Cloak of Invisibility, Greater	\$17,000
5–7	Cloak of Protection	\$5000
8	Cloak of Protection, Greater	\$7000
9–10	Cloak of Regal Bearing	\$2000
11–12	Cloak of Shadows	\$5000
13	Cloak of Shadows, Greater	\$7000
14	Cloak of Teleportation	\$5900
15–16	Cloak of the <Animal>	\$13,500
17	Cloak of the Small Folk	\$5500
18–19	*Courtier’s Robes	Variable
20	Elf Goggles	\$2000

Table 4I: Clothing 3

d20	Type	Cost
1–3	*Elven Gloves	Variable
4–5	*Executioner’s Hood	Variable
6	Gauntlet of Poltergeists	\$6500
7–8	Giantskin Cloak	\$5500
9	Girdle of Endurance	\$7000
10–11	*Glasses of Rapid Reading	Variable
12–13	*Gloves of Fighting	Variable
14	Goblin Goggles	\$2000
15–16	Goggles of Revealing	\$5000
17	Goggles of the Eagle	\$5000
18	Goggles of Translation	\$4000
19–20	Headband of Action	\$4000

Table 4J: Clothing 4

d20	Type	Cost
1	Headband of Action, Greater	\$8000
2–3	Headband of Intelligence	\$4000
4–5	Headband of Leadership	\$2000
6–7	*Jester's Hat	Variable
8–9	Left Handed Glove	\$2000
10–11	Mariner's Shoes	\$2000
12–13	Mask of Beauty	\$2000
14	Mask of Beauty, Greater	\$4000
15–16	Mask of the Merman	\$1500
17	Peacemaker's Gloves	\$5500
18	Purse of Unlimited Wealth	\$1000
19	Rabbit-skin Boots	\$5000
20	Salamander Gloves	\$3500

Table 4K: Clothing 5

d20	Type	Cost
1–2	Skirt of the Dervish	\$5500
3–4	Skull Mask	\$4500
6	Skullcap of Intellect	\$7000
6–7	Slaver's Shackles	\$11,000
8–9	Snakeskin Gloves	\$2000
10–11	Spider Boots	\$4000
12–13	Spiderweb Mask	\$4500
14–15	Swordsman's Scabbard	\$2000
16	Tabard of the Holy Warrior	\$2000
17–18	Viper Tooth Gloves	\$6500
19–20	Wolfskin Boots	\$2000

Table 4L: Jewelry 1

d20	Type	Cost
1–2	Anklet of Agility	\$5000
3–5	*Beads of Knowledge	Variable
6–7	Bracelet of Cats' Whiskers	\$4000
8–9	Bracelet of Danger Sense	\$2000
10–11	Brooch of Confidence	\$5000
12–13	Brooch of Fitness	\$5000
14–16	Brooch of Gems	\$50
17–18	Brooch of Rapid Recovery	\$2000
19–20	Brooch of Resistance	\$2000

Table 4M: Jewelry 2

d20	Type	Cost
1	Brooch of Resistance, Greater	\$4000
2–4	*Bull's-eye Pendant	Variable
5–7	Charm of the Warrior	\$4000
8–10	*Medal of Honor	Variable
11–12	*Necklace of Ears	Variable
13–14	*Pendant of the Wolf	Variable
15	*Ranger Badge	Variable
16	Spinning Pendant	\$6500
17	Torc of Authority	\$7000
18–20	*Stone of Boosting	Variable

Table 4N: Miscellaneous 1

d20	Type	Cost
1–2	Adventurer's Tinderbox	\$2900
3–4	Adventurer's Torch	\$3000
5	Bag of Fog	\$5000
6	Bag of Marbles	\$4500
7	Barrier Staves	\$4000
8	*Battlefield Map	Variable
9–10	Bear's Tooth	\$300
11–12	Beggar's Bone	\$4000
13	Bell of Turning	\$5500
14	Blood Banner	\$8000
15	Book of Riddles	\$5500
16–17	Captain's Plume	\$6000
18	Chalk of Spirit Warding	\$100
19	Circlet's of Safe return	\$7500
20	*Coachman's Whip	Variable

Table 4O: Miscellaneous 2

d20	Type	Cost
1	Collar of Faithfulness	\$2000
2	Collar of Obedience	\$2000
3	Crook of the Tomb Guard	\$5500
4	Crystal Ball	\$6300
5	Doppelganger Prism	\$5500
6–8	Dragon's Tooth	\$75
9–10	Dust of Levitation	\$125
12	Dust of Reanimation	\$250
13–14	Exploding Stones	\$300
15–16	Flash Pellets	\$100
17	Flute of the Shepherd	\$4500
18–19	Flying Carpet	\$12,000
20	Gem of Desire	\$6100

Table 4P: Miscellaneous 3

d20	Type	Cost
1	Gem of Elementals (Air)	\$250
2	Gem of Elementals (Earth)	\$250
3	Gem of Elemental (Fire)	\$250
4	Gem of Elementals (Water)	\$250
5-6	*Gossip's Coin	Variable
7	Grave Dust	\$150
8	Hero's Banner	\$7000
9	Horn of Bellowing	\$6500
10	Horn of Heroes	\$4000
11	Lamp of the Elementals	\$6500
12	Mage's Key	\$5000
14	Magical Map	\$4500
14-16	Mana Stone	\$1000/PP
17-18	*Manual of the Wilds	Variable
19	*Mariner's Sextant	Variable
20	Picks of the Master Thief	\$7000

Table 4Q: Miscellaneous 4

d20	Type	Cost
1	Pipers of Peaceful Rest	\$5500
2-3	*Pocket Bestiary	Variable
4-5	Rabbit's Foot	\$2000
6	Rabbit's Foot, Greater	\$4000
7-8	*Rope of Climbing	Variable
9	Roving Rat	\$4500
10	Sentry Orb	\$5500
11-13	Smoke Pellets	\$100
14	Spade of Tunneling	\$7000
15	Standard of the Forlorn Hope	\$6000
16	Staff of Warding	\$19,000
17-18	*Thieves' Picks	Variable
19	Window Chalk	\$150
20	Witch's Broom	\$18,000

The Price of Magic

It may appear obvious that many items, even ones with vastly different powers, have near-identical costs.

Savage Worlds is designed to be fast, Furious, and Fun—getting bogged down in complex math just to calculate the cost of a magic item doesn't really fit into any of the three "F's."

Also remember that this book is a *toolkit*, not a firm set of rules. It's designed to make your life as a GM easy and to provide you with a head start when creating your own setting or adventures.

Don't feel you have to stick to anything written here. If you want an in-depth magic item cost table, make one.

Miscellaneous Descriptions

Adventurer's Tinderbox

Contained within this waterproof box is a flint and steel. When struck against a flammable object, the sparks instantly raise the temperature of the material to its conflagration point, resulting in an instant roaring fire. If used against a flammable creature (requires a successful Touch Attack), the resultant flames cause 1d10 damage per round. Check to see if the fire spreads as normal.

Each use of the power drains 2 Power Points. (Enchant, *ignite*.)

Adventurer's Torch

Invented to provide light to adventuring parties without tying up a hand, the adventurer's torch floats six feet off the ground and sheds permanent light equal to that of a regular torch in a Large Burst Template. The torch stays within 2 yards of the last person to touch it. (Improved Enchant, *light*, *telekinesis* with limitation.)

Anklet of Agility

This silver anklet is engraved with tiny images of cats. It grants the wearer a one die increase to his Agility. (Improved Enchant, *boost trait—Agility*.)

Armbands of Strength

Fashioned from iron and engraved with runes of power, the wearer receives a one die increase to his Strength. (Improved Enchant, *boost trait—Strength*.)

Bag of Fog

This gray sack is a major artifact, enchanted to produce thick fog whenever the drawstring is opened.

On the round the bag is activated, place the edge of a Large Burst Template next to the bag. Each round the bag remains open another Template is added. Place subsequent templates in a straight line pointing away from the bag. The fog *can* move against the wind. If the bag is closed, the fog cloud disperses 3 rounds later. Attacks into, out of, or through the fog suffer a -6 penalty. (Improved Enchant, *obscure*.)

Bag of Marbles

When opened and the command word spoken (requires an arcane skill roll), a Cone Template of marbles flows forth.

If the arcane skill roll was successful, anyone moving through the Template acts as if they were in Difficult Terrain. With a raise, movement becomes an

action (so walking up to Pace and fighting would incur a multi-action penalty—running would incur two multi-action penalties if the mover wanted to perform another action as well).

The bag is a minor artifact. Each use of the bag costs 2 Power Points with a Duration of 3 (1/round). When the Duration expires, the marbles turn to smoke. (Enchant, *slow*.)

Barrier Staves

Found in sets of 1d4+1, barrier staves are short poles tipped with small rubies at one end and a metal spike on the other. They are major artifacts.

When two or more poles are stuck in the ground, a wall of crackling energy forms between them. This has a Toughness of 10. Each pole must be placed within 2 yards of any adjoining pole or the barrier field between them will not activate.

Each section of the barrier may be destroyed by an attack that exceeds its Toughness of 10. Hitting the wall is an automatic Fighting attack (ranged weapon must roll to hit as normal), but raises on the attack roll do not grant bonus damage.

A destroyed section does not reform until the two poles it anchored to are removed from the ground and replaced. It should be noted that when the barrier forms, the poles are inside. Removing them requires access to the barrier.

Objects cannot pass through the wall while it is activated (in either direction), but may try to climb over it. This requires a Climbing roll at -2. Each round of contact inflicts 2d4 damage.

The listed price is per staff. (Improved Enchant, *barrier*).

Battlefield Map

This large, vellum map unfolds to an area one yard to a side. If used on a battlefield with more than one hundred combatants in total, tiny representations of the units and the terrain appear on the map. The maximum size of the battlefield displayed is 2 miles per bonus the relic bestows.

As the combatants move in the real world, their actions are duplicated on the map. A general using the map gains a bonus to his Knowledge (Battle) rolls—the bonus varying with the power of the item. (Artificer, +1, +2 or +3 Knowledge (Battle).)

Beads of Knowledge

Each bead of knowledge is made of colored glass and has a hole drilled through the center, allowing them to be worn as a necklace.

When worn in this fashion, each bead grants the wearer a bonus to one Knowledge skill, as

Stacking Bonuses

What sorts of bonus stack with similar bonuses?

Flat bonuses granted from Artificer items stack with the user's Edges and with arcane powers. A character with the Investigator Professional Edge and investigator's glasses receives +4 to Investigation, but only +2 Notice unless he is sifting through evidence, when it rises to +4.

Edges from Artificer items stack with a character's own Edges if they provide a flat die bonus. A character with Combat Reflexes and a charm of the warrior is at +4 to recover from being Shaken.

Artificer items do not stack with other artificer items granting a similar bonus—the wearer uses the higher bonus. A character with a sword which bestows +2 Fighting and who wears gloves of fighting +3 only has a +3 bonus.

Bonuses from artifacts (those containing powers) stack with similar bonus from Artificer items, but not with similar artifacts. Again, the wearer gains only the highest benefit. Wearing armbands of strength and a belt of strength still only grants a two die step bonus.

Powers cast by a spellcaster stack with magic items only if the power description says stacking is possible. A character wearing a belt of strength who is subject to a *boost trait* spell to his Strength (no raise), has a three step increase for the duration of the spell. A character with a cloak of protection (+2 Armor) would not benefit from an *armor* spell unless it was a raise, in which case he would take the higher +4 bonus.

To give a rather extreme example, a character with a cloak of protection (+2 Armor), a brooch of resistance (+2 Armor vs. damage-causing magic), wearing a chain hauberk +2 (+4 Armor total), with the Arcane Resistance Background Edge, would have a total Armor bonus of +6, and +10 against damaging causing magic powers.



determined by the GM when they are found. Beads are engraved with small pictorial representations of the skill they confer—a bead increasing Knowledge (Engineering) may have an image of a bridge, for example. (Artificer, +1, +2, or +3 to one Knowledge skill.)

Bear's Tooth

Usually found in sets of 1d6, bear's teeth are one-use items. When thrown on the ground, they transform into a bear under the user's command. The bear remains for 1 minute or until killed, whichever comes first. If the minute ends and the bear is still alive, it vanishes. The tooth is destroyed when used. The listed price is per tooth.

Other variations, such as wolf's teeth and snake's fangs also exist. (Alchemy, *shape change* to bear.)

Bearskin Cloak

When worn, this thick bearskin cloak provides total protection against all forms of background cold, including blizzards and subzero temperatures. Cold attacks, such as icy bolts, inflict normal damage against the wearer. (Improved Enchant, *environmental protection* with cold limitation.)

Beggar's Bone

Despite its name, this relic is not carved from the bone of a beggar, but that of a large herd animal. It can be thrown to a range of 3/6/12, using Throwing skill.

When it lands, the thrower must speak the command word and make an arcane skill roll. If successful, all canines (including wolves and dire wolves) within a Large Burst Template centered on the landing spot must make a Spirit roll versus the bone's arcane skill or immediately rush to the bone and begin gnawing upon it, ignoring other targets.

Attacking a victim allows them a Spirit roll to escape enthrallment as a free action. When the duration expires, affected creatures return to their senses,

The bone is a minor artifact. Each use of the power costs 3 points and it has a Duration of 3 (1/round). (Enchant, *hypnotic trance* with limitation).

Bell of Turning

Inscribed with holy symbols of the good gods, this large hand bell is a ward against undead. When activated, it begins ringing of its own accord, creating an area of holy power equal to a Large Burst Template centered on the bell carrier.

Any undead wishing to physically enter the area must succeed in a contested Spirit check against the bell's arcane skill. With success, they may enter freely. On a failure, they are prevented from crossing the boundary for the duration.

Ranged weapons and melee weapons with Reach pass freely through the warding, but spells and monstrous abilities (such as a vampire's Charm) are blocked if the undead fails its roll.

Undead already within an area that becomes consecrated must make a Spirit roll versus the bell's arcane skill. On a success they are free to remain in the area. A failure means they become Shaken and are expelled, moving to just outside the warding. With a critical failure they suffer an automatic wound and are expelled.

The bell is a minor artifact. Each use of the power costs 3 Power Points with a Duration of 1 minute (1/minute). (Enchant, *consecrate*.)

Belt of Strength

A wide leather belt with a buckle formed from two bulls interlocking horns, this major artifact increases the wearer's Strength by two die steps. (Improved Enchant, *boost trait—Strength* with raise.)

Blood Banner

Drenched in the blood of a hundred soldiers slain on the battlefield, this deep red banner functions only when held aloft. All allied characters (including Wild Cards) within 5" (10 yards) of the carrier receive a +1 bonus to recover from being Shaken and +1 to their Fighting rolls so long as the banner is raised. (Improved Artificer, Command Edge, Fervor Edge.)

Book of Riddles

Reading aloud from this book gives the user the ability to confuse his foes. The reader must pick a single target within his Smarts x 2" and then make an arcane skill opposed by the victim's Smarts. If

successful, the magic causes the victim to lose concentration. All the victim's trait rolls are made at -2 for the duration, -4 on a raise.

Each use of the power costs 4 Power Points with a Duration of 3 (1/round). (Enchant, *confuse the mind*.)

Boots of Speed

Crafted from finest deer hide and laced with dog sinew, the wearer of these boots has his base Pace doubled. (Improved Enchant, *speed*.)

Bracelet of Cat's Whiskers

Formed from the whiskers of black cats knotted together, this unusual relic bestows upon the wearer some of the cat's gift of nine lives.

If "killed," roll a die. On an odd result, the wearer is dead as usual. On an even roll, he's Incapacitated but somehow escapes death.

The magic is good for just nine uses—the tenth "death" is guaranteed. (Improved Artificer, Hard to Kill Edge with limitation (no bonus conferred), Harder to Kill with limitation.)

Bracelet of Danger Sense

Made from silver good luck charms held together by a silver thread, this bracelet begins to jingle if the wearer is in imminent danger (such as a surprise attack, ambush, or other nasty surprise). The wearer is automatically on Hold for the first round of combat. (Improved Artificer, Danger Sense Edge.)

Bracers of Agility

These wristguards are decorated with images of striking serpents. The wearer gains a two dice increase to his Agility. (Improved Enchant, *boost trait—Agility* with raise.)

Bracers of the Mule

Decorated with images of mules, these thick leather wristbands allow the wearer to carry to 8x his Strength. (Improved Artificer, Brawny Edge with limitation.)

Brooch of Confidence

The wearer of this finely decorated silver brooch gains a one die step increase to his Spirit. (Improved Enchant, *boost trait—Spirit*.)

Brooch of Fitness

Made from iron and cast in the shape of a bull, the brooch grants the wearer a one die step increase to Vigor. (Improved Enchant, *boost trait—Vigor*.)

Single Use Items

A few of the items in this section are one-use only devices—the brooch of gems and bear's tooth being two examples. Once the item's power is invoked, it is either destroyed or becomes a mundane item.

Despite not being a potion or scroll, these devices are created using the Alchemy rules.

This slight bending of the rules allows you, and your players, to be more versatile with their magic. It also allows you to hand out one-shot items as character rewards without giving away armloads of powerful magic items.

You could even allow alchemists to use Artificer bonuses for short duration potions.

Brooch of Gems

Lavishly crafted in gold-plated tin and studded with low-quality gems, this piece of costume jewelry packs a hidden punch. Each gem can be plucked out and flicked to a range of 12/24/48. This requires a Shooting roll.

When launched, each stone transforms into a ball of energy the same color as the gem that formed it. On impact, the ball of energy explodes for 2d6 damage. Picking and flicking a single gem counts as an action.

Each brooch comes with 2d6 gems. The listed price is per gem. (Alchemy, *bolt*.)

Brooch of Rapid Recovery

Shaped like a caduceus (two serpent coiled around a staff), this gold brooch allows the wearer to add +2 to Vigor rolls when checking for natural healing. (Improved Artificer, Fast Healer Edge.)

Brooch of Resistance

These magical brooches were designed by a band of rogue mages who sought to overthrow the Wizards' Council. The plan failed, and the brooches were lost.

The wearer acts as if he had 2 points of Armor when hit by damage-causing arcane powers, and adds +2 to his trait rolls when resisting opposed powers. Even friendly arcane powers are affected. (Improved Artificer, Arcane Resistance Edge.)

Brooch of Resistance, Greater

These brooches are more powerful versions of the brooch of resistance (p. 33). Armor and trait modifiers are increased to +4. (Improved Artificer, Arcane Resistance Edge, Improved Arcane Resistance Edge.)

Bull's-eye Pendant

Worn around the neck, the pendant is crafted from concentric circles of bronze, silver, and gold. The wearer receives a bonus to his Throwing skill dependant on the strength of the relic. (Artificer, +1, +2, or +3 Throwing.)

Cap of Concentration

Wizards maintaining powers may be disrupted if they suffer damage or are Shaken by nonphysical means. The cap of concentration keeps the wizard's mind focused on his magic, even when his body and mind are being assaulted. The wearer receives a +2 bonus to rolls to resist disruption. (Improved Enchant, *concentrate*.)

Cap of Concentration, Greater

Functions as the cap of concentration, except the bonus increases to +4. (Improved Enchant, *concentrate* with raise.)

Cap of the Cautious Warrior

Knowledge is power, as most wizards can tell you. To activate the power of this minor artifact, the wearer need only point at one or more targets with his Smarts x 2".

With a successful arcane skill roll, the character discerns the number of Edges and Hindrance or special abilities possessed by each target nominated at the time of activation. On a raise, he knows the name of all the Edges and Hindrances or special abilities, but not their specific game mechanics.

Each use of the power costs 1 Power Point per target, with an Instant Duration. (Enchant, *analyze foe*.)

Cap of Tongues

Crafted from doeskin and decorated with images of open mouths, the cap of tongues allows the wearer to speak and understand any language spoken within a Large Burst Template (centered on him). The cap does not grant the ability to decipher script. (Improved Enchant, *speak language*.)

Captain's Plume

This elegant red feather plume must be worn atop a helmet to function. When so worn, all allied characters (including Wild Cards) within 5" of the wearer gain a +2 bonus to recover from being Shaken. (Improved Artificer, Command Edge, Inspire Edge.)

Chalk of Spirit Warding

Found in groups of 1d6 sticks, this relic resembles a stick of normal chalk engraved with the holy symbol of the god of death.

Each stick can create a single circle equal in radius to a Medium Burst Template. It can be used to draw a smaller circle, but the magic contained in each piece of chalk is good for one use only.

Spirits wishing to cross the barrier must make an opposed Spirit check (no pun intended) against the drawer's Spirit. If they fail, they cannot pass the barrier while the spell remains active.

The circle stops the entity from passing through, but does not prevent it from using abilities such as Fear or throwing physical objects. Spirits within a circle when it is drawn who fail their Spirit roll are expelled and Shaken.

The circle lasts until crossed by a living being of rat-size or larger (in either direction) or an hour passes, whichever occurs sooner. The listed price is per stick of chalk. (Alchemy, *spirit shield*.)

New Powers

Many of the items in this book refer to powers not found in *Savage Worlds*. These powers are fully detailed in the *Fantasy World Builder's Toolkit*.

However, items using these new powers have the basic game mechanics duplicated here so you can use the items right away.

For now, characters can have magic items containing a variety of new powers but are unable to duplicate the effects themselves.

If your setting contains new powers (the *Fantasy World Builder Toolkit* has a section discussing designing new powers), you should work them into new magic items unique to your world..

Charm of the Warrior

This charm is worn around the neck on a leather strap. Usually made of iron, it is carved in the shape of two crossed swords hanging downward toward the heart.

The wearer receives a +2 bonus to recover from being Shaken. (Artificer, Combat Reflexes Edge.)

Circlets of Safe Return

These gold bands, each a yard wide, work in pairs. One circlet is placed in a safe location (such as a wizard's laboratory), and the other carried.

Matched pairs are easily identifiable as they are engraved with identical runes of power. When created, each wizard adds a unique rune to prevent the possibility of someone appearing in his sanctum in error if their other runes match.

When the user needs a quick escape, he simply drops the circlet he is carrying on the ground and speaks the command word (make an arcane skill roll).

If successful, he and the circlet disappear, and reappear inside the second circlet, no matter how far away it is located. If the second circlet is blocked or covered, the artifact will not let him teleport.

Prices are for a matched pair. If discovered in a "dungeon," the pair may not be located near each other (or even in the same geographic area). Finding the second one requires only that someone be brave enough to step inside and activate the power.

These minor artifacts contain 20 Power Points. Each use drains the entire reserve. (Enchant, *teleport*.)

Cloak of Bridging

Knitted from gray wool with runic stitching along the hem, the cloak of bridging appears to be a normal foul-weather cloak. To function, it must be waved over a ditch, chasm, or other gap, and the command word spoken (an arcane skill roll).

If successful, the cloak hardens and expands to form a bridge, with a maximum length in game inches equal to the arcane skill die. The bridge must overlap each side of the drop by 1 game inch or the cloak reverts back to its normal form and the Power Points are wasted. Once the user has crossed, he need only grasp the end of the cloak on his side of the drop and shake it to cancel the spell and return the cloak to its normal form.

For all intents and purposes the bridge is a real, if temporary, structure. It has a Toughness of 12 per game inch. The structure has no supporting arch or columns and the loss of a single segment causes catastrophic failure.

The cloak is a minor artifact. Each use costs 4 Power Points, with a Duration of 3 (1/round). (Enchant, *magic bridge*.)

Cheating on Items

If you didn't already notice, take a look at the circlets of safe return and see what's wrong. Yep, they use the *teleport* power over an infinite range. The same "brokenness" applies to the horn of heroes—it uses an Edge to affect a Cone Template but with different game mechanics to the Edge's description.

Is this cheating? Well, the honest answer is yes and no. Yes, because they break the rules, but no, because rules are there to be broken (or at least bent).

The circlets let the user get of trouble easily, but only to a fixed location. Wise heroes will store the circlets somewhere secure, most likely many days travel from the site of the adventure. They escape certain death, but they're out of the rest of the adventure.

As for the horn, it grants no bonus to the recovery roll, affects friend and foe alike, and costs the user an action.

The powers, and Edges, in *Savage Worlds* cannot cope with every need you have as a GM. If you want a cool relic that doesn't quite fit the rules, bend the rules to fit the relic. Just make sure the end result is still balanced and there's no problem.

Cloak of Darkness

Woven from black thread and lined with black silk, a cloak of darkness is the bane of creatures who hunt with Thermal Vision.

The wearer appears to have the same body temperature as the surrounding air, and thus creatures with Thermal Vision suffer standard Lighting penalties when fighting him. (Artificer, *Infravision*.)

Cloak of Dragonscales

Few cloaks of this type are truly made from dragon scales—the name refers to the power not the material. The wearer is immune to damage from background sources of heat, no matter how extreme. He can walk through lava flow, or leap into a burning house without worry.

Direct fire attacks, such as a fiery *blast*, inflict damage as normal, however. (Improved Enchant, *environmental protection* with heat limitation.)

Cloak of Etherealness

These cloaks have a misty quality about them, seemingly to be only partly in the material world. When worn, the user becomes ethereal. He is unable to affect the world through material means, and it in turn cannot affect him. He can walk through walls, and non-magical weapons pass straight through him. Any items carried by the user when he dons the cloak are also ethereal.

The user may cast magic, however, and is still susceptible to magic attacks, including physical powers, such as *bolt*, and magic items.

Should the wearer become corporeal "inside" someone or something, both he and his victim suffers damage. A hand causes 1 wound to each, an arm causes 2 wounds, both arms cause 3 wounds, and the whole body causes 4 wounds. (Improved Enchant, *etherealness*.)

Cloak of Invisibility

Woven from the hair of thieves, the cloak of invisibility is highly prized by those whose business is not for prying eyes. When donned, the wearer becomes transparent, leaving only a faint outline. A character may detect his presence if he has a reason to look and makes a Notice roll at -4. Once detected, he may attack his foe at -4 as well. (Improved Enchant, *invisibility*.)

Cloak of Invisibility, Greater

These cloaks are advanced versions of the cloak of invisibility. The wearer becomes completely invisible, and the penalty to Notice or hit him rises to -6. (Improved Enchant, *invisibility* with raise.)

Cloak of Protection

Valued by warriors and wizards alike, a cloak of protection grants the wearer +2 Armor. (Improved Enchant, *armor*.)

Cloak of Protection, Greater

Greater cloaks of protection functions like their lesser cousin above, but grant a +4 Armor bonus. (Improved Enchant, *armor* with raise.)

Cloak of Regal Bearing

Made from purple velvet and edged with ermine, the cloak of regal bearing is an item fit for a king. The wearer receives a +2 bonus to his Charisma. (Improved Artificer, Charismatic Edge.)

Cloak of Shadows

Weaved from dark cloth and stitched with mystic runes, this voluminous cloak seems to flicker and shift form, making the wearer's outline indistinct, whether he is moving or stationary.

Opponents attacking the user find it hard to pinpoint his exact position, and suffer a -2 penalty to their attack roll. (Improved Enchant, *deflection*.)

Cloak of Shadows, Greater

This advanced version of the cloak of shadows causes foes attacking the wearer to suffer a -4 penalty. (Improved Enchant, *deflection* with raise.)

Cloak of Teleportation

By wrapping himself in the cloak and uttering the command word (make an arcane skill roll), the wearer can disappear and instantly reappear up to 10" distant for each 3 Power Points spent, or 15" with a raise. This counts as his movement for the round. Adjacent opponents do not get a free attack against the teleporting character. If the hero wishes to teleport somewhere he can't see, he must make a Smarts roll at -2. If it is an unknown area he has never seen the roll is at a -4 penalty.



Failure of either roll means the teleporter has hit an object of some sort. He returns to where he came from and is Shaken. A roll of 1 on the casting die (regardless of the Wild Die) indicates a more serious disaster—in addition to being Shaken he also suffers 2d6 damage.

The teleporter can never enter a solid space even if he tries. The cloak instantly returns him to his starting location as above.

The cloak is a minor artifact but has 12 Power Points. (Enchant, *teleportation*.)

Cloak of the Animal

There are many different variants of this relic, but each allows the wearer to assume the form of the animal from whose skin the cloak is fashioned.

The GM should decide which particular animal the cloak is made from. Use the Shape Change Table as a guideline for unlisted creatures.

To use the cloak, the wearer wills himself to become the beast and makes an arcane skill roll. Regardless of type, the cloak is always a minor relic with 10 Power Points. The base cost to use the cloak is shown on the table below and the effect has a Duration of 1 minute (1/minute). Weapons and other personal effects are assumed into the animal's form and reappear when the effect ends, but other objects are dropped.

While transformed, the character retains his own Smarts, Spirit, and linked skills (though he may not be able to use them since he cannot speak).

He gains the animal's Agility and Strength and linked skills, and cannot use most devices. He has no capacity for speech and cannot use powers, though he may continue to maintain powers previously activated. The GM has final say on what an animal can and cannot do.

A character in dog-form might be able to pull the trigger on a crossbow, for instance, but would use a default skill roll of d4-2 as the animal has no Shooting score of its own.

The wearer's Persuasion functions normally, but without speech, might suffer a -4 or worse penalty depending on what he tries to accomplish. (Enchant, *shape change* with limitation of one animal only.)

Cost	Animal Types
3	Hawk, rabbit, cat, snake
4	Dog, wolf, deer
5	Lion, tiger
6	Bear, shark
7	Great white shark

Cloak of the Small Folk

Popular with thieves and adventurers moving through narrow tunnels, this cloak appears rather rustic and is usually an earthy brown.

When the clasp is fastened and the command word spoken (make an arcane skill roll), the wearer shrinks by one size category per success and raise, to a minimum of Size -2. The wearer can opt not to take the full reduction if he wishes.

Each level of size reduction reduces the wearer's Strength by one die type (minimum of d4) and his Toughness by 1 (minimum of 2). Everything the wearer is carrying when he shrinks changes size to suit.

Characters reduced to Size -2 are Small and are harder to hit (see **Monstrous Abilities** in *Savage Worlds*). They may also share a space occupied by another character.

Each use of the cloak costs 3 Power Points. The effect has a Duration of 3 (1/round). (Enchant, *shrink*.)

Coachman's Whip

This coachman's whip provides a bonus to the characters Driving skill dependant on its power. (Artificer, +1, +2, or +3 Driving.)

Collar of Faithfulness

This studded collar expands and contracts, allowing an animal as small as a rat or as large as a bear to wear it.

When placed around the neck of a friendly animal, it allows the character who placed the collar to spend bennies for the beast, but not to control its actions. It does not make hostile animals friendly. (Improved Artificer, Beast Bond Edge.)

Item Descriptions

Many of the relics use standard powers from the *Savage Worlds* rulebook but have their description reprinted, at least in summarized form, in the item description..

This duplication is to make your life easy. Rather than just say, "This item functions as per the *telekinesis* power," and let you go flicking through the main rules, the description details everything you, and your players, need to know.

If you are writing your own adventures, print the item out a sheet of paper and stick it on an index card. When the characters discover the relic's function, hand them the card. Now they can see exactly what the relic does.



Collar of Obedience

This studded dog collar expands and contracts, allowing an animal as small as a rat or as large as a bear to wear it. When placed around the neck of an animal, it makes the beast a loyal companion of the character who placed it. The creature is not a slave—just loyal to its master.

Attaching it to an unwilling creature requires a Called Shot to the head with a Fighting roll. (Improved Artificer, Beast Master Edge.)

Courtier's Robes

Made from the finest silk and lavishly decorated with gold and silver thread, the wearer of these robes would not be out of place in a king's court. The wearer gains a bonus to his Persuasion rolls. (Artificer, +1, +2, or +3 Persuasion.)

Crook of the Tomb Guard

This small crook (3' long) is banded with gold and lapis, and engraved with runes of death and servitude. When waved over a corpse and the command word spoken, the corpse is possessed by a foul spirit and becomes a mummy under the dominion of the one who created it.

This crook is a minor artifact with 15 Power Points. Each use of the power costs 5 Power Points. Mummies awakened through its power remain animated for one day for each success and raise on the arcane skill roll. It is said that more powerful versions of this relic exist, with the ability to permanently raise the dead. (Enchant, *zombie*.)

Mummy

Attributes: Agility d4, Smarts d8, Spirit d10, Strength d12+2, Vigor d12

Skills: Fighting d8, Guts d10, Intimidation d8

Pace: 4; **Parry:** 6; **Toughness:** 10

Special Abilities:

- **Fear:** Anyone seeing a servitor mummy must make a Guts roll.
- **Improved Arcane Resistance:** +4 Armor versus magic, and +4 to rolls made to resist magical effects.
- **Mummy Rot:** Anyone touched by a Mummy, whether he is damaged or not, must make a Vigor roll. Failure means the character has "mummy rot" and suffers an immediate wound.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Immune to poison, disease, and gas; No additional damage from called shots; half damage from arrows and other piercing weapons.
- **Shuffling Gait:** -2 pace; d4 running die.
- **Weakness (Fire):** Mummies take +4 damage from fire, and suffer a -2 penalty to Fighting attacks against anyone who brandishes a torch or other open flame.

Crystal Ball

A glass sphere approximately 4" (real world) across, a crystal ball allows those who peer into it to gain brief glimpses of the future.

To use the ball, a character must gaze into it (an action) and then make an arcane skill roll. If the roll is successful, the caster may rearrange any two Action Cards (four with a raise) for any ally or foe (including himself) as he sees fit each round of the artifact's duration, starting on the round *after* the arcane skill roll is made. Cards must be moved before anyone acts.

Outside of combat, this power grants limited visions of the future—the GM determines the content of such a vision.

This minor artifact has 9 Power Points. Each use of the power costs 3 points and the effects last for a single round per success and raise. (Enchant, *precognition*.)

Doppelganger Prism

By angling the prism to create a rainbow pattern, any sentient user can create duplicates of himself.

One duplicate is created for a success and for each raise on the arcane skill roll. The copies retain all the original's traits, Edges, Hindrances, and special abilities, but are Extras.

The doppelgangers are not sentient beings and are completely under the caster's control. Controlling the doppelgangers, no matter how many exist, counts as a single action. Each doppelganger may receive separate instructions.

Doppelganger appear adjacent to the prism user and may travel up to 16", so long as he can see them. If they ever completely vanish from view, such as running around a corner, they are dispelled. Covering them with a cloak does not dispel them if the cloak itself remains visible. Casting *invisibility* on a doppelganger does dispel it, however.

The doppelgangers are identical in appearance to the "master copy"—there is no way to tell them apart except to slay them. A slain doppelganger dissolves into a rainbow-colored liquid.

Each use of this minor artifact drains 5 Power Points from it pool. The doppelgangers' duration is 3 (1/round). (Enchant, *mirror self*.)

Dragon's Teeth

Prized by necromancers, dragon's teeth are enchanted bits of bone—not necessarily from a dragon—inscribed with dark runes. When thrown on the floor, they transform into a skeleton under the thrower's command.

The undead serve their master for 1 hour before crumbling to dust or until destroyed, whichever occurs first..

They are usually found in batches of 1d6, and each tooth is good for one use. The listed price is per tooth. (Alchemy, *zombie* with limitation—to duration.)

Dust of Levitation

This fine powder comes in sealed leather pouches containing 2d6 pinches. The listed price is per pinch.

Each pinch can cover a 2-yard square area and affects everything in the area. Objects weighing 200 lbs or less begin rising off the ground at the rate of 8" per round. Scattering multiple pinches in the area increases the weight of objects that may be lifted by an additional 200 lbs per pinch.

Unless a living creature grabs onto something, it automatically begins to rise. When a victim grabs something, he may make an opposed Strength roll versus the powder's arcane skill of d8. If the victim is successful, he manages to grab onto whatever was available and is not moved, bashed, or otherwise affected that round.

After 3 rounds, the magical effects wear off, sending levitated objects crashing to the floor. Affected objects, and creatures, suffer falling damage as usual. (Alchemy, *telekinesis* with limitation.)

Dust of Reanimation

Made from the ground bones of the dead and enchanted with necromantic energy, dust of reanimation returns the dead to life—as undead. Each

pinch animates a corpse, either as a zombie or skeleton, depending on how much flesh remains.

When the dust is sprinkled, the user must call upon the dead to rise and make a Spirit roll. With a success, the undead serve for just 1 hour. With a raise, they serve for 1d6 hours. With two raises, they serve for a day.

The dust is usually found in skin bags containing 1d6 doses. Listed prices are per dose. (Alchemy, *zombie*.)

Elf Goggles

These thick, green lenses are joined by a metal frame and tied around the head with a leather strap. When the lens are lowered over the eyes, the wearer ignores penalties for poor lighting except in pitch darkness. (Improved Artificer, Low Light Vision.)

Elven Gloves

Many races consider elves to be the finest archers in the lands. These soft leather gloves were said to have been first created by elves. Worn as a pair (or they don't function), they bestow a bonus to the wearer's Shooting rolls. (Artificer, +1, +2, or +3 Shooting.)

Executioner's Hood

This black cloth hood, as worn by executioners, covers the wearer's entire head save for his eyes. When donned, the hood bestows a bonus to the wearer's Intimidation skill. (Artificer, +1, +2, or +3 Intimidation.)

Professional Edges

Can you stick a Professional Edge in a relic? In theory yes, but as GM you should keep an eye on game balance.

In terms of relics, a Professional Edge costs a flat \$2000. However, some of them, such as Thief, grant +2 bonuses to several skills.

Professional Edges usually have a list of requirements a character must meet. They're there for a reason—Professional Edges represent years of training and dedication to a single cause, whether that be studying magic (Wizard) or learning the tricks of the thieves' guild (Thief).

Keep them special and don't allow them in relics without a very good reason.

Exploding Stones

These small but powerful one-shot relics resemble sling stones, but are engraved with symbols of destruction. They can be thrown to a range of 3/6/12, or fired from a sling. If the user misses his target, the stone deviates as a launched projectile (see *Savage Worlds*).

On impact, they explode for 3d6 damage in a Large Burst Template as an Area Effect weapon. These stones are usually found in batches of 1d4 and listed prices are per stone. (Alchemy, *blast* at full power.)

Flash Pellets

Flash pellets are small glass balls containing a dim light of magical origin. They can be thrown to a range of 3/6/12 or fired from a sling. If the user misses his target, the stone deviates as a launched projectile (see *Savage Worlds*).

On impact, they produce an intense burst of light in a Medium Burst Template. All creatures in the Template may make an Agility roll at -2 to avert their gaze. Those who fail are blinded for one round. Blinded victims suffer -6 to all trait rolls and have their Parry reduced to 2. (Alchemy, *blinding flash*.)

Flute of the Shepherd

Carved from the bone of an animal (many varieties exist, but all have the same power), this relic allows the user to guide the actions of nature's beasts. It works only on creatures with animal intelligence, not humanoids. Nor does it work on conjured, magical, or otherwise "unnatural" animals.

The target must be visible to the player and able to hear the flute—it is not conjured. To gain control over a beast, the player must play a tune (an arcane skill roll) and pay the Power Point cost.

The cost to control a creature depends on its Size. The base cost is 3, plus twice its Size for creatures with a Size greater than 0. A great white shark (Size +4) costs 3 plus (2x4=) 8 or 11 points. A roc (Size +8) costs 19 Power Points to control.

Swarms may also be controlled. Small swarms cost 3, Mediums 5, and Large 8. Thus a single rat costs 3 to control, as does a small swarm of the creatures.

Most of these minor artifacts have 10 Power Points, but far more powerful versions are said to exist. (Enchant, *beast friend*.)

Flying Carpet

Popular among desert cultures, flying carpets allow for aerial travel. Despite being no faster than a person on foot, they allow travelers to avoid difficult terrain and eliminate fatigue from long marches.

The carpet moves at Pace 6, with a Climb of 3. Up to four Medium-size (Size +0) creatures can ride on the carpet. Larger or smaller creatures allow for more or fewer passengers. Each step of positive Size counts as an extra passenger, so an ogre (Size +2) would fill three passengers slots. Creatures of Size -1 count as half a passenger, and Size -2 as a quarter of a passenger.

A party of three humans (Size +0) and two small folk (Size -1) would be able to ride on a carpet, as would 8 small folk.

To use the carpet, it need only be laid flat on a solid surface and ordered to rise. Directional control is by verbal command. Only passengers may give the carpet instructions (so a foe on the ground cannot order it to crash). (Improved Enchant, *fly* with raise—to allow for more passengers.)

Gauntlets of Postergeists

These white leather gloves allow the wearer to move objects at a distance through hand actions.

The weight a user can lift is equal to 10 lbs times his Spirit die type, or 50 lbs times his Spirit with a raise on the casting roll. The powers operate within a range of the wearer's Smarts in game inches.

Lifting Creatures: If the target of the power is a living creature, it may try to resist the power with an opposed Spirit roll. If the Spirit roll is greater than the caster's skill total, the creature is unaffected. If the creature loses, however, it is lifted as usual and does not get another attempt to break free.

Occasionally a victim might manage to grab onto something solid to prevent itself from being lifted.

When this happens, the victim may make an opposed Strength roll versus the gauntlet's arcane skill. If the victim is successful, he manages to grab onto whatever was



available and is not moved, bashed, or otherwise affected that round.

Telekinetic Weapons: A caster can use the gloves to wield a weapon at distance. When this occurs, the weapon's Fighting is equal to the relic's arcane skill, and its damage is based on his Spirit instead of his Strength.

A sword that does Strength+2 damage, for example, does Spirit+2 when wielded by this relic. The weapon otherwise functions normally, including granting bonus damage when it strikes with a raise.

Dropping Things: Particularly ruthless characters often use these gauntlets to drop their foes or bash them into walls and the like. A creature affected by this power can be moved up to the gauntlet's arcane skill in inches per turn in any direction. Dropped creatures suffer falling damage as usual.

Victims who are bashed into walls or other solid objects suffer the caster's Spirit+2 as damage. If a caster with a d12 Spirit smashes an orc into a wall, for example, the orc suffers d12+2 damage. If this is a Wild Card, the player may roll his Wild Die with this damage as well.

The gauntlet's are minor artifacts with 15 Power Points. Each use of their power costs 5 points, with a Duration of 3 (1/round). (Enchant, *telekinesis*.)

Gem of Desire

The gem of desire looks like a piece of green costume jewelry. When its power is activated, however, sentient beings within range of its power see it as a priceless emerald and become intent on possessing it—at any cost.

The gem is usually thrown (range 3/6/12) or fired from a sling. To activate the gem, the owner simply speaks the command word. All sentient beings within a Medium Burst Template centered on the gem must make a Spirit roll opposed by the gem's arcane skill.

Those who fail immediately attack the nearest creature (friend or foe) in their desire to acquire the "valuable" prize.

Typical gems are minor artifacts with 8 Power Points. Each use of the power costs 2 points with a Duration of 3 (1/round). (Enchant, *anger*.)

Gem of Elementals

Each gem comes in a different form, depending on the element to which it is attuned—diamond for air, ruby for fire, sapphire for water, and emerald for earth.

When crushed underfoot (an action), the magic is released and an elemental of the appropriate type appears adjacent to the character (see the *Savage Worlds Bestiary*). The elemental is under his command but serves for just 5 rounds before vanishing. (Alchemy, *summon elemental*.)

Giant'skin Cloak

Crafted from the skin of giants (or other Large humanoids), the cloak allows its wearer to alter his size, though only upward.

To activate the power, the wearer need only fasten the clasp and speak the command word. Each success and raise on the arcane skill roll increases the wearer's Size by one step. Each step of Size increase gains the target a one step increase to his Strength and a point of Toughness.

If the wearer reaches a size between +4 and +8 he is considered Large and fills a 2" square on the tactical battlemat. Increasing to between +8 and +10 makes him Huge, and he occupies an area 3" square. Each further increase adds another 1" per level.

Each use of the power costs 4 Power Points and has a Duration of 3 (1/round). (Enchant, *growth*.)

Girdle of Endurance

This broad leather belt is carved with images of bulls. The wearer gains a two dice increase to his Vigor. (Improved Enchant, *boost trait—Vigor* with raise.)

Glasses of Rapid Reading

This pair of reading glasses is popular with wizards and priests needing to research material from musty tomes. The glasses bestow a bonus to the wearer's Investigation skill. (Artificer, +1, +2, or +3 Investigation.)

Gloves of Fighting

These black gloves are engraved in the back with a pair of silver swords crossed beneath a shield. When worn, they grant the user a bonus to his Fighting skill. (Artificer, +1, +2, or +3 Fighting.)

Goblin Goggles

These red-lensed goggles allow the wearer to see in the infrared spectrum—meaning he can "see" by detecting heat. The wearer halves penalties for bad lighting (round down) when attacking living creatures. (Improved Artificer, *Infravision*.)

Goggles of Revealing

These blue-tinted goggles are highly-favored by tomb raiders for their power to detect supernatural persons, objects, or effects within sight. This includes invisible foes, enchantments on people, magical wards or items, and so on. (Improved Enchant, *detect arcana*.)

Goggles of the Eagle

The lenses in these goggles are shaped to magnify vision, giving the wearer a rather comical look as his eyes seem three times larger.

The character receives a +2 bonus to Notice rolls. By switching in a second lens, he can discern small details (such as the heraldry of advancing knights) up to five miles away. (Improved Enchant, *farsight*.)

Goggles of Translation

Popular with academics and tomb robbers, these magical goggles allow the wearer to read any text as if it was written in his native language. This relic does not allow illiterate characters to read. (Improved Enchant, *decipher*.)

Gossip's Coin

No matter what country they are found in, these gold coins are always of the highest denomination. They grant the bearer a bonus to his Streetwise rolls. The possessor need not actually hand over the coin to gain the bonus, but he must have it in plain site to gain the bonus. (Artificer, +1, +2, or +3 Streetwise.)

Grave Dust

This dark, gritty dust is made from the burnt bones of skeletons. Despite its name, it is used to communicate with the dead, not animate them.

The dust must be sprinkled on the remains of the deceased, a personal item, or his grave marker, and the user make a Spirit roll.

With a success, a ghostly voice makes itself known and may be questioned. Up to three questions may be asked of the dead.

The spirit contacted is not necessarily friendly and can lie, but it may not refuse to answer or make guesses. The GM must adjudicate what information the entity knows—the spirit is not omnipotent and knows only what it knew in life up to the moment of its death.

A roll of a 1, regardless of Wild Die, the caster has accidentally contacted a malevolent spirit. While it cannot directly affect the caster, it will try to convince him it is the person he sought, then feed him inaccurate or dangerous information.

Grave dust is found in batches of 1d4 doses. Listed prices are per dose. (Alchemy, *gravespeak*.)

Headband of Action

This leather headband has a single ruby in the center. The wearer draws an additional action card in combat and acts on the best of the draw. (Improved Artificer, Level Headed Edge.)

Headband of Action, Greater

Although it appears almost identical to the headband of action, the ruby is slightly larger and of better quality.

The wearer draws two additional action cards in combat and acts on the best of the draw. (Improved Artificer, Level Headed Edge, Improved Level Headed Edge.)

Headband of Command

This leather headband has a single hematite (a gray-black ornamental stone) in the center. When worn, all characters within 5" gain a +1 bonus to recover from being Shaken. (Improved Artificer, Command Edge.)

Headband of Intelligence

This leather headband has a single sard (a semiprecious stone) in the center. When worn, it raises the wearer's Smarts by one die type. (Improved Enchant, *boost trait—Smarts*.)

Hero's Banner

This war banner is emblazoned with a heraldic motif of a unicorn and lion clutching a shield. When attached to a spear or staff and carried into battle, the bearer gains two additional bennies. These may be used for himself or for any troops under his command. (Improved Artificer, Luck Edge, Great Luck Edge, Command with limitation (no bonus conferred), Natural Leader.)

Horn of Bellowing

Carved from minotaur horn, this signal horn emits a deep, rumbling bellow when blown, which issues forth as a physical force.

The blower places a Cone Template in front of him. Any creature touched by the Template, friend or foe, must make a Strength roll opposed by the arcane skill of the relic. On a failure, the character is knocked back 1d4" and becomes prone. If he rolls a 1, regardless of his Wild Die, he is Shaken as well. The Template has no maximum range.

Each use of the horn costs 2 Power Points, with a Duration of Instant. (Enchant, *bellow*.)

Horn of Heroes

Made from a conch shell studded with lapis lazuli, the horn of heroes has the power to bring Shaken creatures back to their sense.

To use it, the wielder simply blows into it as an action. He then places a Cone Template in front of him. Any creature, friend or foe, caught in the Template may make a Spirit check to recover from being Shaken as a free action. (Improved Artificer, Combat Reflexes Edge.)

Jester's Hat

A three-pronged cap complete with bells, the jester's hat grants the wearer a bonus to his Taunt skill. (Artificer, +1, +2, or +3 Taunt.)

Lamp of the Elementals

This bronze oil lamp always appears tarnished and aged. The wick is blackened, but never actually burns down.

To use it, the lamp must contain a source of "fuel" appropriate to the elemental, the wick must be lit and the lamp rubbed. The user then makes an arcane skill roll. With a success, an elemental of the appropriate type is summoned. On a raise, he summons a larger specimen—add Size +2 to the elemental and increase its Toughness by +2.

The substance used in the lamp determines the type of elemental summoned and also affects its appearance (but not its abilities). To produce an air elemental, the user need only blow into the lamp.

Placing hot coals, for example, would summon forth a fire elemental with a blackened, humanoid shape, swamp water would result in a foul-smelling water elemental, and so on.

The elemental is under the control of whoever lights the wick. Each use of the lamp costs 5 Power Points with a Duration of 5 (1/round). When the Duration expires, the wick goes out. (Enchant, *summon elemental*.)

Left Handed Glove

Unlike most magical gloves, this red velvet glove is worn without a matching partner. The wearer may use his off-hand without incurring the usual -2 penalty. (Improved Artificer, Ambidextrous Edge.)

Lucky Dice

Said to be carved from the bones of dead gamblers, these dice grant the user a bonus to his Gambling rolls. In order to gain the bonus, the user must have them on his person for 24 hours. In this way, they can be used in dice games without giving a bonus to all the players. (Artificer, +1, +2, or +3 Gambling.)

Mage's Key

Many people have things they do not wish others to find. When used to lock a door, chest, or other item, the key imbues its magic to the lock. All attempts to pick the lock suffer a -2 penalty. In addition, the locked object gains +2 Toughness. (Improved Enchant, *lock*.)



Magical Map

This piece of vellum unfolds to an area three feet to a side and is faintly etched with grid lines spaced a quarter of an inch apart. Around the edge are dozens and dozens of small symbols, such as an orc's head, a gold coin, a chest, and the like. Symbols exist for everything found in a typical "dungeon" environment, including monsters.

The vellum can be written on with chalk, ink, or even blood. If the user makes a mistake, he can simply rub out the error. Erasing the map requires conscious effort, it cannot be erased by mistake or by immersion in water (unless that is how the user intends to clean the surface).

It's primary use is to aid parties mapping out "dungeons" and other ruins. Aside from being waterproof, the map contains a far more useful feature.

If the user taps a symbol three times, he activates the map's true power (make an arcane skill roll). With a success, all objects matching the symbol within 32 yards (16 game inches) appear on the map in their real-world location as miniature symbols. (One 2-yard square in the real-world equates to a quarter-inch square on the map.) If the party has yet to map an area, the symbol is surrounded by blank vellum. If the object is mobile, such as an orc guard on patrol, then the miniature symbol representing him also moves on the map.

Each use of the map costs 2 Power Points with a Duration of 3 (1/round). (Enchant, *locate*. The waterproofing is merely atmospheric.)

Mana Stone

A mana stone is a small gem engraved with runes of magic and recharge.

Each one contains 1d6+2 Power Points, which the holder may use as if they were his own. Power Points recharge at the rate of one per hour.

(Artificer, unlike most Artificer items, the creator must expend permanent Power Points equal to half those he is placing in the stone (round up). Although the end result is an overall increase in Power Points, the mage runs the risk of losing the stone and the power he has invested in it.)

Manual of the Wilds

This leather-bound tome is just the right size to fit into a deep pocket. Each chapter deals with surviving in a particular climate.

The manual grants a bonus to the reader's Survival skill if he opens it to the correct chapter. (Artificer, +1, +2, or +3 Survival.)

Mariner's Sextant

This ornately carved mariner's sextant grants a bonus to Boating rolls when navigating. Check out the **Boats and Ships** section of this book for details of navigating. The cost of this item is \$500 per bonus. (Artificer, +1, +2, or +3 Boating with limitation.)

Mariner's Shoes

These canvas shoes appear identical to those worn by mariners and have a nonslip sole marked with runes

My Firehammer +3

So how would you make a "firehammer +3?" No problem. You'd need a mage with the Arcane Artificer Edge and Enchant Edges. After using the Artificer Edge to crank the hammer up to +3 in damage and Fighting, he could then Enchant the hammer to burst into flame (a trapping of the *smite* power).

While aflame, it has some chance of catching flammables alight (typically 1 in 6) and causes +2 damage (or +4 if you score a raise on the arcane skill. It has an arcane skill equal to that of the caster and half his Power Points (round down).

of stability. The wearer does not suffer penalties for Fighting on an "unstable platform." (Improved Artificer, Steady Hands Edge.)

Mask of Beauty

Carved from fine porcelain and decorated with cosmetics made of crushed gems, this magical mask represents an androgynous face.

When placed against the face, it disappears beneath the skin, and alters the features of the wearer to be more appealing. It grants a +2 Charisma bonus.

The mask can be removed simply by placing two fingers under the chin and pushing upward and forward, toward the end of the chin. The mask then lifts away from the face. (Improved Artificer, Attractive Edge.)

Mask of Beauty, Greater

This more-potent version of the mask of beauty increases Charisma by +4. (Improved Artificer, Attractive Edge, Very Attractive Edge.)

Mask of the Mermaid

Carved from seashells in the form of a mermaid's face, the mask sticks to the face when pressed firmly, molding itself to form a watertight seal.

The mask allows the wearer to breathe, speak, and move at his full Pace while underwater. (Improved Enchant, *environmental protection—water*.)

Medal of Honor

Issued by various realms to honor their heroes, these badges grant the wearer a bonus to Guts rolls. (Artificer, +1, +2, +3 Guts.)

Mermaid's Scales

This delicate armband is made from mermaid's scales and coral. It grants the wearer a bonus to his Swimming rolls and increases his Pace by +2 (regardless of the bonus to Swimming) while underwater. He may also "run" underwater, using a d6 as his running die. (Artificer, Improved Artificer, +1, +2, or +3 Swimming, Fleet-Footed Edge with limitation.)

Necklace of Ears

This necklace is made from various ornamental stones shaped to resemble ears and threaded on a silver chain.

The wearer gains a bonus to his Notice roll when listening. If the user is completely deaf, the necklace does not grant him the ability to hear. (Artificer, +1, +2, or +3 Notice with limitation.)

Nomad's Saddle

This saddle is decorated with engravings of prancing horses. It grants the user (when placed on the back of a beast of burden) a bonus to his Riding skill. (Artificer, +1, +2, or +3 Riding.)

Occult Encyclopedia

Bound in dragon skin engraved with mystical symbols, this tome is an A-Z of all things magical. So long as the user has the book open, he gains a bonus to his Knowledge (Arcana) rolls as the book automatically flips pages to reach the relevant section to the user's query. (Artificer, +1, +2, or +3 Knowledge (Arcana).)

Peacemaker's Gloves

These white velvet gloves are emblazoned with the symbol of the god of peace. To invoke the power, the wearer must raise his hands in a gesture of peace and call for hostile actions to cease.

All creatures within a Large Burst Template centered on the wearer must make a Spirit roll opposed by the gloves' arcane skill.

Those who fail immediately cease all hostile actions for the duration of the effect. They do not become friendly, just nonviolent. They may use still Intimidation and taunt, as these are nonviolent activities.

Should the user run away, those who oppose him may follow, simply to keep an eye on him, but will not try to physically bar his passage.

If attacked, they defend themselves and are allowed another Spirit roll to free themselves of the spell's effect. Likewise, if the caster or his allies perform an action a victim finds reprehensible, such as stealing his treasure or attacking his allies, he is entitled to make another roll to break free. Once the effect ends, victims are free to act as they wish.

Each use of this minor artifact costs 3 Power Points, with a Duration of 3 (1/round). (Enchant, *peace*.)

Pendant of the Wolf

This large silver disc is embossed with the image of a wolf's head. When worn around the neck, it grants a bonus to Tracking rolls. (Artificer, +1, +2, or +3 Tracking.)

Physician's Tools

Appearing no different to a regular healer's kit, anyone using the bandages, salves, and ointments gains a bonus to their Healing rolls.

No matter how often they are used, the contents never diminish in quantity or quality. (Artificer, +1, +2, or +3 Healing.)



Picks of the Master Thief

These golden lockpicks allow the user to instantly open any lock requiring a key, no matter how complex or secure it is. If locked by a mage key (p. 43), the picks cancel the spell but do not unlock the door. They do not disarm traps placed on the lock, however, nor can it open combination or puzzle locks. (Improved Enchant, *open* with limitation.)

Pipes of Peaceful Rest

Carved from sheep bone, these pipes produce a soothing sound when blown. When the user wishes to activate their power, he places a Cone Template in front of him.

Any living creature (excluding undead, spirits, and elementals) within the Template must make a Spirit roll opposed by the relic's arcane skill. Those who fail fall into a short sleep. Loud noises awaken the sleepers as if they were a normal sleeper.

Each use costs 2 Power Points and has a Duration of 1 minute (1/minute). When the effect expires, the sleepers automatically awaken. (Enchant, *slumber*.)

Pocket Bestiary

This near complete listing of beasts and monsters covers everything from air elementals to zombies, giving details on special abilities, lairs, likely treasure, and so forth.

Using the book grants a bonus to Knowledge (Monsters) rolls. (Artificer, +1, +2, or +3 Knowledge (Monsters).)

Purse of Unlimited Wealth

Despite its name, the relic will not make the possessor rich overnight. When found, the purse contains \$100. At the start of each week, another \$1 appears in the purse for each \$1 of the previous week's money taken out. If no money is removed, no new money is gained. (Improved Artificer, Rich Edge with limitation.)

Rabbit Skin Boots

Crafted from rabbit fur and stitched with rabbit sinew, the wearer of these boots doubles his jumping distances, including extra distance gained from making a Strength roll. (Improved Enchant, *leap*.)

Rabbit's Foot

The owner of this preserved rabbit's foot gains one extra benny at the start of each session. (Improved Artificer, Luck Edge.)

Rabbit's Foot, Greater

The owner of this preserved rabbit's foot gains two extra bennies at the start of each session. (Improved Artificer, Luck Edge, Great Luck Edge.)

Ranger Badge

Rangers are the guardians of the wild, sworn to uphold the law in rural lands. They are also scouts without equal. This silver badge, in the shape of an oak leaf, grants the wearer a bonus to Survival and Tracking. Ranger badges found in treasure troves have the same bonus to each skill. (Artificer, +1, +2, or +3 Survival and Tracking.)

Rope of Climbing

This thin rope is said to be made from the hair of elf maidens. Whatever the truth, it is strong, flexible, and grants a bonus to Climbing rolls. It is usually found in 10 yards lengths. (Artificer, +1, +2, or +3 Climbing.)

Revving Rat

This strange relic takes the form of a clockwork rat. The user activates the relic by winding it up (make an arcane skill roll). With a success, the rat can move its legs and follow simple mental commands (turn left, move forward, stop, sniff, and so on).

The rat moves at Pace 6, has Size -2, Climbing and Notice at d8, Parry 2, and Toughness 4. It can only use the skills it possesses (it won't attack someone or defend itself, even if ordered.)

The winder is also mentally linked to the rat's senses—whatever it sees, hears, smells, tastes, or touches is relayed to the winder as if he were sensing it himself. The rat can only use "natural" senses—it

cannot see through walls, hear sounds beyond its range of hearing, and so on.

Receiving two sets of sensory feedback is confusing for the user—while the rat is in operation any actions he takes suffer a multi-action penalty.

Each use of the relic costs 2 Power Points and has a Duration of 3 (1/round). When the Duration expires, the rat becomes dormant and the sensory link is severed. (Enchant, *wandering senses*.)

Salamander Gloves

Made from salamander skin, these gloves are always warm to the touch. When the command word is spoken (make an arcane skill roll), the gloves become swathed in fire. If the arcane skill roll was a success, they inflict +2 damage, +4 with a raise. The gloves also have the ability to set combustibles alight as normal.

Each use costs 2 Power Points and has a Duration of 3 (1/round). (Enchant, *smite* with fire trapping.)

Sentry Orb

Sentry orbs are small glass orbs containing a magical eyeball. When the user makes an arcane skill roll, the orb floats to a height of 2 yards and begins moving in a circular pattern equivalent to a Large Burst Template, making one revolution per round.

The orb has a Notice of d6, plus one step per raise on the activation roll to a maximum of d12, is always alert, and suffers no penalties for Dim or Dark Lighting.

The orb emits a low keening if it spots anything larger than a cat heading toward it. Each use of the orb costs 3 Power Points, with a Duration of 3 hours (1/hour). (Enchant, *sentry*.)

Skirt of the Dervish

This white pleated skirt is based on those worn by the dervishes, who practice a form of spiritual worship by spinning on the spot in a trancelike state.

By spinning rapidly and making an arcane skill roll, the wearer becomes a living whirlwind. The skirt fans out to fill a Medium Burst Template and anything that comes in contact with it must make a Strength roll or be knocked prone. If they roll a 1, regardless of Wild die, they are also Shaken. The user can move as normal while spinning.

Each use drains 3 Power Points, and the effect has a Duration of 3 (1/round). (Enchant, *whirlwind*.)

Skull Mask

This bone mask is carved to resemble a grinning skull. When activated, the mask causes those who see it to make a Guts roll, or Guts -2 if the user scored a raise. Wild Cards who fail roll on the Fear table. Extras are Panicked instead. Each use costs 2 Power Points. The effect is instant. (Enchant, *fear*.)

Skullcap of Intellect

This silver skullcap is engraved with runes of knowledge. The wearer gains a two step increase to his Smarts. (Improved Enchant, *boost trait*—Smarts with raise.)

Slaver's Shackles

These sturdy metal wrist and ankle shackles are joined by a thick chain. When placed on a victim, his Pace is automatically halved and movement at base Pace or less becomes an action. In addition, the victim must redraw action cards high than 10, except Jokers, which work as normal. (Improved Enchant, *slow* with raise, *sluggish reflexes*.)

Smoke Pellets

These small pellets of sticky, black goo can be thrown (Range 3/6/12) or fired from a sling. If the user misses his target, the pellet deviates as a launched projectile (see *Savage Worlds*).

On impact, the pellet ignites and emits a cloud of thick smoke in a Large Burst Template. Attacks into, out of, or through the smoke suffer a -6 penalty. The smoke disperses after 3 rounds.

The pellets are usually found in batches of 1d6, and are good for one use. Listed are prices are per pellet. (Alchemy, *obscure*.)

Snakeskin Gloves

Crafted from viper skin, these magical gloves allow the wearer to discard and redraw action cards of 5 or lower. If the wearer is Level Headed, he can discard any or all of his initial cards of 5 or lower, and still use the best of all their cards. (Improved Artificer, Quick Edge.)

Spade of Tunneling

This spade is enchanted with runes of earth along the handle. It allows the digger to meld into the ground.

He can remain underground if he wants in a sort of "limbo" or start tunneling. The character can dig through his Strength x 2 when surrounded by earth or half that when in stone (or other hard substance) each round.

The digger can attempt to surprise a foe (even one who saw him dig) by making an opposed Stealth versus Notice roll. If the character wins, he gains +2 to attack and damage that round, with a raise he gains +4 to attack and damage. Targets on Hold may attempt to interrupt the attack as usual. (Improved Enchant, *burrow*.)

Detecting Magic

Unless a magic item is "always on" and has a visible effect (such as a sword with a fire trapping), or produces an obvious effect when experimented with (such as a ring of invisibility making the wearer *invisible*), it can be difficult to tell mundane items from magical ones.

Detect arcana reveals that an object is magical, but it does not identify specific powers within an object.

Depending on your style of setting, there are three easy solutions to this. First, an arcane spellcaster can deduce the powers within an item simply through study. How long it takes is up to you, but a few minutes for a potion and an hour for other relics seems appropriate.

Second, you can allow *detect arcana* to reveal the powers of any object the spellcaster is touching when he casts the spell. There is a narrower focus for the spell, and means a mage might need to cast it twice (once to detect magic and once to scrutinize), but it's a low cost power.

In either case, until the characters know the powers of a particular relic, you'll need to keep track secretly.

The third option is simply to reveal the relic's powers as soon as it is discovered. It's not very flavorful, but it's your game

More Potions Please

This table does not cover powers outside the main *Savage Worlds* rules. If you want to allow power from other settings, such as *Evernight* or *50 Fathoms* to be available as potions in your game then go ahead.

You'll need to rework the Potion Table if you want to have them available as standard relics.

Alternately, you could place them in an adventure as one-off items—perhaps remnants of some ancient culture, or products of a long-dead alchemist's arcane experiments.

Spider Boots

These knee-high leather boots are decorated with a spider's web pattern of silver thread.

The boots allows the wearer to function much like a human spider. He can stick to any surface, allowing him to climb walls and even hang from the ceiling. The character can move along such surfaces at his normal Pace and may even run. (Improved Enchant, *wall walker*.)

Spiderweb Mask

Although made of spiders' webs, the magic placed in this mask makes it tougher than steel.

The wearer can spit sticky webs at foes. The arcane skill roll is opposed by the target's Agility. Success indicates partial restraint so that the target suffers a -2 penalty to Pace and skills linked to Agility and Strength. A raise restrains the target fully. He cannot move or use any skills linked to Agility or Strength. Each following round, an *entangled* target may make a Strength or Agility roll to break free. Other characters may also attempt to free the ensnared person by making a Strength roll at -2.



For 2 Power Points, the web targets a single opponent. For 4 points it affects everyone in Medium Burst Template. (Enchant, *entangle*.)

Spinning Pendant

Worn around the neck, this magical pendant has a gold and jet spiral design on both sides. When commanded, the disk seems to rotate, creating a hypnotic pattern. Using the disc is an opposed roll of the relic's arcane skill versus the Spirit of one nominated target within 8".

The user must score a success and beat the target's roll to gain complete control. The victim will attack friends and even commit suicide, though such acts allow the victim to make an additional opposed roll.

Each use of the power costs 3 Power Points, and has a Duration of 3 (1/round). (Enchant, *puppet*.)

Standard of the Forlorn Hope

The forlorn hope are usually the first into battle, though they can also be the soldiers left behind to hold the line while the main army retreats. Either way, it isn't a pleasant posting.

When held aloft, the standard grants all allied characters within 5" a +1 bonus to recover from being Shaken and +1 Toughness. (Improved Artificer, Command Edge, Hold the Line Edge.)

Staff of Warding

Staves of warding are six feet long, made of red wood, with a silver tip engraved with runes of fire at one end and a metal spike at the other.

When embedded in earth, the runes glow fiery red and the staff is automatically armed. The staff detects life within a Large Burst Template, with the staff at the center. Any living creature of rat-size or larger entering the Template, save for the character who planted the staff, is automatically attacked.

A gout of flame the size of a Cone Template erupts from the staff. Targets within the template may make Agility rolls versus the staff's Shooting skill of d8 to avoid the blaze. Those who fail suffer 2d10 damage. This counts as a Heavy Weapon. The staff can fire multiple bursts per round at a standard multi-action penalty.

Anyone but the character who planted it who tries to pull the staff from the ground requires a Strength check. Once removed, the staff becomes dormant. (Improved Enchant, *burst*, *sentry*.)

Stone of Boosting

A stone of boosting is a semi-precious stone of varying shape imbued with the power to increase attributes. Each stone has a small hole through it, and must be worn around the neck.

Roll on the table below to determine the type of stone and the attribute it enchances. (Artificer, +1, +2, or +3 Agility, Smarts, Spirit, Strength, or Vigor.)

d20	Attribute	# of Sides
1-4	Agility	4
5-8	Smarts	6
9-12	Spirit	8
13-16	Strength	10
17-20	Vigor	12

Swordsman's Scabbard

This jewel-encrusted scabbard can alter shape to take any form of bladed weapon. When drawing forth a blade housed in it, the wearer may ignore the usual -2 penalty to his attack that round. If the character must make an Agility roll to draw his weapon (see **Readying Weapons** in *Savage Worlds*), he adds +2 to the roll. (Improved Artificer, Quick Draw with limitation.)

Tabard of the Holy Warrior

This white tabard is marked with the holy symbol of one of the many good deities. So long as the wearer holds true to the deity's doctrine (GM's call), he adds +2 to damage when attacking supernaturally evil creatures, and has +2 Toughness when suffering damage from supernaturally evil sources, including arcane powers and the weapons, teeth, or claws of such creatures.

Should the wearer ever knowingly work against the deity's doctrine, the tabard no longer works for him until a priest of the correct faith absolves him of his sins. (Improved Artificer, Champion.)

Thieves' Picks

This set of lockpicks grants the user a bonus to his Lockpicking rolls. (Artificer, +1, +2, or +3 Lockpicking.)

Torc of Authority

This large golden neck band grants the wearer a two step increase to his Spirit. (Improved Enchant, *boost trait*—Spirit with raise.)

Viper Tooth Gloves

Crafted from the skin of venomous snakes, the wearer of these gloves delivers a deadly touch. Upon command (make an arcane skill roll), the gloves exude a deadly contact poison. The user can deliver the poison with a successful Fighting roll—against unarmored foes a Touch Attack (+2 to Fighting) suffices.

Victims must make a Vigor check, -2 if the user scored a raise when activating the gloves, or suffer an automatic wound. Each use of the power costs 4 Power Points with a Duration of 3 (1/round). (Enchant, *poison touch*.)

Ring or Miscellaneous?

Using the Miscellaneous Item creation rules (p. 27), it is very easy to work most powers and Edges, even skill bonuses into a ring. Many of the Miscellaneous Items already detailed could easily exist as rings.

Rather than do this, we've listed only a few, common duplicates (the ring of protection, for example).

If you want more rings, just roll on the Miscellaneous Item table and change the name to "Ring of..." and keep the same effect. Doing this will save you a great deal of time and effort.

Window Chalk

Window chalk comes in small sticks engraved with runes of revealing. To use the chalk, a circle must be drawn on a solid object, such as a door or wall. Each stick is capable of drawing a circle just 2 feet across.

When the circle is complete, the caster can see through up to 2 yards of solid matter as if it were a pane of glass for 3 rounds. It grants no special powers to communicate with creatures behind the barrier, nor can the viewer reach through—the obstacle remains solid to the touch. Creatures on the other side of the intervening barrier cannot see through the "window"—it is one-way only. (Alchemy, *transparency*.)

Witch's Broom

Witches have long been known to travel through the air using brooms. To activate the broom, the user need only straddle the shaft and command it to fly. The broom has Pace 12 and Climb 6. A broom can support one Medium size creature (Size +0) and a Small creature (Size -2), such as a cat. (Improved Enchant, *fly* at double cost.)

Wolfskin Boots

These finely crafted wolfskin boots grant the wearer a +2 bonus to Pace and increase his running die by one step. (Improved Artificer, Fleet Footed Edge.)

Table 5: Potions

Roll 3d20 to determine the type of potion. Unless otherwise stated, potions duplicating a power which can be maintained contain Power Points to fuel the power for a total of ten "increments." For example, a potion of *armor* has a base Duration of 3 rounds (2 Power Points) and is automatically maintained for another 7 rounds (7 Power Points) to bring it to 10 rounds.

Powers conferred by a potion work exactly as per the *Savage Worlds* rules. Powers like *bolt* or *obscure* should be worked into alchemical Miscellaneous Items.

Alchemists know whether or not they have scored a raise. Sale prices for potions with a raise are 50% higher.

3d20	Type	Cost
2-3	Armor	\$450
4	Armor with raise	\$625
5	Boost Agility	\$450
6	Boost Agility with raise	\$625
7-8	Boost Smarts	\$450
9	Boost Smarts with raise	\$625
10-11	Boost Spirit	\$450
12	Boost Spirit with raise	\$625
13-14	Boost Strength	\$450
15	Boost Strength with raise	\$625
16-17	Boost Vigor	\$450
18	Boost Vigor with raise	\$625
19-20	Boost skill (GM's choice)	\$450
21	Boost skill with raise (GM's choice)	\$625
22	Detect Arcana	\$100

23	Environmental Protection - cold	\$550
24	Environmental Protection - heat	\$550
25	Environmental Protection - water	\$550
26	Fly (Pace 6)	\$500
27	Fly (Pace 12)	\$650
28	Greater Healing (wounds only)	\$500
29	Greater Healing (injuries or wounds)	\$1000
30-34	Healing	\$150
35-36	Healing with raise	\$225
37-38	Invisibility	\$700
39	Invisibility with raise	\$1050
40	Puppet	\$550
41-42	Quickness	\$900
43	Quickness with raise	\$1350
44-45	Shape Change (Novice animal)	\$600
46-47	Shape Change (Seasoned animal)	\$650
48	Shape Change (Veteran animal)	\$700
49	Shape Change (Heroic animal)	\$750
50	Shape Change (Legendary animal)	\$800
51-52	Speak Language	\$500
53-55	Speed	\$400
56-57	Speed with raise	\$600
59	Telekinesis	\$700
60	Teleport (10" range)	\$150



Table 6: Rings

Roll a d20 on the table below, then roll on the appropriate subtable. Item descriptions follow the tables.

d20	Type
1–6	Lesser Rings 1 (Table 6A)
7–12	Lesser Rings 2 (Table 6B)
13–18	Lesser Rings 3 (Table 6C)
19–20	Greater Rings (Table 6D)

Table 6A: Lesser Rings 1

d20	Type	Cost
1–3	Arcane Resistance	\$2000
4–5	Arcane Resistance, Greater	\$4000
6–7	Archer	\$4000
8–9	Avoidance	\$4000
10	Avoidance, Greater	\$10,000
11–13	Bonding	\$2000
14	Brawn	\$2000
15–16	Dampening	\$6000
17–18	Elemental Manipulation, Air	\$4000
19–20	Elemental Manipulation, Earth	\$4000

Table 6B: Lesser Rings 2

d20	Type	Cost
1–2	Elemental Manipulation, Fire	\$4000
3–4	Elemental Manipulation, Water	\$4000
5–6	Fire Protection	\$6000
7–8	Force	\$4500
9–10	Hammerhand	\$7000
11–12	Healing	\$4500
13–15	Light	\$4000
16–17	Magical Warding (Magic)	\$5500
18	Magical Warding (Miracles)	\$5500
19–20	Pain Resistance	\$2000

Table 6C: Lesser Rings 3

d20	Type	Cost
1	Pain Resistance, Greater	\$4000
2–3	Power Surge	\$4000
4–7	Protection	\$5000
8–9	Protection, Greater	\$7000
10–11	Rapid Recharge	\$4000
12	Second Hand	\$2000
13	Shielding	\$4500
14–17	Storing	\$2000
18	Swordsman	\$2000
19–20	Water Walking	\$4000

Table 6D: Greater Rings

d20	Type	Cost
1–5	Invisibility	\$13,000
7–8	Invisibility, Greater	\$17,000
9–14	Mastery	\$10,000
15–16	Rapid Recharge, Greater	\$10,000
17–18	Teleportation	\$11,000
19–20	Time Control	\$10,000

Ring Descriptions

Arcane Resistance

The wearer of this bronze band acts as if he had 2 points of Armor when hit by damage-causing arcane powers, and adds +2 to his trait rolls when resisting opposed powers. Even friendly arcane powers are affected. (Improved Artificer, Arcane Resistance Edge.)

Ring of Troll Blooded

Want a way to make your characters immortal? How about a ring of troll blooded.

These extremely rare rings were created by priests of the god of healing. The ring heals damage at a greatly increased rate—the wearer heals one wound per round. The ring does not remove the effects of being Shaken, but it does cure non-permanent crippling injuries. The injury is cured when the character's wounds have healed and he is back to "full health."

The ring has no effect on fatigue, however. (Improved Enchant, *healing*.) Cost \$10,000.

Unless you want near-immortal characters in your game, we suggest you think twice about allowing items such as these. Curative spells can only be gained (normally) through Miracles. Allow them in wands, but not as "always on" rings, brooches, and so on.



Arcane Resistance, Greater

These brooches are more powerful versions of the ring of arcane resistance. Armor and trait modifiers are increased to +4. (Improved Artificer, Arcane Resistance Edge, Improved Arcane Resistance Edge.)

Archer

The wearer of this silver ring etched with runes of accuracy may fire as if he took the aim maneuver if he does not in the same turn he fires. (Improved Artificer, Marksman Edge.)

Avoidance

Anyone attacking the wearer of this onyx ring must subtract 1 from their Shooting or Throwing rolls, unless they are attacking with complete surprise. If trying to avoid an area effect attack, the wearer has a +1 bonus to their Agility roll. (Improved Artificer, Dodge Edge.)

Avoidance, Greater

This more powerful version of the ring of avoidance causes attackers to subtract 2 from their attack rolls, and grants a +2 bonus to avoid area effect weapons when allowed. (Improved Artificer, Dodge Edge, Improved Dodge Edge.)

Introducing New Spells

Tomes are an excellent way to introduce powers of your own devising into the setting, especially a campaign in progress.

Rather than dump a load of new spells on your players (especially if they have advanced characters and would want to rework them to take advantage of these new powers), introduce them slowly through tomes.

Perhaps they are ancient powers, now long forgotten, or the recent inventions of a mage who wants to achieve lasting fame.

Bonding

Cast in gold and marked with runes of friendship, the wearer of this ring may give his bennies to any other character wearing one of these rings. If the wearer cannot communicate with another character wearing a similar ring, he cannot share his bennies (he has no idea they are needed.) (Improved Artificer, Common Bond Edge.)

Brawn

The wearer of this copper ring gains more muscle mass and improved fitness. He adds +1 to his Toughness. In addition, he may carry 8x his current Strength. (Improved Artificer, Brawny Edge.)

Dampening

Marked with runes of counter-magic and resistance, these gold rings are enchanted to ward off magical backlash.

A mage wearing one does not suffer a magical backlash if they roll a '1' on their Spellcasting die. (Improved Enchant, *dampen backlash*.)

Elemental Manipulation

Each of these rings is engraved with a rune of control and an elemental rune associated with the power it contains. The wearer can produce all the effects listed below for the element contained in the ring.

Air: The caster can create lesser air currents to blow out a candle, fan a flame, lift a skirt, or cool his body in oppressive heat (+1 to a single Fatigue roll caused by heat).

Earth: A wave of the hand can open a one-foot square hole in soft earth (or half that in stone), or cause a spray of sand that might blind an opponent (+1 to a Trick roll).

Fire: The caster can snap his fingers to create a small flame (about the size of a hot match). With existing fire, he can urge it to spread (+1 to see if a fire spreads), cause it to flare up (perhaps as part of a Trick maneuver), or slowly ignite an object over the course of a few rounds by increasing its temperature (as if holding a match to it).

Water: The caster can conjure up to a pint of water somewhere within his sight (not "inside" objects or people. A wave of his hand also purifies one gallon of water, whether it be poisoned or simply saltwater. Those who have been poisoned within the last minute also get a second chance to resist any remaining effects. (Improved Enchant, *environmental protection*—one element.)

Fire Protection

Made of red gold and etched with runes of fire and warding, this ring protects its wearer from the effects of heat and fire.

The wearer suffers no damage from background sources of heat, including walking through lava or surviving the heat of the desert. Against direct attack spells with a fire or heat trapping, the wearer has 4 points of Armor. In addition, he receives a +2 bonus to trait rolls to avoid such spells, when allowed (such as *burst*.) (Improved Artificer, Improved Enchant, Arcane Resistance with limitation, Improved Arcane Resistance with limitation, *environmental protection with fire limitation*.)

Force

Forged from silver and decorated with a bull's head motif, these rings project a wave of stunning force. When activated, place the thin end of a Cone template in front of the character.

All creatures within the Template must make a Vigor roll or be Shaken. With a raise, victims must make Vigor rolls at -2. Each use costs 2 Power Points. (Enchant, *stun*.)

Hammerhand

This copper ring is etched with a rune of destruction. The wearer receives a +2 bonus to damage rolls with any melee weapon he wields in the hand on which the ring is worn. (Improved Enchant, *smite*.)

Healing

Engraved with runes of healing, these gold rings are studded with small chips of hematite. The ring's power is activated whenever the wearer takes a wound, so long as the ring has Power Points remaining. Placing the ring on a finger *after* taking a wound has no effect—it only functions against wounds taken while worn.

Each use of the ring costs 3 Power Points. With a success, the ring heals one wound. On a raise, it heals two. (Enchant, *healing*.)

Invisibility

These silver bands are marked with runes of concealment. When placed on a finger, the wearer becomes transparent, leaving only a faint outline. A character may detect his presence if he has a reason to look and makes a Notice roll at -4. Once detected, he may attack his foe at -4 as well. (Improved Enchant, *invisibility*.)

Using Magic Items

The following applies to all magic items unless the device description says otherwise.

Artificer items require no activation roll. They grant the user a flat bonus to an appropriate skill. All the user need do is make the skill roll to receive the bonus. For example, a warrior need only swing his longsword to receive any bonus to his Fighting roll.

Minor artifacts always require an activation roll, which is made using the relic's arcane skill. These items have a limited reserve of Power Points and using them is a conscious decision.

Major artifacts come in two varieties—passive and active. Passive items are those which function continually regardless of the user's wishes. While they may require an action to use, such as donning a ring of invisibility, they do not require an arcane skill roll.

Active items are relics whose power only functions when required, such as a wand of fireballs. In these cases, an appropriate skill roll is required. Most wands, for example, require a Shooting roll.

All major artifacts, regardless of type, are considered "always on" because they require no Power Points. A cloak of invisibility conceals the wearer so long as it is worn, whereas a wand of fireballs can spew fiery death round after round.

Magic items of any sort are considered Wild Cards, and so get a Wild Die when activating. If a non-Wild card picks up a magic item, he *does* get a Wild Die. This applies to Artificer devices as well—an Extra swinging a lowly +1 damage dagger receives a Wild Die to his Fighting roll.

Magic items have wounds like Wild Card characters, so an enchanted sword, for example, is tougher than an ordinary weapon.

Quick Draw: A character with the Quick Draw Edge may activate an enchanted item without the multi-action penalty.

Invisibility, Greater

These rings are advanced versions of the ring of invisibility. The wearer becomes completely invisible, and the penalty to Notice or hit him rises to -6. (Improved Enchant, *invisibility* with raise.)

Light

On command (no arcane skill roll necessary), this ring emits light in a Large Burst Template, centered on the wearer. The light is as bright as a torch but generates no heat. Turning off the light requires only the command word to be spoken again. Activating the ring, or turning it off, is a free action. (Improved Enchant, *light*.)

Magical Warding

These silver bands contain a single topaz, a stone renowned for its properties in warding off evil magic. Rings created by mages are engraved with runes of counter-magic, those by priests have symbols of the god of magic.

When the wearer is directly targeted by a spell, the character may activate the ring as a free action. He must make an arcane skill roll opposed by that of his attacker.

If the attacking magic is of a different type (magic vs. miracles), the wearer suffers a -2 penalty to his roll. If the wearer beats his opponent's roll, the spell is negated (though it still costs the caster Power Points).

Each use of the ring costs 3 Power Points. More powerful versions of this ring containing the Arcane Resistance Edge (which adds a bonus to the negation roll) are rumored to exist. (Enchant, *dispel*.)

Mastery

The wearer of this diamond-encrusted gold ring uses a d10 for his Wild Die with regard to one trait, chosen during the creation process.

The GM should determine the trait. (Improved Artificer, Master Edge.)

Pain Resistance

This silver ring is etched with runes of endurance. The wearer may ignore 1 point of wound penalties. (Improved Artificer, Nerves of Steel Edge.)

Pain Resistance, Greater

The wearer may ignore 2 points of wound penalties. (Improved Artificer, Nerves of Steel Edge, Improved Nerves of Steel Edge.)

Power Surge

These unusual rings are marked with runes of magic and chaos. They allow the wearer to benefit from surges in the natural magical fields, by channeling magical energy. When dealt a Joker, the wearer recovers 2d6 Power Points. He may not exceed his usual limit. (Improved Artificer, Power Surge Edge.)

Protection

These platinum rings are inscribed with a rune of protection. They grant the wearer +2 Armor. (Improved Enchant, *armor*.)

Protection, Greater

These powerful relics grant the wearer +4 Armor. (Improved Enchant, *armor* with raise.)

Rapid Recharge

Etched with runes of power and magic, an arcane spellcaster wearing one of these rings regains 1 Power Point every 30 minutes. (Improved Artificer, Rapid Recharge Edge.)

Rapid Recharge, Greater

This powerful relic allows an arcane spellcaster to regain 1 Power Point every 15 minutes. (Artificer, Rapid Recharge Edge, Improved Rapid Recharge Edge.)

Second Hand

This iron band is engraved with the image of a hand clutching a sword. To function, it must be worn on the "off-hand." When attacking with two weapon, the hero ignores the usual multi-action penalty. Unless he is ambidextrous, he still suffers the usual -2 off-hand penalty. (Improved Artificer, Two-Fisted Edge.)

Shielding

This iron ring is engraved with a small shield motif. When the command word is spoken (make an arcane skill roll), a shield of mystical energy forms in front of the wearer.

On a success, opponents suffer a -2 penalty to attack the wearer. With a raise, the modifier becomes -4. Each use costs 2 Power Points with a Duration of 3 (1/round). (Enchant, *deflection*.)



Storing

These rare and unusual rings contain a single arcane power. An arcane spellcaster wearing a ring of storing may use the power as if it was part of his repertoire, even if he does not meet the Rank requirement. Casting the power thus requires the wearer to use his own arcane skill and expend his own Power Points. The GM should determine which spell the ring contains. (Improved Artificer, New Power Edge, ability to cast the spell being stored.)

Swordsmen

Forged from gold and stamped with the crest of a martial academy or fencing school, these magic rings are highly prized by swordsmen. They must be worn on a hand holding a weapon to be effective. When so worn, they make the wearer's weapon move with such speed he appears to be wielding two weapons.

The wearer adds +1 to his Fighting rolls versus an opponent with a single weapon and no shield. In addition, opponents subtract 1 from an "gang up" bonuses they would normally get against the hero as his flashing blade parries their blows. (Improved Artificer, Florentine Edge.)

Teleportation

The wearer of this silver band can disappear and instantly reappear with an unlimited range. This counts as his movement for the round. Adjacent opponents do not get a free attack against the teleporting character. If the hero wishes to teleport somewhere he can't see, he must make a Smarts roll at -2. If it is an unknown area he has never seen the roll is at a -4 penalty.

Failure of either roll means the teleporter has hit an object of some sort. He returns to where he came from and is Shaken. A roll of 1 on the casting die (regardless of the Wild Die) indicates a more serious disaster—in addition to being Shaken he also suffers 2d6 damage.

The teleporter can never enter a solid space even if he tries. The cloak instantly returns him to his starting location as above.

The hero can carry other beings with him, but this automatically causes one level of Fatigue per additional rider." (More than two may be carried at once, but causes instant Incapacitation.) One Fatigue can be regained for each full hour of rest. (Improved Enchant, *teleportation*.)

Time Control

True control over time is only possible through true relics. This ring allows only minor influence of the timestream, and then only effecting the wearer. The

effects are not always beneficial to the wearer, however.

When worn in combat, the ring "freezes" the wearer in a certain part of the timestream. In game terms, he keeps whatever action card he first uses for combat while wearing the ring. For example, a character drawing a 7 would keep that card in front of him during the entire fight.

The wearer can adjust his position in time, but to do so he must first remove the ring (an action). On the round *after* removing the ring, he draws a new action card as normal. If he likes it, he can place the ring back on (as an action), and "freeze" it. This works with Jokers as well—the GM still shuffles the deck, but without the Joker being replaced. (Improved Enchant, *freeze pattern*.)

Water Walking

The wearer of this silver ring engraved with runes of water and earth can walk upon the very surface of the water as if it were solid ground. Lakes, becalmed seas, and other calm waters may be traversed normally. Rough seas count as Difficult Ground as the mage must run up and down waves. While wearing the ring, the character walks as if in a shallow puddle. He cannot go beneath the surface any more than he can go beneath that of the earth. (Improved Enchant, *water walking*.)



Quick & Easy Wands

Virtually every power can be worked into a wand or staff. We've listed only the more common, or unusual, types, to get you started.

If you need to create your own random relics in a hurry, or just want to expand the table, just decide if it is a wand or staff, and then roll on Table 7B (p. 56) as many times as you like to determine the powers it contains.

Remember wands have a d8 arcane skill and 10 Power Points, and staves have unlimited points and you can create fully-working artifacts in just a single die roll.

How Much Can I Wear?

The characters emerge from the dungeon armed with sacks of relics and start equipping themselves. Then comes the inevitable question, "Can I wear four magic rings?"

The simple answer is, it's up to you as GM to set sensible limits or how much magic a character can use at once. To help you out, here's some guidelines.

A character may only wear one piece of armor and carry one shield (or two if he doesn't want to use a weapon). If he wants to gain any benefit from magic weapons, the most he can use at once is what he can sensibly wield in his hands (typically one melee weapon per hand and one ranged weapon requiring both hands). The same goes for wands.

Miscellaneous Items of clothing or jewelry should be limited to one per body area or type. So, if a character has a cap of concentration, he can't wear a headband of intelligence as well. The same goes for his arms and feet, as well as cloaks.

As for rings, that's trickier. Most characters have ten fingers and could theoretically wear a ring on each. Exactly what limit you place is up to you.

Table 7: Scrolls

Roll on the table below to determine the type of scroll found, and then roll 3d20 on Table 7B to determine the power.

Table 7A: Arcane Type

The user must have the Arcane Background (Miracles) to use the scroll.

d20	Type
1-13	Arcane Background (Magic)
14-20	Arcane Background (Miracles)

To activate a scroll, the reader must use his own arcane skill. The Power Points contained in a standard scroll are listed after the power name—the reader *cannot* use his own Power Points to extend the duration.

The user may end a power before its Duration expires. In this case, all unused Power Points are lost.

At your discretion, scrolls may have more or fewer Power Points than listed.

The caster need not meet the usual Rank requirement to cast the spell—a Novice character can cast *greater healing* without difficulty. Scrolls are good for one use only. After the power expires, the writing fades and the scroll crumbles to dust.

Table 7B: Powers

3d20	Type	Cost
3-6	Armor (9 PP)	\$450
7	Barrier (10 PP)	\$500
8	Beast Friend (20 PP)	\$1000
9-10	Blast (6 PP)	\$300
11-13	Bolt (6 PP)	\$300
14-15	Boost/Lower Trait (9 PP)	\$450
16	Burrow (17 PP)	\$850
17-18	Burst (2 PP)	\$100
19-20	Deflection	\$450
21-23	Det/Con Arcana (2 PP)	\$100
24-25	Dispel (3 PP)	\$150
26	Elemental Manipulation (1 PP)	\$50
27-28	Entangle (6 PP)	\$300
29-31	Environ Protection (11 PP)	\$550
32	Fear (2 PP)	\$100
33	Fly (15 PP)	\$750
34	*Greater Healing (20 PP)	\$1000
35-37	*Healing (3 PP)	\$150
38	Invisibility (12 PP)	\$600
39-41	Light (10 PP)	\$500
42-43	Obscure (9 PP)	\$450
44	Puppet (10 PP)	\$500
45-46	Quickness (22 PP)	\$1100
47	Shape Change (16 PP)	\$800
48-49	Smite (9 PP)	\$450
50-51	Speak Language (10 PP)	\$500
52-53	Speed (8 PP)	\$400
54-55	Stun (2 PP)	\$100
56-57	Telekinesis (12 PP)	\$600
58-59	Teleport (12 PP)	\$600
60	Zombie (12 PP)	\$600

Table 8: Tomes

Tomes bestow no direct powers, but are instead learning tools for mages and priests.

Any character with an Arcane Background can use a tome, so long as he meets the Rank requirement for the spell and has the same Arcane Background as the writer.

If he does, he must spend 1d6 hours per rank of the spell in quiet study. At the end of this time, he must make a Smarts roll. If successful, the reader may add the spell to his repertoire. With a failure, the character must begin the study process from scratch.

Tomes are valuable in game mechanic terms because they allow an arcane spellcaster to learn a new power without taking the New Power Edge.

Roll on Table 7B (p. 56) to determine the power written in the tome or choose one at random.

Table 9: Wands & Staves

For convenience, wands are minor artifacts requiring an arcane skill roll and the expenditure of Power Points to function—staves are major artifacts and require only touching the target or a Shooting, as detailed in the item description. Ranges, where fixed, are based on the creator's Smarts die, arbitrarily set at a d8.

Roll a d20 on Table 9A to determine the type of relic found, then roll on the appropriate subtable. Item descriptions follow the tables and are presented alphabetically.

All wands and staves with powers are treated as if they were arcane spellcasters. That is, each power may only be used once per turn. Relics containing multiple powers may be activated with a multi-action penalty if the holder wishes to invoke different powers in the same round.

A rare few wands and staves are created by artificers, granting their bonuses to all who wield the relic.

Table 9A: Relic Type

d20	Type
1–2	Staves (Table 9B)
3–20	Wands (Table 9C)

Table 9B: Staves

Staves typically made of wood, 4 to 7 feet inches in length with a diameter of 1 to 3 inches, and are tipped with a gem or arcane rune.

d20	Type	Cost
1–3	Earthquakes	\$13,000
4–6	Fiery Doom	\$27,000
7–10	Mage Lord	\$23,000
11–12	Necromancer	\$18,000
13–14	Puppetry	\$9,000
15–16	Tempests	\$18,000
17–20	Warrior's Blessing	\$9,000

Table 9C: Wands

Wands are typically made of wood, measure 12 to 24 inches from end to end and an inch diameter, and are tipped with a gem or arcane rune.

2d20	Type	Cost
1–3	Blade Wand	\$4500
4–5	Dragon Breath	\$5500
6	Draining	\$7500
7–9	Fireballs	\$5900
10–13	Healing	\$4500
14–16	Heroes	\$5500
17–18	Lightning	\$6900
19–20	Luck	\$4500
21–25	Mini-Fireballs	\$4900
26–27	Misfortune	\$5500
28	Petrification	\$6500
29	Shrinking	\$5500
30–31	Sluggish Reflexes	\$6500
32–33	Spirit Banishing	\$6500
34	Time Control	\$7500
35–36	Tongue Tied	\$4500
37–38	Vines	\$4500
39–40	Viper	\$5500

Wand/Staff Descriptions

Blade Wand

This thick, stout wand, actually looks like a wooden sword hilt, though it is marked with a rune of destruction. When activated (make an arcane skill roll), a magical blade of blue energy extends from the top of the hilt to a distance of 3 feet. The wielder may now use the wand as a melee weapon, using his Fighting skill to attack as normal. The wand's damage is Str+2, or Str+4 on a raise. Each use of the power costs 2 Power Points, with a Duration of 3 (1/round). (Enchant, *smite*.)

Dragon Breath

This wand has a bronze dragon head at the business end. When activated (make an arcane roll), the dragon's mouth opens and spits a blast of fire.

When cast, place the thin end of the Cone Template at the character's front. Targets within the template



may make Agility rolls versus the caster's arcane skill roll to avoid the blaze. Those who fail suffer 2d10 damage. This counts as a Heavy Weapon.

With a fire trapping, victims have a 1 in 6 chance of catching fire as well (see the **Fire** rules in *Savage Worlds*). Each use costs 2 Power Points. (Enchant, *burst*.)

Draining

Capped with a silver end marked with runes of draining and magic, this wand is feared by arcane spellcasters who know of its power.

The caster picks a single target within 8" and makes an arcane skill roll versus the attribute linked to the target's arcane skill (Smarts for magic, Spirit for miracles). With success, he drains a number of Power Points equal to half the wand's arcane skill die from the victim. On a raise, the victim loses a number equal to the caster's arcane skill die.

The victim cannot be reduced below zero Power Points. Drained Power Points are not taken by the caster—they are simply lost to the victim. Drained Power Points recharge as normal.

The spell works only on creatures with an Arcane Background—it has no effect on magic items or the Monstrous Abilities of creatures, even those that use Power Points. (Enchant, *drain power points*.)

Earthquakes

This staff is unusual in that it is made of stone. When the butt is struck against rock or stone, it causes a tiny but powerful earthquake that can crush foes and level buildings. It works only upon solid earth—not sand, water, wood, floors, or any other substances. The area of effect is a Large Burst Template centered within the user's Smarts x 2.

Victims within the template must make an Agility roll or fall into the hole where they are crushed by earth and stone for 2d10 damage. Those who make the roll cling to the sides and may climb out on their next action.

Those who succeed with a raise jump free and may act normally on their next action. Walls crumble and are breached with this spell, opening a hole as wide across as the earthquake. (Improved Enchant, *quake*.)

Fireballs

Like many wands, this one is enchanted to spew fire. When activated, a globe of fire shoots out. The arcane skill roll is used to target the fireball, which has a range of 12/24/48. On impact, the fireball explodes for 2d6 damage in a Medium Burst Template. Targets caught in the firestorm have a chance of igniting combustible materials (see **Fire** in *Savage Worlds*).

The base cost is 2 Power Points. For double points, the user can deliver a 3d6 damage fireball or have it fill a Large Burst Template. For triple points, it can do both. (Enchant, *blast*.)

Fiery Doom

Considered by many mages to be the ultimate weapon, the staff of fiery doom can unleash destruction on a truly terrifying scale.

It can either launch fiery bolts or large fireballs. The bolts can inflict 2d6 or 3d6 damage, as the user wishes, and he may fire up to 3 per round, incurring no multi-action penalty.

The fireball is much more powerful. At the user's whim, it can inflict 2d6 or 3d6 damage and fills either a Medium or Large Template. Both powers have a chance of igniting combustible materials (see **Fire** in *Savage Worlds*).

The wielder uses his Shooting skill to target either power and may use both powers in the same round with a multi-action penalty. Both powers have a range of 12/24/48. (Improved Enchant, *blast*, *bolt*.)

Healing

To use this willow wand, the wielder need only touch his target and utter the command word (make an arcane skill roll.) With success, the wand heals one wound taken in the last hour, two with a raise. It has no effect on wounds over one hour old or crippling injuries. (Enchant, *healing*.)

Hercules

This wand contains two powers, which may be activated in the same round. Both require an arcane skill and the wand to be touched to the recipient of the power.

The first power increases the target's Strength by one die step, 2 on a raise. The second power works the same way, but affects Vigor.

Each use costs 2 Power Points and has a Duration of 3 (1/round). (Enchant, *boost trait—Strength*, *boost trait—Vigor*.)

Lightning

This silver birch wand is tipped with an iron spike. When the wand is activated, a bolt of lightning surges down from the heavens, striking an area equal in size to a Medium Burst Template anywhere within a range of 16". Everything in the Template suffers 2d10 damage.

Each use drains 6 Power Points. The wand has a store of 12 points. The wand works equally well underground or indoors. (Enchant, *column of destruction*.)

Luck

This wand has a small, silver horseshoe at the end. To activate it, the wielder points it at a single target within 8". With a success on the arcane skill roll, the target may make one re-roll during the duration of the spell, exactly as if he had a free benny. On a raise the target may make two re-rolls.

Each use of this power costs 4 Power Points with a Duration of 3 (1/round). The effects of this spell may be stacked, though the user must keep track of individual durations. (Enchant, *fortune*.)

Mage Lord

This powerful relic is a major boon to mages. So long as it is held, it allows the carrier to recharge his Power Points at the rate of one per 15 minutes. It also contains a mana stone (p. 44) with 10 Power Points—which also recharges at 1/15 minutes.

Finally, the staff grants the holder a +3 bonus to his Spellcasting rolls. (Artificer, Improved Artificer, +3, Spellcasting, Rapid Recharge Edge, Improved Rapid Recharge Edge, expenditure of 5 permanent Power Points.)

Mini-Fireballs

This sleek wand is tipped with a ruby. When pointed at a foe and the command word spoken, fiery bolts shoot forth. The wielder uses the wand's arcane skill to target the bolts. The bolts have a range of 12/24/48.

Each bolt fired drains 2 Power Points and inflicts 2d6 damage. The wielder may fire up to 3 per round, incurring no multi-action penalty. For double the cost, the bolts inflict 3d6 damage. The wand holds 12 Power Points.

Because they are composed of fire, the bolts have a chance of igniting combustible materials (see **Fire** in *Savage Worlds*). (Enchant, *bolt*.)

Misfortune

To use this wand, the caster need only point it at a single target within 8" and utter a curse.

He then makes an arcane skill roll opposed by the victim's Spirit. On a success, the victim suffers a mishap if his trait die rolls a natural 1, regardless of Wild Die. With a raise, the victim suffers a mishap on a 1 or 2 (again regardless of Wild Die).

The exact nature of the misfortune is left to the GM's imagination, but it should cost the victim his entire turn at the very least. Examples are dropping a weapon, slipping, striking an adjacent ally, or maybe suffering a pulled muscle (Fatigue level). (Enchant, *mishap*.)

Advancements

Normally, you can increase two skills lower than the linked attribute or one equal to or higher than the attribute when you level up.

What happens when your attribute is enhanced by magic, such as a headband of intelligence? There are several possible solutions.

First, anyone with an increased attribute when he levels up may treat his attribute at being as the higher level. This does mean that if a character is only 1 Experience Point off leveling, he can acquire the single point, borrow a relic to up his attribute, and gain the benefit.

Second, you can rule the wearer must keep the item on during the whole time between levels. A character with 5 Experience Points would thus have to wear it continually between 6 and 10 Experience Points to gain the bonus.

Third, you can rule the item grants no bonus with regard to leveling, and the character must use his own attribute level.

Exactly how you decide to handle the situation depends on the role of magic in your setting. Once you make a ruling, however, keep it constant.

Necromancer

This feared relic is carved from gnarled, black wood with a withered human hand at the "working end." The hand clutches a clear orb, in which floats a myriad of trapped souls, each howling silently in eternal torment.

The staff has two powers. When a command word is uttered (no arcane skill roll) and the wielder points to a spot within his Smarts x 2, the spirits in the orb swarm forth to fill an area the size of a Large Burst Template centered on the chosen spot and begin howling in anguish.

Any creature within the Template must make a Guts check. Wild Cards roll on the Fear Table (see *Savage Worlds*). Extras are Panicked instead. The spirits remain out as long the user desires—he can even redirect them to a new area simply by gesturing with the staff.

The staff also grants the holder the power to animate corpses under his control. To do so, the orb must be touched to a corpse and the wielder make a Spirit roll. On a success, a spirit from the orb then



enters the corpse, bringing it to "life" as a skeleton or zombie, depending on how much flesh remains, for one day. The undead is under the staff wielder's command.

More powerful versions of this staff—capable of raising the dead permanently—are rumored to exist. (Improved Enchant, *fear* with raise, *zombie* with two raises.)

Petrification

This wand has a medusa's head carved at the end. When pointed at a single target within 16", the medusa's eyes open and emit a beam of green light.

The target must make a Spirit roll opposed by the wand's arcane skill. Those who fail are completely paralyzed for the duration of the power and have a Parry of 2. Each use costs 3 Power Points and has a Duration of 3 (1/round). (Enchant, *petrify*.)

Puppetry

The staff of puppetry is an insidious relic, enabling the user to control minds. To use the power, the wielder needs only point it at a target within 12" and make an opposed Spirit roll. The user must score a success and beat the target's roll to gain complete control. The victim will attack friends and even commit suicide, though such acts allow the victim another opposed Spirit roll to break the spell.

Because the power is invested in a staff, there is no duration—the target is enslaved as long as the staff holder wills it. (Improved Enchant, *puppet*.)

Shrinking

To wield the power of the wand, the user simply picks a target with 8" and makes an arcane skill roll. Unwilling recipients may make a Spirit roll opposed by the arcane skill.

Each success and raise reduces the Size of the victim by one step, down to a minimum of Size -2 (approximately the size of a rat). Each level of Size reduction reduces the target's Strength

by one die type (minimum of d4) and his Toughness by 1 (minimum of 2). Items carried or worn by the target shrink with him.

Creatures reduced to Size -2 are Small and are harder to hit (see *Savage Worlds*). They may also share a space occupied by another character. (Enchant, *shrink*.)

Sluggish Reflexes

This wand has an iron tip, decorated with runes of stasis. The user makes an arcane skill roll opposed by the target's Spirit. With success, the target must discard and redraw action cards above 10, except Jokers. On a raise, he must redraw cards above 7. A victim who usually draws multiple initiative cards discards only those with a value higher than the spell allows.

Each use drains 2 Power Points and has a Duration of 3 (1/round). (Enchant, *sluggish reflexes*.)

Spirit Banishing

This wand holds the power to banish ghosts and other spirits from the material world.

The user must pick a single target within 8" and make an arcane skill roll opposed by the target's Spirit. The user must score a success and beat the target's roll to succeed in the banishing. The wand has no effect on physical beings, but does affect spirits who have become corporeal through use of Monstrous Abilities. Each use costs 3 Power Points. (Enchant, *banish spirit*.)

Tempests

This staff can be used to create or dispel storms. Each use requires the character to spend four rounds working his magic and then make a Smarts roll. In areas where storms do not typically exist, such as a desert, the Smarts roll is made at -4 and may be attempted only once per day.

If the roll is successful, an existing storm dissipates or a new tempest appears overhead with supernatural speed. The size of the tempest affected is 10 miles in diameter. The power only works outdoors.

When a tempest is created, the accompanying rain reduces visibility (treat as Dark Lighting), extinguishes most normal fires within 1d10 rounds, and only volatile materials have a random chance of igniting from fire-based attacks. Tempest conditions inflict a -1 penalty to most actions due to slipping, difficulty hearing, and so on. The Game Master must decide if any actions are unaffected.

If the character scores a raise when summoning the tempest, he has created a monstrous storm. Visibility is reduced to just 12" (and still subject to Dark

Lighting) and the ground turns into a quagmire. Any character running must make an Agility roll or fall prone and become Shaken. Non-game effects include flash floods and lightning strikes, possibly damaging nearby buildings, drowning livestock, and flattening crops. Summoned tempests last 2d6 hours. (Improved Enchant, *tempest*.)

Time Control

This wand is etched with runes of time and stasis. It does not grant true control over time, but it does alter the passage of time for one individual.

The user must point the wand at one individual within 8" and make an arcane skill roll. Unwilling recipients may use Spirit to oppose this.

If successful, the target becomes "frozen" in a certain part of the timestream. In game terms, he keeps whatever action card he currently has in front of him for the duration of the effect. This works with Jokers as well—the GM still shuffles the deck, but without the Joker being replaced.

Each use drains 4 Power Points, with a Duration of 3 (1/round.) (Enchant, *freeze pattern*.)

Tongue Tied

This wand has a silver face at the end with its hands clasped over its mouth.

The user must point it at one target within 16" and make an arcane roll opposed by the victim's Smarts. With success, the victim loses the ability to speak properly, producing random sounds whenever he tries to speak. This is especially useful against verbal spellcasters, as it removes their ability to work magic.

Each use drains 2 Power Points and has a Duration of 3 (1/round.) (Enchant, *tongue tied*.)

Vines

This short wand is carved with images of creeping vines along its length and tipped with jade.

When commanded, vines shoot forth to engulf foes. The arcane skill of the relic is opposed by the target's Agility. Success indicates partial restraint so that the target suffers a -2 penalty to Pace and skills linked to Agility and Strength. A raise restrains the target fully. He cannot move or use any skills linked to Agility or Strength.

Each following round, an *entangled* target may make Strength or Agility roll to break free. Other characters may also attempt to free the ensnared person by making a Strength roll at -2.

For 2 Power Points *entangle* targets a single opponent. For 4 points it affects everyone in Medium Burst Template. (Enchant, *entangle*.)

Gaining Intelligence

If you choose to use intelligent relics in your setting, you need to decide from where their intelligence comes,

Placing a consciousness, no matter how primitive, into a relic is generally beyond the ken of mortals, especially player characters.

Perhaps they are demonic or angelic spirits, sent into an item by a deity for some purpose unfathomable to mortals, or maybe a mage of awesome power, using spells now long-forgotten, transferred his consciousness into a relic rather than die, or perhaps they are imbued with the memories of a famous former-owner, a sort of spiritual shadow.

Viper

This wand is carved to resemble a striking viper. The user must pick one weapon within a range of 16" and make an arcane skill roll. With a success, the weapon transforms into a venomous serpent. The serpent is not under the character's control, and attacks the nearest target (usually the poor person holding the weapon), acting on the caster's Initiative. On a raise the serpent is particularly dangerous and is treated as a Wild Card.

When the duration passes or if the snake is killed, whichever comes first, the snake reverts back to being a weapon.

Each use costs 3 Power Points with a Duration of 3 (1/round.) (Enchant, *viper weapon*.)

Warrior's Blessing

Said to have been created by priests of the god of war, this staff has the ability to grant combat prowess to anyone it touches.

With a successful Smarts roll, a single recipient touched by the staff gains the benefits of a single Combat Edge as chosen by the caster. The caster (not the recipient) must meet the usual rank requirement of the Edge but ignores all other requisites, even those requiring other Edges.

For the duration of the effect, the recipient gains all the benefits of the Edge. The staff wielder can choose to cancel the effects anytime as a free action.

Edges gained through this power provide no additional benefit if the recipient already has the Edge, even if they grant a flat die bonus. (Improved Enchant, *warrior's blessing*.)

Table 10: Cursed Relics

Cursed items come in two types—those with deliberate flaws, such as placing *lower trait* in a helmet to affect the wearer's Smarts, and those which result from failed magical creation attempts.

The first, while obviously debilitating, are easily thwarted by not using the item once you know of its negative effects.

The second, the result of unfortunate accidents, are more difficult to get rid of—once donned or wielded (as appropriate), they can only be removed by a successful *dispel* power cast by a mage of at least Heroic rank, or the death of the wearer. Cursed relics have a d10 arcane skill.

The use of cursed items in a setting is one of personal choice. True cursed items cannot be deliberately manufactured, and any sensible mage would destroy the relic once he identified the flaw. Still, some may be stolen or deliberately sent into the world by mad or evil mages.

If you want to place a cursed item in your adventure, pick one or roll 2d20 on the table below. Note that cursed items have no prices—no one in their right mind would pay for one. Item descriptions follow and are listed alphabetically.

You can make very quick cursed items, especially armor and weapons, simply by using the appropriate tables and reversing modifiers (a sword of –1 Fighting, for example) and suitable Hindrances (such as Anemic, Bad Luck, Lame, or Yellow).

2d20	Type
2–3	Anklet of Clumsiness
4	Anklet of Clumsiness, Greater
5–7	Boots of Lameness
8–10	Brooch of Sickness
11–12	Brooch of Weak Will
13	Brooch of Weak Will, Greater
14–15	Gauntlets of the Weakling
116	Gauntlets of the Weakling, Greater
17–18	Girdle of Ill Health
19	Girdle of Ill Health, Greater
20–21	Gloves of the Pacifist
22–23	Goggles of Blinding
24–25	Goggles of Foggy Vision
26–27	Goggles of Illiteracy
28	Headband of Phobias
29–30	Headband of Stupidity
31	Headband of Stupidity, Greater
32	Helm of Naivete
33	Mask of Ugliness
34–35	Ring of Delusions
36	Ring of Ill Fortune
37	Sword of Slaying
38–40	Unlucky Rabbit's Foot

Anklet of Clumsiness

This thin silver chain is marked with runes of gracefulness, but actually lowers the wearer's Agility by one die type (minimum of d4). Skills are not affected, but the wearer is generally clumsier.

Anklet of Clumsiness, Greater

This powerful cursed relic lower the wearer's Agility by two dice types (minimum of d4).

Boots of Lameness

When placed on the feet, the boots shrink, crushing the wearer's foot and causing him great difficulty when walking. His Pace is reduced by 2 (to a minimum of 1) and his running die is reduced one step (minimum of d4.)

Brooch of Sickness

Despite being engraved with runes of vitality, this relic makes the wearer prone to sickness and environmental effects. The wearer subtracts 2 from all Vigor rolls made to resist Fatigue checks, poison, disease, and the like.

Brooch of Weak Will

Etched with runes of willpower and self-confidence, the wearer actually suffers a one die type decrease in his Spirit (minimum of d4).

Brooch of Weak Will, Greater

The wearer suffers a two dice type decrease in his Spirit (minimum of d4).

Gauntlets of the Weakling

Although identical to gauntlets of strength, these relics bestow a one die type decrease in the wearer's Strength (minimum of d4).

Gauntlets of the Weakling, Greater

The wearer of this fine gauntlets finds his Strength reduced by two dice steps, to a minimum of d4.

Girdle of Ill Health

This foul relic drains the wearer of vitality and stamina, reducing his Vigor by one die step (minimum of d4).

Girdle of Ill Health, Greater

Etched with runes of endurance, vigor, and stamina, the wearer actually suffers a two dice decrease in his Vigor (minimum of d4).

Gloves of the Pacifist

These black, velvet gloves have silver and gold stitching on the black forming runes of martial prowess and bravery. When donned, however, their curse takes effect, turning the wearer into a pacifist.

The character won't fight living creatures under any circumstances. He may defend himself, but won't do anything to permanently harm sentient, living creatures. Note that undeniably evil creatures, undead, demons and the like, are fair game, however.

The character may fight with nonlethal weapons, such as his fists, but only when directly threatened.

Goggles of Blinding

When donned, the red crystal lenses of these goggles turn black, effectively blinding the wearer. Until remove, the character suffers a -6 penalty to all physical task requiring vision—which is most everything, and -2 to most social tasks as he can't "read" those he's interacting with as well as others.

Goggles of Foggy Vision

These cursed goggles resemble goggles of blinding (p. 63), but are not as powerful. Rather than blinding the wearer, they act as if he were seeing through fog, giving him a -2 to Notice rolls based on sight.

Goggles of Illiteracy

Although these relics resemble goggles of translation (p. 42), they actually produce the opposite effect—the wearer finds himself completely unable to read or write any language. When he tries, all he produces are meaningless squiggles.

With regard to relics, the character may not use scrolls. Labeled potions also pose a potentially dangerous problem.

Headband of Phobias

This leather headband has a lapis lazuli in the center, a stone renowned for his properties of courage and bravery. In spite of this, it actually causes the wearer to suffer a powerful phobia—one directly related to his profession.

A warrior might become afraid of weapons, a mage may find that magic (even relics) scares him witless, while a thief may suddenly develop a phobia about money. Whenever the character is in the presence of his phobia, he suffers a -4 to all trait roles.

Headband of Stupidity

The unfortunate victim of this relic suffers a one die drop in his Smarts (minimum of d4). While his skills linked to the attribute are unaffected, his grasp of Common Knowledge is affected.

Headband of Stupidity, Greater

This is a more powerful version of the headband of stupidity. The wearer's Smarts is lowered by two dice steps (minimum of d4).

Helm of Naivete

Although related to the headband of stupidity (p. 63), this cursed relic does not directly affect the wearer's Smarts. Instead, it affects Smarts-linked skills, giving the unfortunate victim a -2 penalty.

Mask of Ugliness

This relic is identical to a mask of beauty (p. 44), but has the opposite effect. When placed on the face, it sinks beneath the skin and twists and contorts the wearer's face to be uglier. The wearer suffers -4 Charisma.

Ring of Delusions

This insidious rings warps the wearer's perceptions. Exactly how is left to the imagination of the GM, but here are a few examples.

The wearer becomes paranoid, convinced that his closest friends are out to steal his treasure or kill him when he sleeps. The ring wearer believes the ring contains a magical power which activates when he wears it (roll on table 7B for the apparent power). The wearer becomes convinced the ring is intelligent and speaks to him, telling him to do terrible deeds (gain the Bloodthirsty Hindrance).

In all cases, the wearer totally believes the delusion. There is no roll to resist its vile effect.



Really Low Fantasy

If you plan on running a fantasy world where magic is rare, here are two suggestions for handling magic items.

First, allow the Artificer and Improved Artificer Edges to be taken as Professional Edges, with a requirement of Smarts d10+ instead of the Arcane Background requirement. These items would be well-crafted mundane objects, rather than magic items.

Second, if you use the *Savage Worlds Adventure Deck*, only allow magic items to be found when the Relic card is played. This makes magic items much rarer and the players will be eager to get their hands on anything magical.

Ring of Ill Fortune

The wearer suffers a mishap if his trait die rolls a natural 1, regardless of Wild Die. He may *not* spend a benny to reroll.

The exact nature of the mishap is left to the GM's imagination, but it should cost the victim his entire turn at the very least. Examples are dropping a weapon, slipping, striking an adjacent ally, or maybe suffering a pulled muscle (Fatigue level).

Sword of Slaying

This longsword is cursed with bloodlust, which it imparts on the holder. The character gains the Berserk Edge, but also the Bloodthirsty Hindrance. No matter how hard he tries, the possessor cannot resist its power—he must use it in every combat.

He cannot leave it behind, refuse to use it, or throw it away for long. Each day he does not use it to slay a prisoner or innocent victim, he gains a Fatigue level. Fatigue gained this way is only removed by taking the life of a defenseless person—one life removes one level of Fatigue. The sword has no wish to slay its owner, and the character can never become Incapacitated through Fatigue gained from not using the sword.

It functions as a regular longsword, but grants no benefits to damage or Fighting.

Unlucky Rabbit's Foot

Though supposedly a symbol of good luck, the wearer receives one less benny at the start of each session, to a minimum of zero.

Table 11: Intelligent Relics

Intelligent relics are second only to true relics in rarity. Those that exist are always permanent (i.e. non-alchemical) items. For some suggestions on how they come into existence, check the sidebar opposite.

If you decide to allow intelligent relics in your setting, these rules cover their creation and provide a few examples.

Making an intelligent relic requires a little more work than for other relics. Intelligent relics should be treated as player characters, not just magic items with brains. For ease, you should allow the character possessing them to run the relic, though there are times when it may decide not to cooperate.

First, decide on whether a relic is intelligent or not. If you want to roll randomly, then roll a d20. On a roll of 20, the item is intelligent. Proceed to the tables below to determine its intelligence, skill, personality, and goals.

Table 11A: Traits

Intelligent relics are treated as Wild Cards and receive a Wild Die and two bennies, which they can generally use only for themselves. They can be affected by arcane powers affecting the mind, such as *puppet*, and are also subject to Tests of Will.

Roll a d20 on the table below to determine the overall intelligence of the relic.

Attributes: Determines how many dice the relic has to spread between its Smarts and Spirit. Attributes begin at d4. Unlike player characters, relics may have attributes in excess of d12. Each additional die over d12 becomes a single "plus," such as d12+1, or d12+2.

Skills: This column lists how many skill points the relic has. These are spent in the same way as for making regular characters, with one exception—skills may go over the linked attribute without paying double cost.

The GM should either pick skills from Table 11B or roll randomly. How skills work for intelligent relics is explained under **Using Skills** (p. 66).

Personality: Intelligent relics have a distinct, and sometimes powerful, personality. Roll as many times as indicated on Table 11C.

Goals: Roll on table 11D for the relic's goal.

d20	Attributes	Skills	Personality	Goals
1–3	1	7	1	1
4–8	2	9	1	1
9–13	3	11	2	1
14–16	4	13	2	1
17–18	6	15	3	2
19	8	17	3	2
20	10	20	4	3

Table 11B: Skills

Every time a skill is rolled, the relic increases its knowledge of that skill a die type. So, if a relic rolled Taunt for the first time it would gain d4, rising to d6, d8, and so on if the skill was rolled again.

d20	Skill
1	Boating
2	Climbing
3	Gambling
4	Guts
5	Healing
6	Intimidation
7	Investigation
8–9	Knowledge (specific skill)
10–11	Knowledge (Language)
12	Lockpicking
13	Notice
14	Persuasion
15	Stealth
16	Streetwise
17	Survival
18	Swimming
19	Taunt
20	Tracking

Knowledge: The GM should pick a Knowledge skill based on the relic's powers and its Edges and Hindrances. A ring of invisibility might have been owned by several thieves, and may have Knowledge (Thieves' Guilds), whereas a sword owned by a noble might reasonably have Knowledge (Battle).

Language: Each roll on the Language entry gives the relic basic knowledge of one language (at d4) or an increase to a language it already knows. Most fantasy games have a "common tongue"—the relic begins with a d6 in that language.

Table 11C: Personality

Intelligent relics are more than just smart objects—they have distinct personalities, goals, drives, and feelings.

How you choose to interpret the personality traits is left to you. A happy relic may sing or whistle, even at inappropriate times, whereas a Cowardly one may try to convince its possessor not to enter dangerous situation. Even a relic with Smarts of d12 can be clueless, lacking common sense and knowledge outside its area of expertise.

If you roll a duplicate result, that personality trait becomes stronger—much stronger. A suspicious relic may become paranoid, or a lazy one refuse to function unless cajoled, bribed, or threatened.

d20	Personality
1	Cruel
2	Happy
3	Gung Ho
4	Lazy
5	Manipulative
6	Crude
7	Clueless
8	Mysterious
9	Creative
10	Cowardly
11	Heroic
12	Insane
13	Bloodthirsty
14	Optimistic
15	Pessimistic
16	Suspicious
17	Talkative
18	Helpful
19	Contrary
20	Aloof

Table 11D: Goals & Ambitions

Every intelligent relic has a goal or ambition—some have more than one. For each goal the relic has, roll once on the table below. The goals are only given brief descriptors—the GM must decide exactly what form the goal takes and how the relic intends to achieve it.

d20	Goal
1–2	Promote a religion
3–4	Oppose a religion
5–6	Overthrow tyranny
7–8	Overthrow a just ruler
9	Become a ruler
10–11	Avenge some slight
12–13	Acquire fame and glory
14–15	Destroy a certain race
16–17	Aid a certain race
18–19	See the world
20	Gain a permanent body/be destroyed

Miscellaneous Notes

Battle of Wills

As stated before, intelligent relics are not slaves to the whim or their possessor. Sure, they can't run away, but they can try to force the user to do things he rather wouldn't.

For the most part, intelligent relics are generally content to go along with their possessor, so long as it does not directly go against their personality or goal.

When the relic and its possessor have different opinions over a course of action, a battle of wills ensues.

To resolve the battle of wills, the relic makes a Spirit roll opposed by that of the possessor. If the relic wins, it gains control of the user for one hour plus one per raise. A relic may instigate a battle of wills only once per day, whether or not it is successful.

During this time, the character's personality is suppressed by the relic, which can use the body as if were its own. The relic uses its own Smarts and Spirit and its own skills, but can use the owner's Edges.

If the relic tries to do something the character finds abhorrent, such as killing his friends, the character may make another Spirit roll to free itself of the domination.

Relic Powers

Intelligent relics have limited control of the powers contained within the relic they inhabit. While they cannot activate them (an intelligent wand of fireballs cannot fire itself, for instance), they can prevent them from working. Even "always on" items are affected.

The owner gain force a recalcitrant relic to allow him access to the power, but he must win a battle of wills.

Using Skills

How can a talking ring use Boating or Swimming? It can't, at least not directly. The only skills a relic can use by itself are Guts, Intimidation, Knowledge, Knowledge (Languages), Persuasion, and Taunt.

It can use its other skills to give its possessor advice based on its own knowledge. Treat this as a Cooperative Roll (see *Savage Worlds*).

Giving advice takes time, especially when you don't have any way of physically demonstrating what you mean. For this reason, relics should never have combat skills—the last thing you want in a fight is a talking relic telling you how to swing your blade, anyway.

The GM has the final word on a when a relic can and can't assist its possessor.

Fear

While intelligent relics can't run away or suffer heart attacks, they are still susceptible to fear. If they fail a Guts check, they become Panicked. They cannot use any of their skills and automatically attempt a battle of wills (even if they have used their one attempt that day).

If they win, they force their owner to flee. When the Panic ends, the artifact usually returns control of the body to its rightful owner.

Senses

Relics with the Notice skill can see and hear as if they were a human. Those without the skill receive only vague impressions of what is going on around them—typically they can sense living creatures approaching within 2 yards, but can't make out specifics, such as race.

When donned or held, as appropriate to the relic, it can see and hear everything the owner does. Relics with Notice may use their own skill or that of their possessor.

Those without it are totally reliant on their owner's abilities—if a character has sensory-affecting Edges or Hindrances, then the relic is also affected by them.

Sample Intelligent Relics

There is no table of randomly generated intelligent relics. Each is a unique item. However, here are a few examples you can use verbatim or take as templates for building your own relics.

Ethileil

Base Item: Elven Gloves +2

Smarts: d6, **Spirit:** d10

Skills: Boating d6, Gambling d6, Knowledge (Dwarven language) d4, Knowledge (Orc language) d6, Knowledge (Ports) d8, Streetwise d6, Swimming d4

Personality: Insane (Strong).

Goal: Acquire fame and glory.

Ethileil once belonged to an elven pirate by the name of Ethileil Bowbreaker, who plagued the shipping lanes long ago. Back then, the glove was just an ordinary relic.

When Ethileil went to the bottom of the sea, so did his glove. There it lay for centuries, attached to the unshriven corpse of the pirate lord.

As the corpse rotted, the soul of the pirate sought refuge from the fiery eternity that awaited it. Through an act of willpower, the soul of Ethileil became part of his magic glove. While the bonding worked, it also drove Ethileil insane.

The glove was dragged from the sea by fisherman, who took it back to land and sold it as a curiosity. Since then, the glove has had several owners. It seeks to rebuild its corsair fleet, and owners who refuse to follow its goal are dominated, then drowned.

Orchane

Base Item: Dagger +2 damage, +2 Fighting

Smarts: d4, **Spirit:** d10

Skills: Guts d8, Intimidation d8, Knowledge (Orc language) d6, Taunt d8

Personality: Bloodthirsty, Gung Ho.

Goal: Destroy orcs.

Orcbane is a dagger with a purpose—to slay as many orcs as possible. Orcbane actually contains the spirit of a vengeful dwarf, who became trapped in the blade as a result of an orc shaman's spell.

Whenever Orcbane sees or hears an orc, it automatically tries to dominate its owner, forcing them to enter combat using the dagger.

Salizmar

Base Item: Ring of Fire Protection

Smarts: d6, **Spirit:** d6

Skills: Knowledge (Deserts) d6, Persuasion d6, Survival d8, Tracking d6

Personality: Manipulative.

Goal: Gain permanent body.

The intelligence of this relic was once a desert nomad. While exploring the deep desert, he became separated from his caravan. As his water ran out and the vultures gathered overhead, Salizmar found a sealed copper jar. Inside was not water or dates, but a genie.

It offered Salizmar one wish, and in his desperation, the nomad wished to be immune to the effects of the desert sun and never thirst for water again. The genie was only too happy to help, and bound the spirit of the nomad into a ring of fire protection.

Salizmar wants only have his spirit returned to a mortal body. While he lacks the willpower to dominate an owner for long, he is very manipulative, offering his services in return for his eventual freedom.

True Relics

True relics are the most powerful magic items known. They are unique items, possessed of fabulous, and often dangerous, power.

Using True Relics

A true relic serves as a quest hook for the heroes, providing a series of adventures increasing in difficulty as the characters first try to locate it, and then gain control of it.

Relics don't have to be there for the heroes to use—an entire campaign could revolve around the heroes quest to find and destroy a relic endangering their world.

Purpose

All true relics have a purpose. This may be as simple as destroying the races of giants, or more complex, such as uniting the fractured kingdoms into a

single state or overthrowing a religion. Relics created by deities usually have a purpose firmly in line with their particular faith.

Discovering Artifacts

Artifacts should never be placed as random treasure or found after searching an orc lair. These powerful magic items have a destiny to fulfill, and only the worthy may find them.

Use foreshadowing techniques to hint at the existence of a true relic, perhaps placing obscure references on walls of an ancient temple, or ghost-stories told in remote, wayside taverns. Unless the relic has a definite reason to exist within the framework of your setting, don't introduce one.

Once the characters know of the relic, they can begin questing for it. Relic quests should be lengthy and fraught with danger. Many are protected by deadly guardians or traps, their location concealed by cunning riddles and complex clues.

If you allow the heroes to simply walk in and take it without great risk, the relic will be reduced to the status of a regular magic item. To gain great power, the party should experience great hardship and loss.

Powers

True relics have powers far in excess of those found in standard magic items. Artificer-style relics grant bonuses over +3 or contain 3 Edges, and those that mimic arcane powers have a greater range, duration, and effect.

True relics should have whatever abilities you feel they need, and in any number. If you want a sword that grants a +5 bonus to damage and Fighting, and contains 6 Combat Edges, then build it. But don't start complaining when your characters start slaying your villains with ease.

Remember, though, true relics have a purpose. They may not let the wielder use the powers on anything he likes. As major items, there is very little the character can do but go along with the relic.

Drawbacks

Even relics created by the powers of good have drawbacks, usually tied in to their purpose. A sword dedicated to slaying dragons might only work when fighting dragons, or it may compel the wielder to seek them out and destroy them.

Possession of an evil relic is often a drawback in itself. They tend to be domineering, forcing the user (more often a victim), to wield their power for evil purposes.



Destroying a Relic

True relics can be destroyed, but never through simple means. Battering at them with axes or casting *blast*, even against the weakest relic, won't cause a scratch. Every relic should have a unique means of destruction, quite possibly involving another quest. Even discovering the means of destruction could be the basis for an entire campaign.

Sample True Relics

Here are a few example relics. Only one of them is specifically designed for our new setting—the others are generic creations to show the versatility, and campaign potential, of the objects.

Crown of Bones

It is said, in hushed whispers, that the Crown of Bones once belonged to the Liche-King, a necromancer of unsurpassed power. Though he was defeated centuries ago, it is said that his crown still exists, hidden away from the gods of light, to whom it is an affront.

Possessed with a malevolent lust to corrupt the living, any sentient being entering within 12" of the relic must make a Spirit roll opposed by the crown's Spirit of d12+2. Those who fail become fixated with possessing, and donning, the crown. The lust is so intense the victim will actively try to slay those who oppose him, even his friends. The crown can attempt this as many times as it wants in a turn with no multi-action penalty.

Even when the victim is dragged away from the crown, his lust continues. Each week he does not see the crown, he may make another Spirit roll to break free of its influence.

The crown immediately transforms the wearer into a liche, altering his attributes and skills to match those of the foul creature, and granting him the liche's Special Abilities (see *Savage Worlds*). He retains his own Edges and Hindrances. The victim, for that is what he has become, becomes a GM character.

Removing the crown is impossible while the wearer still lives. On the wearer's death, the crown immediately tries to force those nearby to wear it.

The only way to permanently destroy the accursed relic is to have a priest of Legendary rank of each major good deity perform a rite of purification over it in turn within a 24 hour period.

Campaign Use: A warrior of some skill discovered the crown and has become a new liche-king. His undead legions are slowly encroaching on the land the heroes' call home. Killing him is only half the quest, for unless the crown is destroyed, it will find a way to ensnare another victim.

Gem of Unlimited Wealth

Depending on who tells the tale, the Gem of Unlimited Wealth is a diamond, emerald, or ruby of enormous size. All agree, however, that the gem has the ability to produce smaller versions of itself each month, granting the owner unlimited wealth.

So perfect is the gem, that all who see it must make a Spirit roll at -2 or secretly desire to possess it. Character with the Greedy Hindrance suffer a further -2 for the Minor version, and -4 for the Major version. The latter will also kill to get their hands on the gem (whether they make the roll or not).

The gem does indeed produce a smaller version of itself each month. Each gem is worth \$5000 (the actual Gem is, literally, priceless).

Unfortunately, the gem is cursed. After possessing it for a month, the owner gains the Greedy (Major) Hindrance. Each month thereafter he becomes meaner and more miserly, refusing to spend his wealth and spending hours talking to it and caressing it. He also loses 1 point of Charisma each month after the first, to a minimum of -10.

The character's only friends are those he buys, and they secretly desire the gem. As word of the owner's wealth spreads (and it spreads quickly), he becomes the target of thieves.

Campaign Use: A rich merchant hires the characters to be his friends and attend social functions with him. When he is killed by thieves, they learn the secret of his wealth, but not his curse.

Healer's Staff

Sent to the mortal world by the goddess of healing, this seemingly ordinary wooden staff is imbued with part of her divine essence. It instantly cures the wounds or effects of poison or diseases of those it touches. It even corrects permanent injuries and physical impairments gained through Hindrances, such as Blind or Lame).

The wielder instantly becomes a total pacifist, however. He will never harm a living creature, nor allow one to be harmed, whether through direct action (stabbing an orc) or inaction (letting a villain drown), even at the expense of his own life. The only creature the character will not try to save is himself!

The character may use only nonlethal force, whether through arcane powers or more physical means. When defending another creature, a successful hit with the staff affects the target as if he hit by the *stun* power, except his Vigor roll is made at -6.

If the wielder ever deliberately and knowingly harms a living creature (causes a Shaken effect or wound through physical means), he receives a permanent Crippling Injury (roll randomly) as a reminder of his duty to protect others. Nothing can cure this injury. Should he kill such a creature, all the ills the staff has cured are inflicted upon him—permanently. Chances are, he's going to die.

The staff can be destroyed by striking it against a demon lord. While the staff purges the entity of its sins and redeems its soul, the backlash blows it apart, causing 5d10 damage in a Large Burst Template.

Campaign Use: A terrible and virulent plague is sweeping the land. The only hope of stopping its spread is to find the legendary Healer's Staff.

Soulrinker

Said to be one of seven legendary blades created by the lords of Hell for their most trusted mortal lieutenants, Soulrinker is a great sword which inflicts +8 damage and grants the user a +4 bonus to Fighting.

Whenever a foe is Incapacitated by damage caused by the blade, the victim must make a Vigor roll or have his soul sucked out. The wielder of the blade may then transfer the soul to himself, as a free action, gaining a special power as he does.

He may replace one of his own traits with that of the victim, or gain one of his Edges (any Edge, even if he doesn't meet all the requirements).

Of course, the blade exudes a corrupting influence on its user. When the first soul power is gained, the user also gains the Bloodthirsty Hindrance. If he already has it, his desire to kill goes beyond just executing prisoners—every living creature becomes fair game for his lust.

For each subsequent life taken, the wielder must make a Spirit roll at -4 or gain the vampiric weaknesses of Invitation Only, Holy Water, Weakness Holy Symbol, and finally Sunlight. He gains one each time he fails the roll, and in the order they are presented. The user does not actually become a vampire, he just acquires their weaknesses.

Destroying the blade requires it to be plunged into the heart of the sun. Whether this is to be taken literally or is a metaphor for something else remains to be seen.

Campaign Use: An evil villain has possession of the blade, and it slowly killing the hero's of the realm. Naturally, the characters are on his list. Once they slay him, they discover the secret of his awesome power.

Well of Knowledge

Said to be located in the heart of an ancient temple, now buried deep beneath the earth, the Well of Knowledge is believed to grant anyone who drinks from it unlimited knowledge.

Actually, that isn't entirely true. Anyone who drinks a cup of water from the well may immediately raise his Smarts to a d12+4. The problem is, the well produces only one cup of water a century. If that water isn't drunk, no more is produced (i.e. the well only ever has one use per century).

Knowledge comes at a price, however. The well grants an increase in common knowledge, but drains specific knowledge. If the drinker draws an action card of 5 or lower, he must make a Spirit roll at -2 two or lose one die type from a Knowledge skill of the character's choice, two die steps if he rolls a 1 on his Spirit die (regardless of Wild Die). If a skill is reduced to zero, the character becomes unskilled.

Should the drinker have no Knowledge skills, he suffers no effects until he gains at least a d4 in one.

The well can be destroyed by pouring in the blood of a being that knows everything there is to know in the universe.



Table 1: Armor & Shields

Roll a d20 to determine the type of protection, then consult the subtables as instructed.

Table 1A: Armor Type

d20	Type
1–15	Armor (Table 1B)
16–20	Shield (Table 1D)

Table 1B: Armor

Roll a d20 to determine the exact armor type, then roll on Table 1C to determine the specific bonus.

d20	Type	Cost
1–7	Leather	\$50
8–12	Chain hauberk	\$300
13–15	Plate corselet	\$400
16	Plate arms (vambrace)	\$200
17	Plate leggings (greaves)	\$300
18–19	Pot Helm	\$75
20	Steel Helmet	\$150

Table 1C: Armor Bonus

d20	Bonus	Cost
1–10	+1 Toughness	+\$1000
11–16	+2 Toughness	+\$2000
17–19	+3 Toughness	+\$3000
20	Special (roll again on this table for Armor bonus then roll on Table 1F. Reroll if this result comes up again)	

Table 1D: Shield Type

Roll a d20 to determine the exact shield type, then roll on Table 1E to determine the specific bonus.

d20	Type	Cost
1–7	Small	\$25
8–15	Medium	\$50
16–20	Large	\$200

Table 1E: Shield Bonus

d20	Bonus	Cost
01–10	+1 Parry (Block)	+\$6000
11–16	+2 Parry (Improved Block)	+\$8000
20	Special (roll again on this table for Parry bonus then roll on Table 1F. Reroll if this result comes up again)	

Table 1F: Special Armor & Shields

If a power has no extra effect on a raise, treat rolls of 19 as rolls of 17–18.

d20	Type	Cost
1–9	1d6 skill bonuses	+\$1000
10–13	1d3 Edges	Variable
14–16	Minor Artifact: 1d2 powers	+\$3500*
17–18	Major Artifact: 1 power	+\$2000**
19	Major Artifact: 1 power with raise	+\$3000**
20	Roll twice. If you roll another 20, roll again for another bonus.	

* Plus \$1000 per spell rank.

** Per Power Point of the power invested, plus \$1000 per spell Rank

Table 1G: Skill Bonuses

d20	Type
1–4	Climbing
5–7	Guts
8–10	Intimidation
11–13	Persuasion
14–17	Stealth
18–20	Swimming

Table 1H: Edges

d20	Type	Cost
1–3	Arcane Resistance	+\$2000
4–5	Berserk	+\$2000
6–7	Charismatic	+\$2000
8	Command	+\$2000
9	Danger Sense	+\$2000
10–11	Dodge	+\$6000
12–13	Fleet Footed	+\$2000
14–15	Hard to Kill	+\$2000
16	Harder to Kill (2)	+\$8000
17	Improved Arcane Resistance (2)	+\$4000
18	Improved Dodge (2)	+\$14,000
19–20	Quick	+\$2000

Table 1I: Powers

d20	Type
1	Beast Friend
2–3	Boost Trait (usually Smarts or Spirit in a helmet, Agility, Strength or Vigor in armor)
4–5	Burrow
6	Burst
7	Deflection
8–10	Environmental Protection (one element)
11	Fear
12	Fly
13–14	Invisibility
15–16	Quickness
17	Shape Change
18–19	Speed
20	Teleport

Sample Special Armor

d20	Type	Cost
1-2	Assassin's Armor	\$6550
3-7	Breastplate of Heroes	\$2400
8-9	Dragon Shield	\$5150
10-12	Dragon Slayer's Armor	\$4300
13-15	Hauberk of the Mage Slayer	\$5300
16-17	Helm of the General	\$4650
18-20	Thief's Jerkin	\$2050

Table 2: Melee Weapons

Roll 2d20 to determine the type of melee weapon, then consult Table 2B for bonuses.

Table 2A: Melee Weapon Type

2d20	Type	Cost
2-4	Axe	\$200
5-6	Battle Axe	\$300
7-10	Dagger	\$25
11	Flail	\$200
12-13	Great Axe	\$500
14-15	Great sword	\$400
16	Halberd	\$250
17	Katana	\$1000
18-23	Long sword	\$300
24	Lance	\$500
25	Maul	\$400
26-27	Pike	\$40
28-29	Rapier	\$150
30	Saber	\$200
31-34	Short sword	\$200
35-36	Spear	\$250
37-39	Staff	\$10
40	Warhammer	\$250

Table 2B: Damage Bonus

d20	Bonus	Cost
1-5	+1 damage	+\$1000
6-10	+2 damage	+\$2000
11-13	+3 damage	+\$3000
14-16	+1 damage and roll on Table 2C	+\$1000
17-18	+2 damage and roll on Table 2C	+\$2000
19	+3 damage and roll on Table 2C	+\$3000
20	Special (roll again on this table for bonus then roll on Table 2D. Reroll if this result comes up again)	

Table 2C: Fighting Bonus

d20	Bonus	Cost
1-10	+1 Fighting	+\$1000
11-16	+2 Fighting	+\$2000
17-20	+3 Fighting	+\$3000

Table 2D: Special Weapons

If a power has no additional effect on a raise, such as *burst*, treat rolls of 19 as rolls of 17-18.

d20	Type	Cost
1-13	1d3 Edges	Variable
14-16	Minor Artifact: 1d2 powers	+\$3500*
17-18	Major Artifact: 1 power	+\$2000**
19	Major Artifact: 1 power with raise	+\$3000**
20	Roll twice.	

* Plus \$1000 per spell rank.

** Per Power Point of the power invested, plus \$1000 per spell Rank

Table 2E: Edges

d20	Type	Cost
1-2	Ambidextrous	+\$2000
3	Berserk	+\$2000
4-6	Block	+\$4000
7	Command	+\$2000
8-9	First Strike	+\$2000
10	Frenzy	+\$4000
11-12	Giant Killer	+\$6000
13	Improved Block (2)	+\$10,000
14	Improved First Strike (2)	+\$12,000
15	Improved Frenzy (2)	+\$10,000
16	Improved Sweep (2)	+\$8000
17-18	Quick Draw	+\$2000
19-20	Sweep	+\$2000

Table 2F: Powers

d20	Type
1-3	Armor
4-7	Boost Trait (usually Strength or Vigor)
8-9	Burst
10-11	Fear
12-15	Light
16-17	Quickness
18-20	Smite (fire trapping)

Sample Special Weapons

d20	Type	Cost
1-2	Axe of the Berserker	\$7500
3-5	Duelist's Blade	\$13,150
6-7	Fearmonger	\$9025
8-10	Giant Slayer	\$5500
11-13	Head Taker	\$1900
14-17	Orcbane	\$3300
18-20	Pathblocker	\$14,250

Table 3: Ranged Weapons

Pick whichever table suits your setting and roll a d20, then roll on Table 3B to determine the bonus.

Table 3A: Standard Fantasy

d20	Type	Cost
1-3	Axe, throwing	\$75
4-8	Bow	\$250
9-10	Crossbow	\$500
11-12	English Long Bow	\$200
13-15	Knife/Dagger	\$25
16-17	Sling	\$10
18-20	Spear/Javelin	\$250

Table 3A: Blackpowder Fantasy

d20	Type	Cost
1-2	Axe, throwing	\$75
3-4	Bow	\$250
5-7	Crossbow	\$500
8	English Long Bow	\$200
9-10	Knife/Dagger	\$25
11	Sling	\$10
12	Spear/Javelin	\$250
13-14	Musket	\$300
15-16	Blunderbuss	\$300
17-20	Flintlock Pistol	\$150

Table 3B: Damage Bonus

d20	Bonus	Cost
1-5	+1 damage	+\$1000
6-10	+2 damage	+\$2000
11-13	+3 damage	+\$3000
14-16	+1 damage and roll on Table 2C	+\$1000
17-18	+2 damage and roll on Table 2C	+\$2000
19	+3 damage and roll on Table 2C	+\$3000
20	Special (roll again on this table for bonus then roll on Table 3D. Reroll if this result comes up again)	

Table 3C: Shooting Bonus

d20	Bonus	Cost
1-8	+1 Shooting/Throwing	+\$1000
9-14	+2 Shooting/Throwing	+\$2000
15-18	+3 Shooting/Throwing	+\$3000
19-20	Increased Range (see below)	+\$2000

Table 3D: Special Weapons

If a power has no additional effect on a raise, such as *obscure*, treat rolls of 19 as rolls of 17-18.

d20	Type	Cost
1-13	1d3 Edges	Variable
14-16	Minor Artifact: 1d2 powers	+\$3500*
17-18	Major Artifact: 1 power	+\$2000**
19	Major Artifact: 1 power with raise	+\$3000**
20	Roll twice. If you roll another 20, roll again for a third bonus.	

* Plus \$1000 per spell rank.

** Per PP of the power invested, plus \$1000 per spell Rank

Table 3E: Edges

d20	Type	Cost
1-2	Fast Load (reduce reload time by one round. If the weapon has a single round reload, replace this with Increased Range .	+\$2000
3-7	Increased Range	+\$2000
8-12	Marksman	+\$4000
13-15	Quick Draw	+\$2000
16-20	Steady Hands	+\$2000

Table 3F: Powers

d20	Type
1-2	Blast
3-6	Bolt
7-8	Boost Trait (usually Agility)
9-11	Entangle
12-13	Obscure
14-15	Quickness
16-18	Smite (fire trapping)
19-20	Stun

Sample Special Weapons

d20	Type	Cost
1-2	Crossbow of Many Bolts	\$10,500
3-5	Dagger of Pinning	\$2925
6-8	Dwarven Throwing Axe	\$2075
9-10	Elf Bow	\$7200
11-13	Fire Bow	\$5250
14-17	Javelin of the Gods	\$550
18-19	Nomad's Bow	\$3250
20	Target Seeker	\$9250

Table 4: Miscellaneous Magic

To create your own, roll on Table 4A to determine the relic's power, then roll on the appropriate subtable.

Pre-Generated Relics: If you need something really quick, then roll on Table 4F and follow the directions.

Table 4A: Item Powers

Roll a d20 to determine the relics power, then roll on the corresponding subtable. If a power has no additional effect on a raise, such as *burst*, treat rolls of 19 as 17-18.

d20	Type	Cost
1-6	Skill	Variable
7-13	1d3 Edges	Variable
14-16	Minor Artifact: 1d2 powers	+\$3500*
17-18	Major Artifact: 1 power	+\$2000**
19	Major Artifact: 1 power with raise	+\$3000**
20	Roll twice. If you roll another 20, roll again for extra bonuses	

* Plus \$1000 per spell rank.

** Per PP of the power invested, plus \$1000 per spell Rank

Table 4B: Skill

d20	Skill
1	Boating
2	Climbing
3	Fighting
4	Gambling
5	Guts
6	Healing
7	Intimidation
8	Investigation
9	Knowledge
10	Lockpicking
11	Notice
12	Persuasion
13	Riding
14	Shooting
15	Stealth
16	Streetwise
17	Swimming
18	Taunt
19	Throwing
20	Tracking

Table 4C: Skill Bonus

d20	Type	Cost
1-12	+1 bonus	\$1000
13-17	+2 bonus	\$2000
18-20	+3 bonus	\$3000

Table 4D: Edges

d20	Type	Cost
1	Ambidextrous	\$2000
2-3	*Arcane Resistance	\$2000/\$2000
4-5	Charismatic	\$2000
6	Combat Reflexes	\$4000
7	Command (see below)	\$2000
8	Danger Sense	\$2000
9	Fast Healer	\$2000
10	*Level Headed	\$4000/\$4000
11-12	*Luck	\$2000/\$2000
13	Fleet Footed	\$2000
14	*Hard to Kill	\$2000/\$6000
15	Marksman	\$4000
16-17	Nerves of Steel	\$2000/\$2000
18	Quick	\$2000
19	Steady Hands	\$2000
20	Strong Willed	\$2000

Command: If you roll this Edge twice, you may wish to allow the relic to contain Fervor (\$6000), Hold the Line (\$4000), Inspire (\$4000), or Natural Leader (\$4000).

Table 4E: Powers

2d20	Type
2-5	Armor
6	Barrier
7	Beast Friend
8-10	Boost/Lower Trait
11	Burrow
12-13	Deflection
14	Detect/Conceal Arcana
15	Dispel
16-17	Elemental Manipulation
18	Entangle
19-20	Environmental Protection
21	Fear
22-23	Fly
24	Invisibility
25-27	Light
28	Obscure
29	Puppet
30	Quickness
31-32	Shape Change
33	Smite
34	Speak Language
35-36	Speed
37	Telekinesis
38-39	Teleport
40	Zombie

Table 4F: Pre-Made Relics

Roll a d20 on the Miscellaneous Magic Table below, then roll on the appropriate subtable. For items marked “*,” roll on Table 4C to determine the bonus.

d20	Type
1–2	Clothing 1 (Table 4G)
3–4	Clothing 2 (Table 4H)
5–6	Clothing 3 (Table 4I)
7–8	Clothing 4 (Table 4J)
9–10	Clothing 5 (Table 4K)
11	Jewelry 1 (Table 4L)
12	Jewelry 2 (Table 4M)
13–14	Miscellaneous 1 (Table 4N)
15–16	Miscellaneous 2 (Table 4O)
17–18	Miscellaneous 3 (Table 4P)
19–20	Miscellaneous 4 (Table 4Q)

Table 4G: Clothing 1

d20	Type	Cost
1–2	Armbands of Strength	\$5000
3–4	Bearskin Cloak	\$1500
5	Belt of Strength	\$7000
6–7	Boots of Speed	\$3000
8	Bracers of Agility	\$7000
9–11	Bracers of the Mule	\$1000
12	Cap of the Cautious Warrior	\$3500
13–14	Cap of Concentration	\$6000
15	Cap of Concentration, Greater	\$8000
16	Cap of Tongues	\$3000
17	Cloak of Bridging	\$6500
18–19	Cloak of Darkness	\$2000
20	Cloak of Dragonscales	\$1500

Table 4H: Clothing 2

d20	Type	Cost
1	Cloak of Etherealness	\$9000
2–3	Cloak of Invisibility	\$12,000
3	Cloak of Invisibility, Greater	\$17,000
5–7	Cloak of Protection	\$5000
8	Cloak of Protection, Greater	\$7000
9–10	Cloak of Regal Bearing	\$2000
11–12	Cloak of Shadows	\$5000
13	Cloak of Shadows, Greater	\$7000
14	Cloak of Teleportation	\$5900
15–16	Cloak of the <Animal>	\$13,500
17	Cloak of the Small Folk	\$5500
18–19	*Courtier’s Robes	Variable
20	Elf Goggles	\$2000

Table 4I: Clothing 3

d20	Type	Cost
1–3	*Elven Gloves	Variable
4–5	*Executioner’s Hood	Variable
6	Gauntlet of Poltergeists	\$6500
7–8	Giantskin Cloak	\$5500
9	Girdle of Endurance	\$7000
10–11	*Glasses of Rapid Reading	Variable
12–13	*Gloves of Fighting	Variable
14	Goblin Goggles	\$2000
15–16	Goggles of Revealing	\$5000
17	Goggles of the Eagle	\$5000
18	Goggles of Translation	\$4000
19–20	Headband of Action	\$4000

Table 4J: Clothing 4

d20	Type	Cost
1	Headband of Action, Greater	\$8000
2–3	Headband of Intelligence	\$4000
4–5	Headband of Leadership	\$2000
6–7	*Jester’s Hat	Variable
8–9	Left Handed Glove	\$2000
10–11	Mariner’s Shoes	\$2000
12–13	Mask of Beauty	\$2000
14	Mask of Beauty, Greater	\$4000
15–16	Mask of the Merman	\$1500
17	Peacemaker’s Gloves	\$5500
18	Purse of Unlimited Wealth	\$1000
19	Rabbit-skin Boots	\$5000
20	Salamander Gloves	\$3500

Table 4K: Clothing 5

d20	Type	Cost
1–2	Skirt of the Dervish	\$5500
3–4	Skull Mask	\$4500
6	Skullcap of Intellect	\$7000
6–7	Slaver’s Shackles	\$11,000
8–9	Snakeskin Gloves	\$2000
10–11	Spider Boots	\$4000
12–13	Spiderweb Mask	\$4500
14–15	Swordsman’s Scabbard	\$2000
16	Tabard of the Holy Warrior	\$2000
17–18	Viper Tooth Gloves	\$6500
19–20	Wolfskin Boots	\$2000

Table 4L: Jewelry 1

d20	Type	Cost
1–2	Anklet of Agility	\$5000
3–5	*Beads of Knowledge	Variable
6–7	Bracelet of Cats' Whiskers	\$4000
8–9	Bracelet of Danger Sense	\$2000
10–11	Brooch of Confidence	\$5000
12–13	Brooch of Fitness	\$5000
14–16	Brooch of Gems	\$50
17–18	Brooch of Rapid Recovery	\$2000
19–20	Brooch of Resistance	\$2000

Table 4M: Jewelry 2

d20	Type	Cost
1	Brooch of Resistance, Greater	\$4000
2–4	*Bull's-eye Pendant	Variable
5–7	Charm of the Warrior	\$4000
8–10	*Medal of Honor	Variable
11–12	*Necklace of Ears	Variable
13–14	*Pendant of the Wolf	Variable
15	*Ranger Badge	Variable
16	Spinning Pendant	\$6500
17	Torc of Authority	\$7000
18–20	*Stone of Boosting	Variable

Table 4N: Miscellaneous 1

d20	Type	Cost
1–2	Adventurer's Tinderbox	\$2900
3–4	Adventurer's Torch	\$3000
5	Bag of Fog	\$5000
6	Bag of Marbles	\$4500
7	Barrier Staves	\$4000
8	*Battlefield Map	Variable
9–10	Bear's Tooth	\$300
11–12	Beggar's Bone	\$4000
13	Bell of Turning	\$5500
14	Blood Banner	\$8000
15	Book of Riddles	\$5500
16–17	Captain's Plume	\$6000
18	Chalk of Spirit Warding	\$100
19	Circlet's of Safe return	\$7500
20	*Coachman's Whip	Variable

Table 4O: Miscellaneous 2

d20	Type	Cost
1	Collar of Faithfulness	\$2000
2	Collar of Obedience	\$2000
3	Crook of the Tomb Guard	\$5500
4	Crystal Ball	\$6300
5	Doppelganger Prism	\$5500
6–8	Dragon's Tooth	\$75
9–10	Dust of Levitation	\$125
12	Dust of Reanimation	\$250
13–14	Exploding Stones	\$300
15–16	Flash Pellets	\$100
17	Flute of the Shepherd	\$4500
18–19	Flying Carpet	\$12,000
20	Gem of Desire	\$6100

Table 4P: Miscellaneous 3

d20	Type	Cost
1	Gem of Elementals (Air)	\$250
2	Gem of Elementals (Earth)	\$250
3	Gem of Elemental (Fire)	\$250
4	Gem of Elementals (Water)	\$250
5–6	*Gossip's Coin	Variable
7	Grave Dust	\$150
8	Hero's Banner	\$7000
9	Horn of Bellowing	\$6500
10	Horn of Heroes	\$4000
11	Lamp of the Elementals	\$6500
12	Mage's Key	\$5000
14	Magical Map	\$4500
14–16	Mana Stone	\$1000/PP
17–18	*Manual of the Wilds	Variable
19	*Mariner's Sextant	Variable
20	Picks of the Master Thief	\$7000

Table 4Q: Miscellaneous 4

d20	Type	Cost
1	Pipers of Peaceful Rest	\$5500
2–3	*Pocket Bestiary	Variable
4–5	Rabbit's Foot	\$2000
6	Rabbit's Foot, Greater	\$4000
7–8	*Rope of Climbing	Variable
9	Roving Rat	\$4500
10	Sentry Orb	\$5500
11–13	Smoke Pellets	\$100
14	Spade of Tunneling	\$7000
15	Standard of the Forlorn Hope	\$6000
16	Staff of Warding	\$19,000
17–18	*Thieves' Picks	Variable
19	Window Chalk	\$150
20	Witch's Broom	\$18,000

Table 5: Potions

Roll 3d20 to determine the type of potion.

3d20	Type	Cost
2-3	Armor	\$450
4	Armor with raise	\$625
5	Boost Agility	\$450
6	Boost Agility with raise	\$625
7-8	Boost Smarts	\$450
9	Boost Smarts with raise	\$625
10-11	Boost Spirit	\$450
12	Boost Spirit with raise	\$625
13-14	Boost Strength	\$450
15	Boost Strength with raise	\$625
16-17	Boost Vigor	\$450
18	Boost Vigor with raise	\$625
19-20	Boost skill (GM's choice)	\$450
21	Boost skill with raise (GM's choice)	\$625
22	Detect Arcana	\$100
23	Environmental Protection - cold	\$550
24	Environmental Protection - heat	\$550
25	Environmental Protection - water	\$550
26	Fly (Pace 6)	\$500
27	Fly (Pace 12)	\$650
28	Greater Healing (wounds only)	\$500
29	Greater Healing (injuries or wounds)	\$1000
30-34	Healing	\$150
35-36	Healing with raise	\$225
37-38	Invisibility	\$700
39	Invisibility with raise	\$1050
40	Puppet	\$550
41-42	Quickness	\$900
43	Quickness with raise	\$1350
44-45	Shape Change (Novice animal)	\$600
46-47	Shape Change (Seasoned animal)	\$650
48	Shape Change (Veteran animal)	\$700
49	Shape Change (Heroic animal)	\$750
50	Shape Change (Legendary animal)	\$800
51-52	Speak Language	\$500
53-55	Speed	\$400
56-57	Speed with raise	\$600
59	Telekinesis	\$700
60	Teleport (10" range)	\$150

Table 6: Rings

Roll a d20 on the table below, then roll on the appropriate subtable. Item descriptions follow the tables .

d20	Type
1-6	Lesser Rings 1 (Table 6A)
7-12	Lesser Rings 2 (Table 6B)
13-18	Lesser Rings 3 (Table 6C)
19-20	Greater Rings (Table 6D)

Table 6A: Lesser Rings 1

d20	Type	Cost
1-3	Arcane Resistance	\$2000
4-5	Arcane Resistance, Greater	\$4000
6-7	Archer	\$4000
8-9	Avoidance	\$4000
10	Avoidance, Greater	\$10,000
11-13	Bonding	\$2000
14	Brawn	\$2000
15-16	Dampening	\$6000
17-18	Elemental Manipulation, Air	\$4000
19-20	Elemental Manipulation, Earth	\$4000

Table 6B: Lesser Rings 2

d20	Type	Cost
1-2	Elemental Manipulation, Fire	\$4000
3-4	Elemental Manipulation, Water	\$4000
5-6	Fire Protection	\$6000
7-8	Force	\$4500
9-10	Hammerhand	\$7000
11-12	Healing	\$4500
13-15	Light	\$4000
16-17	Magical Warding (Magic)	\$5500
18	Magical Warding (Miracles)	\$5500
19-20	Pain Resistance	\$2000

Table 6C: Lesser Rings 3

d20	Type	Cost
1	Pain Resistance, Greater	\$4000
2-3	Power Surge	\$4000
4-7	Protection	\$5000
8-9	Protection, Greater	\$7000
10-11	Rapid Recharge	\$4000
12	Second Hand	\$2000
13	Shielding	\$4500
14-17	Storing	\$2000
18	Swordsman	\$2000
19-20	Water Walking	\$4000

Table 6D: Greater Rings

d20	Type	Cost
1-5	Invisibility	\$13,000
7-8	Invisibility, Greater	\$17,000
9-14	Mastery	\$10,000
15-16	Rapid Recharge, Greater	\$10,000
17-18	Teleportation	\$11,000
19-20	Time Control	\$10,000

Table 7: Scrolls

Roll on the table below to determine the type of scroll found, and then roll 3d20 on Table 7B to determine the power.

Table 7A: Arcane Type

d20	Type
1–13	Arcane Background (Magic)
14–20	Arcane Background (Miracles)

Table 7B: Powers

3d20	Type	Cost
3–6	Armor (9 PP)	\$450
7	Barrier (10 PP)	\$500
8	Beast Friend (20 PP)	\$1000
9–10	Blast (6 PP)	\$300
11–13	Bolt (6 PP)	\$300
14–15	Boost/Lower Trait (9 PP)	\$450
16	Burrow (17 PP)	\$850
17–18	Burst (2 PP)	\$100
19–20	Deflection	\$450
21–23	Det/Con Arcana (2 PP)	\$100
24–25	Dispel (3 PP)	\$150
26	Elemental Manipulation (1 PP)	\$50
27–28	Entangle (6 PP)	\$300
29–31	Environ Protection (11 PP)	\$550
32	Fear (2 PP)	\$100
33	Fly (15 PP)	\$750
34	*Greater Healing (20 PP)	\$1000
35–37	*Healing (3 PP)	\$150
38	Invisibility (12 PP)	\$600
39–41	Light (10 PP)	\$500
42–43	Obscure (9 PP)	\$450
44	Puppet (10 PP)	\$500
45–46	Quickness (22 PP)	\$1100
47	Shape Change (16 PP)	\$800
48–49	Smite (9 PP)	\$450
50–51	Speak Language (10 PP)	\$500
52–53	Speed (8 PP)	\$400
54–55	Stun (2 PP)	\$100
56–57	Telekinesis (12 PP)	\$600
58–59	Teleport (12 PP)	\$600
60	Zombie (12 PP)	\$600

Table 8: Tomes

Tomes bestow no direct powers, but are instead learning tools for mages and priests.

Roll on Table 7B (p. 56) to determine the power written in the tome or choose one at random.

Table 9: Wands & Staves

Roll a d20 on Table 9A to determine the type of relic found, then roll on the appropriate subtable.

Table 9A: Relic Type

d20	Type
1–2	Staves (Table 9B)
3–20	Wands (Table 9C)

Table 9B: Staves

d20	Type	Cost
1–3	Earthquakes	\$13,000
4–6	Fiery Doom	\$27,000
7–10	Mage Lord	\$23,000
11–12	Necromancer	\$18,000
13–14	Puppetry	\$9,000
15–16	Tempests	\$18,000
17–20	Warrior's Blessing	\$9,000

Table 9C: Wands

2d20	Type	Cost
1–3	Blade Wand	\$4500
4–5	Dragon Breath	\$5500
6	Draining	\$7500
7–9	Fireballs	\$5900
10–13	Healing	\$4500
14–16	Heroes	\$5500
17–18	Lightning	\$6900
19–20	Luck	\$4500
21–25	Mini-Fireballs	\$4900
26–27	Misfortune	\$5500
28	Petrification	\$6500
29	Shrinking	\$5500
30–31	Sluggish Reflexes	\$6500
32–33	Spirit Banishing	\$6500
34	Time Control	\$7500
35–36	Tongue Tied	\$4500
37–38	Vines	\$4500
39–40	Viper	\$5500

Table 10: Cursed Relics

d20	Type
2–3	Anklet of Clumsiness
4	Anklet of Clumsiness, Greater
5–7	Boots of Lameness
8–10	Brooch of Sickness
11–12	Brooch of Weak Will
13	Brooch of Weak Will, Greater
14–15	Gauntlets of the Weakling
116	Gauntlets of the Weakling, Greater
17–18	Girdle of Ill Health
19	Girdle of Ill Health, Greater
20–21	Gloves of the Pacifist
22–23	Goggles of Blinding
24–25	Goggles of Foggy Vision
26–27	Goggles of Illiteracy
28	Headband of Phobias
29–30	Headband of Stupidity
31	Headband of Stupidity, Greater
32	Helm of Naivete
33	Mask of Ugliness
34–35	Ring of Delusions
36	Ring of Ill Fortune
37	Sword of Slaying
38–40	Unlucky Rabbit's Foot

Table 11: Intelligent Relics

First, decide on whether a relic is intelligent or not. If you want to roll randomly, then roll a d20. On a roll of 20, the item is intelligent. Proceed to the tables below to determine its intelligence, skill, personality, and goals.

Table 11A: Traits

Roll a d20 on the table below to determine the overall intelligence of the relic.

d20	Attributes	Skills	Personality	Goals
1–3	1	7	1	1
4–8	2	9	1	1
9–13	3	11	2	1
14–16	4	13	2	1
17–18	6	15	3	2
19	8	17	3	2
20	10	20	4	3

Table 11B: Skills

d20	Skill
1	Boating
2	Climbing
3	Gambling
4	Guts
5	Healing
6	Intimidation
7	Investigation
8–9	Knowledge (specific skill)
10–11	Knowledge (Language)
12	Lockpicking
13	Notice
14	Persuasion
15	Stealth
16	Streetwise
17	Survival
18	Swimming
19	Taunt
20	Tracking

Table 11C: Personality

d20	Personality
1	Cruel
2	Happy
3	Gung Ho
4	Lazy
5	Manipulative
6	Crude
7	Clueless
8	Mysterious
9	Creative
10	Cowardly
11	Heroic
12	Insane
13	Bloodthirsty
14	Optimistic
15	Pessimistic
16	Suspicious
17	Talkative
18	Helpful
19	Contrary
20	Aloof

Table 11D: Goals & Ambitions

d20	Goal
1–2	Promote a religion
3–4	Oppose a religion
5–6	Overthrow tyranny
7–8	Overthrow a just ruler
9	Become a ruler
10–11	Avenge some slight
12–13	Acquire fame and glory
14–15	Destroy a certain race
16–17	Aid a certain race
18–19	See the world
20	Gain a permanent body/be destroyed

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