

ADVANCED DUNGEONS & SAVAGES



COMPLETE HANDBOOK

COMPILED INFORMATION FOR PLAYERS AND DUNGEON MASTERS

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ADVANCED DUNGEONS & SAVAGES



SPECIAL REFERENCE WORK

PLAYERS SECTION

A COMPILED VOLUME OF INFORMATION FOR PLAYERS OF
SAVAGE WORLDS® GAMES IN THE STYLE OF
ADVANCED DUNGEONS & DRAGONS®, INCLUDING: CHARACTER RACES,
CLASSES, AND RANK ABILITIES; SPELLS TABLES AND DESCRIPTIONS;
EQUIPMENT COSTS; WEAPONS DATA; AND INFORMATION ON CONVERSION.

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CREATING THE PLAYER CHARACTER

These rules are for making new characters. To convert existing D&D characters, give them 10 experience points per D&D level and choose the abilities that fit best, without reference to AD&S character classes.

Remember that Non Player Characters (NPCs) don't have to follow the same rules as PCs. The Dungeon Master (DM) just gives them whatever abilities she sees fit.

Follow the character creation rules in *Savage Worlds*, but use 6 points for attributes.

There are seven Races and ten Classes. Choose one Race and one Class. Any Race can be any Class.

Race: Each Race comes with certain Hindrances and Edges. Some Racial Edges have easier requirements than standard versions, but the character must qualify for each Edge to receive its benefits. (Thus Elves, to get the Acrobat Edge, will tend to take high Agility.) If a character only later qualifies for a racial Edge, the benefits "kick in".

Each Race balances to one Edge. The character can take up to two more Edges by taking two Minor Hindrances and one Major Hindrance, as usual in *Savage Worlds*.

Class: Each Class comes with certain Hindrances and Edges. The character must qualify for the initial Class Edges in order to become that Class. A character who cannot qualify for any other Class can be a Fighter by taking a Fighting Skill of d8.

Edges: Certain Edges are available to anyone. The rest can only be acquired by being of an appropriate Race or Class. In addition to initial Class Edges, each Class has a list of Edges which its members may later acquire.

The Arcane Resistance Edge does affect the character's own spells, except for Monks.

Hindrances: Characters can take any Hindrance, except that Clerics and Magic-Users cannot be Illiterate. Druids, Bards, Monks and non-spellcasters may be Illiterate. An Illiterate character can never use magic scrolls or books.

The All Thumbs Hindrance gives -2 on the Lockpicking Skill, and requires an Agility roll to activate any magic item that is not always on or self-activating. Each attempt is an action. A natural roll of 1, regardless of Wild Die, indicates a mishap: spilled potion, torn scroll, wand pointed backward, etc.

Skills: Start with 15 Skill points, just as in *Savage Worlds*. Each Class has a list of available Skills. These are the only Skills available, but acquiring a new Class Skill at d4 after play begins does *not* cost double points. This differs from *Savage Worlds* rules. If the DM allows a character to acquire a Skill that is not on his Class list, it costs double both to acquire and to advance – *triple* when the Skill exceeds the associated attribute.

Instead of the Guts skill, use a Spirit roll.

Example: AD&S characters have many more Hindrances and Edges than standard *Savage Worlds* characters. For example, an Elven Magic-User with d6 Agility will have the Acrobat, Infravision, Arcane Background, and Wizard Edges, plus the Frail and Vow Hindrances, plus two Minor Hindrances, one Major Hindrance, and two more Edges chosen by the player.

Alignment: Choose an Alignment, and a deity if applicable. See page 20.

Equipment: Starting money is 200 gp, or 100 gp for those with Poverty. See more about money on page .

Savage Worlds Ranks Reminder

- (N): Novice0 to 19 character points
- (S): Seasoned20 to 39 character points
- (V): Veteran40 to 59 character points
- (H): Heroic60 to 79 character points
- (L): Legendary80 or more character points

CHARACTER RACES

Each character belongs to one of the seven "civilized" races. Each racial package balances to one Edge.

Dwarves:**Racial Edges:**

Arcane Resistance (Sp d6)

Infravision

V: Giant Killer

Racial Hindrances:

Squat (+1 Toughness, -1 Pace, running die d4; counts as "small" for weapon/shield restrictions)

Surly (-2 Charisma)

Additional to Start:

2 Minor Hindrances for 1 Edge

1 Major Hindrance for 1 Edge

Dwarves get the Arcane Resistance Edge with a Spirit of only d6. Improved Arcane Resistance still requires a Spirit of d8. When a Dwarf reaches Veteran, he gains the benefits of the Giant Killer Edge for free, against creatures of Size +3 or greater. All Dwarves speak Dwarvish and Common.

**Elves:****Racial Edges:**

Acrobat (A d8)

Infravision

Racial Hindrances:

Frail (-1 Toughness)

Additional to Start:

2 Minor Hindrances for 1 Edge

1 Major Hindrance for 1 Edge

Elves get the Acrobat Edge with no Strength requirement. All Elves speak Elvish and Common.

Gnomes:**Racial Edges:**

Arcane Resistance (Sp d6)

Infravision

V: Giant Killer

Racial Hindrances:

Small (-1 Toughness; certain weapon and shield restrictions)

Additional to Start:

2 Minor Hindrances for 1 Edge

1 Major Hindrance for 1 Edge

Gnomes get the Arcane Resistance Edge with a Spirit of only d6. Improved Arcane Resistance still requires a Spirit of d8. When a Gnome reaches Veteran, he gains the benefits of the Giant Killer Edge for free, against creatures of Size +2 or greater. All Gnomes speak Gnomish and Common.

Half-Elves:**Racial Edges:**

Infravision

Racial Hindrances:

None!

Additional to Start:

2 Minor Hindrances for 1 Edge

1 Major Hindrance for 1 Edge

Half-Elves speak Elvish and Common.

Halflings:**Racial Edges:**

Arcane Resistance (Sp d6)
Quick

Racial Hindrances:

Small (-1 Toughness; certain weapon and shield restrictions)

Additional to Start:

2 Minor Hindrances for 1 Edge
1 Major Hindrance for 1 Edge

Halflings get the Arcane Resistance Edge with a Spirit of only d6. Improved Arcane Resistance still requires a Spirit of d8. Only some Halflings have Infravision; they can choose it as one of their open Edges. Halflings speak Common.

Half-Orcs:**Racial Edges:**

Brawny
Infravision

Racial Hindrances:

Outsider (-2 Charisma)
Ugly (-2 Charisma)

Additional to Start:

2 Minor Hindrances for 1 Edge
1 Major Hindrance for 1 Edge

Half-Orcs are widely despised. They speak Orcish and Common.

Humans:**Racial Edges:**

None

Racial Hindrances:

None

Additional to Start:

2 Minor Hindrances for 1 Edge
1 Major Hindrance for 1 Edge
1 Free Edge

Humans speak Common.

CHARACTER LANGUAGES

All characters, and many intelligent monsters, speak the common tongue, known as Common. In addition to the racial languages above, for each die type of Smarts above d6 a character can choose one of the languages listed below, subject to DM approval.

- Draconic (dragons, kobolds, lizard men)
- Dwarvish
- Elvish
- Fairy (sprites, pixies, dryads, etc.)
- Giantish (ogres, giants, titans, etc.)
- Gnomish
- Orcish (orcs, goblins, most humanoids)
- Mer (nixies, mermen, etc.)
- Undercommon (Drow)

Many other languages are possible, such as the Fiery Speech of efreet and fire elementals, dialects peculiar to humanoids like bugbears or minotaurs, and the secret cants of various guilds and religions.

Literate characters can read and write in all languages they know, although some written forms may be limited.

MONEY

The standard unit of money is the gold piece (gp). A silver piece (sp) is worth 1/10th gp. A copper piece is worth 1/100 gp. A platinum piece (pp) is worth 10 gp. All these coins weigh about ten to the pound.

Conversion into more valuable coin types is done in towns for a 10% surcharge. For example, a character can trade 110 gp for 10 pp, saving 10 pounds in weight.

Gems and jewelry are valued by their purchasing power. For example, a "100 gp gem" will buy as much as 100 gold pieces. Purchase of gems and jewelry is at a 25% surcharge, because they are so portable. That same gem would cost a character 125 gp in the marketplace.

Novice characters start with 200 gp worth of cash and equipment, or 100 gp for those with Poverty. See equipment lists starting on page XX.

Additional funds can be bought with Skill Points. Each point (or half a level up) gets the character 200 gp at Novice, 400 gp at Seasoned, 800 gp at Veteran, 1,600 gp at Heroic, or 3,200 gp at Legendary. Halve these amounts for those with Poverty.

EDGES

Any Race or Class can take the Edges listed below. Unless otherwise noted in Race or Class description, the character must still qualify for the Edge per Savage Worlds rules.

Alertness*
 Ambidextrous* (A d8)
 Attractive* (V d6)
 Very Attractive*
 Brawny* (St d6, V d6)
 Charismatic (Sp d8)
 Combat Reflexes (S)
 Common Bond
 Danger Sense (WC, Sp d8)
 Fast Healer* (V d8)
 Fleet-Footed (A d6)
 Followers (L, WC)
 Hard to Kill (WC, Sp d8)
 Investigator (Sm d8, Investigation d8, Streetwise d8)
 Level-Headed (S, Sm d8)
 Improved Level-Headed
 Luck*
 Great Luck*
 Professional (L, d12 in trait)
 Expert
 Master (WC)
 Quick*
 Sidekick (L, WC)
 Steady Hands (A d8)
 Strong Willed (Intimidate d6, Taunt d6)
 Tough as Nails (L)
 Improved Tough as Nails
 Trademark Weapon (Fighting, Shooting, or Throwing d10)

* These Background Edges must be taken at character creation.

Other Edges can only be acquired as Race or Class Edges. Certain Races and Classes automatically gain new bonus Edges when they become Seasoned (S) or Veteran (V).

A character with a Racial Edge cannot take that Edge again. If a character gets the same Edge twice, it does not stack.

CHARACTER CLASSES

The following Classes are available:

CLERIC
 DRUID
 FIGHTER
 PALADIN
 RANGER
 MAGIC-USER*
 THIEF
 ASSASSIN
 MONK
 BARD

* See Dungeon Masters Section for rules on Illusionists.

Bonus Experience. A character with a d10 or higher in the "prime requisite" of his Class gets 1 extra bennie per session. Prime requisites:

Cleric, Druid, Monk: Spirit (Sp)
 Fighter, Ranger, Paladin: Strength (St)
 Magic-User, Illusionist: Smarts (Sm)
 Thief, Assassin, Bard: Agility (A)

Multi-classing. A new Class is an Edge. When adding a Class (multi-classing), the character takes on all the Hindrances and advantages of both. The multi-classed character only gets one extra bennie for bonus experience, and then only if he has a d10 in the prime requisite of every Class. Only Clerics, Fighters, Magic-Users, and Thieves can multi-class. There are no multi-classed Druids, Paladins, Rangers, Monks, or Bards.

To qualify for the new class, the character may have to learn skills that are not normally available. For example, to add the Thief class, a character must learn Lockpicking. If the DM determines that a "special" source of instruction is available, such as a one-on-one mentor or a magical tome, the new skills can be learned at normal cost. Otherwise, cross-class skills cost double. One PC can mentor another, but the teaching character must sacrifice a single level-up before the student can take on the new class. This represents the expenditure of considerable time and effort on the mentor's part.

Multi-class Magic-Users do not get the benefit of the Wizard Edge while wearing armor, carrying shields, or carrying large weapons.

Multi-class Thieves do not get the benefits of the Thief Edge while using or carrying shields, heavy armor, or non-thief weapons.

CLASS ABILITIES

Connections: Spellcasters with the Connections Edge contact supernatural forces. Use the appropriate arcane skill, not the Streetwise Skill. What they contact, and how it can be persuaded to help them, are up to the DM.

Detecting Evil: *Detect evil* is a function of the Holy Warrior Edge. It costs one Power Point and has a range of Spirit. *Detect evil* will not reveal ordinary folk who profess an Evil alignment, only supernatural or intense evil.

Finding / Removing Traps: Detecting traps is done with the skill Notice. Removing traps is done with Lockpicking (a skill that only Thieves have). The Thief Edge adds +2 to both rolls. The All Thumbs Hindrance gives a -2 on Lockpicking.

Healing: The Healer Edge adds +2 to skill rolls to use healing spells. It does not help use of most healing magic items.

Spells: Most spells are equivalent to standard Savage Worlds Powers. Some are variants or new Powers. Full spell descriptions begin on page 26.

Magic Item Use: Many magic items will function only for someone of the appropriate Class or Arcane Background.

Scrolls: Scrolls are Clerical, Druidic, or Magic-User. Thieves can attempt to use Magic-User scrolls with a limited chance of success. Paladins and Rangers cannot use scrolls, even after they learn to cast spells. Monks do not use scrolls.

SAVING THROWS

Against certain high-damage attacks, the DM can allow a roll on Agility-2 to avoid the worst effects. This "saving throw" is similar to the Dive in Savage Worlds, but it applies to more attack forms, and on a successful save, the character takes half damage (round up).

Attacks affected by saving throws include: dragon breath, *fireball*, *ice storm*, and other magical area attacks that do not allow a resistance roll. *Magic missile* and *lightning bolt* do not allow for a save. Many other spells, such as *blade barrier*, provide specific means of avoidance in the spell description and do not allow a save as well.

Saving throws can be eliminated completely at the DM's option.



CHARACTER CLASSES (CLERIC)

CLERICS

Requirements: Spirit d8, Faith d6

Starting Edges:

Arcane Background: Miracles*
Holy Warrior

*Includes 10 Power Points, the spell *cure light wounds*, and two other first-level spells of the player's choice.

Starting Hindrances:

Vow: Use only blunt weapons (listed in *italics* on the weapons charts).

Cleric Edges:

Command (Sm d6)
Fervor (V, Sp d8)
Hold the Line! (S, Sm d8)
Inspire (S)
Natural Leader (Sp d8)
Common Bond (WC, Sp d8)
Connections (divine)
Enchanter (V)
Healer (Sp d8)
New Power
Power Points
Rapid Recharge (S, Sp d6)
Improved Rapid Recharge (V, Sp d8)
Scholar (d8 in affected skills)
Soul Drain (S)

Cleric Skills:

Craft: Scribe (A)
Faith (Sp)
Fighting (A)
Guts (Sp)
Healing (Sm)
Intimidation (Sp)
Investigation (Sm)
Knowledge (Sm)
Notice (Sm)
Persuasion (Sp)
Riding (A)
Survival (Sm)
Swimming (A)
Taunt (Sm)

CHARACTER CLASSES (CLERIC)

Clerics must choose a deity to serve. The Cleric and the deity must be of the same or adjacent alignments. Deviations from alignment, or from the principles of the deity's religion, may result in temporary or permanent loss of Powers and of the benefit of the Holy Warrior Edge. See "Arcane Background (Miracles)" in the *Savage Worlds* book.

As Holy Warriors, Clerics can *repulse evil*, which is known as Turning Undead.

Cleric Spells

Spell Descriptions start on page 26.

Enchanter

Clerics with the Enchanter Edge can make magic items. See page 69.



CHARACTER CLASSES (DRUID)

DRUIDS

Requirements: Spirit d8; neutral alignment

Starting Edges:

- Arcane Background: Miracles*
- Beast Bond
- Beast Master (animal companion) (Sp d8)

*Includes 10 Power Points, the spell *animal friendship*, and two other first-level spells of the player's choice.

Starting Hindrances:

- Vow: No metal equipment.
- Poverty

Druid Edges:

- Beast Bond
- Berserk
- Common Bond (WC, Sp d8)
- Connections (elemental)
- Giant Killer (V)
- Healer (Sp d8)
- New Power
- Power Points
- Rapid Recharge (S, Sp d6)
- Improved Rapid Recharge (V, Sp d8)
- Soul Drain (S)

Druid Skills:

- Boating (A)
- Climbing (St)
- Craft (A)
- Faith (Sp)
- Fighting (A)
- Guts (Sp)
- Healing (Sm)
- Intimidation (Sp)
- Investigation (Sm)
- Knowledge: Nature (Sm)
- Notice (Sm)
- Persuasion (Sp)
- Riding (A)
- Survival (Sm)
- Swimming (A)
- Taunt (Sm)
- Throwing (A)

CHARACTER CLASSES (DRUID)

Druids must serve a nature deity, or nature itself. Both Druid and deity must be Neutral, Neutral Good, Lawful Neutral, Chaotic Neutral, or Neutral Evil; the Druid must be the same alignment as the deity, or an adjacent one. Deviations from alignment, or from the principles of the deity's religion, may result in temporary or permanent loss of Powers. See "Arcane Background (Miracles)" in *Savage Worlds*.

Animal companion: A loyal animal, able to feed itself in the wild. Typical examples:

Wolf: A d6 Sm d6(A) Sp d6 St d6 V d8

Pace 8, Parry 5, Toughness 5, Bite d6+1

Fighting d6, Guts d6, Intimidate d6, Notice d6+2

Running die d10; Small; Alertness. . . Alerts Druid to strangers and animals nearby; fights for Druid.

Hawk: A d10 Sm d4(A) Sp d4 St d4 V d6

Pace 12, Climb 6, Parry 5, Toughness 3, Peck d4

Fighting d4, Guts d4, Notice d10+2

Flight die d10; Very small (-2 to be hit); Alertness. . . Scouts on high and alerts Druid to unusual activity; flees most combat.

Druid Spells

See Spell Descriptions starting on page 26.



FIGHTERS

Requirements: Fighting d8

Starting Edges:

Block (+1 Parry)

Fighters start with the Block Edge as Novices.

Starting Hindrances:

None!

Class Edges:

Berserk

Improved Block (V)

Command (Sm d6)

Fervor (V, Sp d8)

Hold the Line! (S, Sm d8)

Inspire (S)

Natural Leader (Sp d8)

Dead Shot (WC, S, Shooting or Throwing d10)

Dodge (S, A d8)

Improved Dodge (V)

First Strike (A d8)

Improved First Strike (H)

Florentine (A d8, Fighting d8)

Frenzy (S, Fighting d10)

Improved Frenzy (V)

Improved Trademark Weapon (V, Trademark Wpn)

Marksman (S)

Mighty Blow (S, Fighting d12)

Nerves of Steel (WC, V d8)

Improved Nerves of Steel

Quick Draw (A d8)

Sweep (St d8, Fighting d8)

Improved Sweep (V)

Two-Fisted (A d8)

Weapon Master (L)

Master of Arms

Class Skills:

Boating (A)

Climbing (St)

Craft: Armory (St)

Fighting (A)

Gambling (Sm)

Guts (Sp)

Intimidation (Sp)

Investigation (Sm)

Notice (Sm)

Persuasion (Sp)

Riding (A)

Shooting (A)

Streetwise (Sm)

Survival (Sm)

Swimming (A)

Taunt (Sm)

Throwing (A)



PALADINS

Requirements: Sp d8, St d6, V d8, Faith d6, Fighting d8
Must be Lawful Good in alignment, and must follow a Lawful Good or Lawful Neutral deity.

Starting Edges:

Champion
Charismatic
S: Holy Warrior
V: Arcane Background: Miracles

Starting Hindrances:

Heroic
Code of Honor (serve Good, act humbly, tithe 10% of income, give away excess possessions)

Class Edges:

Beast Master (S)
Block (S)
 Improved Block (V)
Command (Sm d6)
 Fervor (V, Sp d8, Command)
 Hold the Line! (S, Sm d8, Command)
 Inspire (S, Command)
 Natural Leader (S, Sp d8, Command)
Common Bond (WC, Sp d8)
Dodge (S, A d8)
 Improved Dodge (V)
First Strike (A d8)
 Improved First Strike (H)
Improved Trademark Weapon (V, Trademark Wpn)
Mighty Blow (S, Fighting d12)
Nerves of Steel (WC, V d8)
 Improved Nerves of Steel
New Power (AB: Miracles)
Quick Draw (A d8)
Sweep (St d8, Fighting d8)
 Improved Sweep (V)
Two-Fisted (A d8)
Weapon Master (L, Fighting d12)
 Master of Arms

Class Skills:

Faith (Sp)
Fighting (A)
Guts (Sp)
Healing (Sm)
Intimidation (Sp)
Knowledge: Religion (Sm)
Notice (Sm)
Persuasion (Sp)
Riding (A)
Shooting (A)
Survival (Sm)
Swimming (A)
Throwing (A)

At Seasoned, the Paladin gains the Holy Warrior Edge and 5 Power Points. This includes the ability to Turn Undead (*repulse evil*) , and the ability to *detect evil* , but no other Powers. At Veteran, he gains the full Arcane Background: Miracles, including 5 more Power Points and two spells from the list below . Paladin spells are Clerical. They can't use scrolls.

Paladin Spells: (see Cleric spells starting on page 27)

1. Cure Light Wounds (non-reversible)
2. Detect Magic
3. Light
4. Smite

The Paladin's Warhorse:

At any time after becoming Seasoned, the Paladin can take the Beast Master Edge to summon his Warhorse, a loyal and intelligent Wild Card:

A d6, Sm d8(A), Sp d8, St d12+2, V d10
Fighting d8 (d12+3), Guts d10, Notice d8

Pace 8 + d8 running, Parry 6, Toughness 10

When summoned, the warhorse has XP equal to half the Paladin's, with raises per DM's choice. It then earns 1/2 XP on adventures.

Deviations from Code of Honor, Lawful Good alignment, or the deity's religion may result in temporary or permanent loss of Powers, the Warhorse, or the Champion and Holy Warrior Edges. Paladins are held to an even higher standard than Clerics.

In an evil campaign, the DM might allow a player character of the dreaded class *Anti-Paladin* – champion of evil. Details are in the Dungeon Masters Section.

RANGERS

Requirements: Sp d6, Survival d8, Tracking d8

Rangers must be Good in alignment. If a Ranger chooses to follow a deity, it must be Good.

Starting Edges:

Woodsman

Quick

V: Arcane Background: Miracles

Starting Hindrances:

Loyal

Vow: Give away excess possessions.

Class Edges:

Beast Bond

Command (Sm d6)

Fervor (V, Sp d8, Command)

Hold the Line! (S, Sm d8, Command)

Inspire (S, Command)

Natural Leader (Sp d8, Command)

Dead Shot (WC, S, Shooting or Throwing d10)

Dodge (S, A d8)

Improved Dodge (V)

First Strike (A d8)

Improved First Strike (H)

Florentine (A d8, Fighting d8)

Frenzy (S, Fighting d10)

Improved Frenzy (V)

Giant Killer (V)

Improved Trademark Weapon (V, Trademark Wpn)

Marksman (S)

Mighty Blow (S, Fighting d8)

Nerves of Steel (WC, V d8)

Improved Nerves of Steel

New Power (AB: Miracles)

Quick Draw (A d8)

Sweep (St d8, Fighting d8)

Improved Sweep (V)

Two-Fisted (A d8)

Weapon Master (L, Fighting d12)

Master of Arms

Class Skills:

Boating (A)

Climbing (St)

Crafts (A)

Fighting (A)

Guts (Sp)

Healing (Sm)

Intimidation (Sp)

Investigation (Sm)

Notice (Sm)

Persuasion (Sp)

Riding (A)

Shooting (A)

Spellcasting (Sm)

Stealth (A)

Survival (Sm)

Swimming (A)

Taunt (Sm)

Throwing (A)

Tracking (Sm)

At Veteran, the Ranger gains the Arcane Background: Miracles, which includes 10 Power Points and two spells from the list below. His spells are Druidic in nature and he cannot use scrolls.

Ranger Spells (see Druid spells starting on page 29)

1. Animal Friendship
2. Barkskin
3. Cure Light Wounds
4. Detect Magic
5. Shillelagh

The Ranger's Vow is meant to keep him mobile: he can own only what he can carry on his back and mount, and should keep his kit stripped down. Excess treasure should be given to the needy.

Note that only Rangers can have the Tracking skill.

MAGIC-USERS

(see Dungeon Masters Section for rules on Illusionists)

Requirements

Smarts d8, Knowledge: Arcana d8, Spellcasting d6

Starting Edges

Arcane Background: Magic*
Wizard

*Includes 10 Power Points, the spell *detect magic*, and three other first-level spells of the player's choice.

Starting Hindrances

Vow: No armor or shield; No weapons above STR+1 or d6 damage, and none with ammunition.

Class Edges

Arcane Resistance (Sp d8)**
Improved Arcane Resistance**
Beast Master (Sp d8)
Connections: Demonic
Enchanter (V)
Jack of All Trades (Sm d10)
New Power
Power Points
Power Surge (S, Spellcasting d12)
Rapid Recharge (S, Sp d6)
Improved Rapid Recharge (V, Sp d8)
Scholar (d8 in affected skills)
Soul Drain (S)

**Arcane Resistance will resist even the magic-user's own spells.

Class Skills

Fighting (A)
Gambling (Sm)
Guts (Sp)
Knowledge: Any (Sm)
Intimidation (Sp)
Investigation (Sm)
Notice (Sm)
Persuasion (Sp)
Spellcasting (Sm)
Survival (Sm)
Swimming (A)
Taunt (Sm)
Throwing (A)

Magic-User Spells

See Spell Descriptions starting on page 26.

The Magic-User's vow is based on his complete lack of time to learn about arms, his disdain for physical methods, and the fact that large amounts of steel are believed to interfere with magical energies.

Enchanter

Magic-Users with the Enchanter Edge can make magic items. See page 65.



Familiars

By taking the Beast Master Edge, the Magic-User summons a familiar: a small creature (Size -2), magically bound to the Magic-User's soul. Examples: cat, snake, toad, lizard, bat, or raven. The familiar has 2 Power Points that the Magic-User can use while touching, and can send the Magic-User a silent mental alert if within 4". The familiar can share the Magic-User's bennies and Wild Die. If the familiar dies, the Magic-User immediately suffers 3d6 non-lethal damage.

Familiar (any):

A d6 Sm d8(A) Sp d6 St d4 V d6

Pace 6, Parry 5, Toughness 4

Size -2 (-2 to be hit)

Fighting d6, Notice d6, Stealth d8. Bite Str

Two of the following abilities (player's choice):

- Infravision
- Flight: Pace 12, Climb 6, Flight die d10 (winged creatures only)
- Poison bite (Monstrous ability Stun)
- Wall Walker
- Beast-talk: Magic-User can interpret the familiar's hisses, squawks, or croaks as crude messages.
- Creepy: The familiar's appearance gives the Magic-User -1 Charisma, and gives non-monstrous foes -1 to resist his Intimidate or fear effects.

**Spellbooks**

Magic-Users have more than twice as many spells to choose from as any other class, but they must pay for the privilege. Each Magic-User carries a spellbook, which he's presumed to study every night. A two-pound book suffices for the usual needs. *If the spellbook is unavailable, the Magic-User does not recover Power Points.* If he possesses copies of only some spells, he only recovers Power Points spent on those spells.

Any spell the Magic-User knows has to be written in his spellbook with expensive special inks. When acquiring the New Power Edge, the Magic-User also has to buy or find the formula for the new spell and copy it into his spellbook. In large cities, most spell formulae are for sale, as is the necessary ink. The formula can instead be copied from a scroll (destroying the scroll), but the special ink must still be paid for.

<u>Spell Rank</u>	<u>Cost for Formula</u>	<u>Cost for Ink</u>
Novice	300 gp	200 gp
Seasoned	450 gp	300 gp
Veteran	600 gp	400 gp
Heroic	750 gp	500 gp

When selling formulae, the Magic-User will never realize more than half the cost above, which is charged by the organized libraries and guilds. A non-Magic-User would normally be unable to sell a spell or spellbook at all.

It is possible, though inefficient, to read a page of a spellbook as if it were a scroll of that spell. The writing then vanishes from the page, and the Magic-User will not recover Power Points spent in later castings of that spell until the formula is written in the book once again.

Spellbook rules can be eliminated entirely at the DM's option.

THIEVES

Requirements: Agility d8, Climbing d6, Lockpicking d6, Stealth d6

Starting Edges:

Thief

Starting Hindrances:

Vow: No metal armor; no shields; no two-handed weapons (including bows).

Thief Edges:

Acrobat (A d8, St d6)
 Block (S, Fighting d8)
 Improved Block (V)
 Connections: Street
 Danger Sense
 Dead Shot (WC, S, Throwing d10)
 Dodge (S, A d8)
 Improved Dodge (V)
 First Strike (A d8)
 Improved First Strike (H)
 Florentine (A d8, Fighting d8)
 Investigator (Sm d8, Investigation d8, Streetwise d8)
 Jack of All Trades (Sm d10)
 Mighty Blow (S, Fighting d12)
 Quick Draw (A d8)

Thief Skills:

Boating (A)
 Climbing (St)
 Fighting (A)
 Gambling (Sm)
 Guts (Sp)
 Intimidation (Sp)
 Investigation (Sm)
 Knowledge (Sm)
 Lockpicking (A)
 Notice (Sm)
 Persuasion (Sp)
 Riding (A)
 Spellcasting (Sm)
 Stealth (A)
 Streetwise (Sm)
 Survival (Sm)
 Swimming (A)
 Taunt (Sm)
 Throwing (A)
 Use Arcane Scroll (Sm)

Use Arcane Scroll:

Thieves can attempt to cast spells using arcane scrolls (scrolls made by Magic-Users). Each attempt requires a skill roll at a penalty equal to the Power Points of the spell. Succeed or fail, the scroll is destroyed. The Thief can also read a page of a Magic-User spellbook as if it were a scroll; see Magic-Users: Spellbooks, above. A roll of 1 on the Use Arcane Scroll skill, regardless of Wild Die, results in the miscast spell taking effect in reverse: hitting the Thief with the *bolt* intended for the enemy, slowing the target instead of applying *speed*, etc. If reversal makes no sense, the Thief is Shaken.

The Thief's vow is part of the practice of her stealthy arts. She considers metal armor and shields to be shiny and loud, and disdains weapons too large to be hidden under a cloak.

Thieves are rarely Lawful in alignment, since they are trained to steal. However, in this system, they can be any alignment that the player can justify.



ASSASSINS

Requirements: Agility d8, Climbing d6, Lockpicking d6, Stealth d6. Assassins must be Evil in alignment.

Starting Edges:

Quick Draw
Thief

Starting Hindrances:

Vow: No metal armor.

Assassin Edges:

Acrobat (A d8, St d6)
Block (S, Fighting d8)
Improved Block (V)
Connections: Street
Danger Sense
Dead Shot (WC, S, Shooting or Throwing d10)
Dodge (S, A d8)
Improved Dodge (V)
First Strike (A d8)
Improved First Strike (H)
Florentine (A d8, Fighting d8)
Investigator (Sm d8, Investigation d8, Streetwise d8)
Jack of All Trades (Sm d8)
Marksman (S)
Mighty Blow (WC, S, Fighting d12)
Steady Hands (A d8)
Two-Fisted (A d8)

Assassin Skills:

Climbing (St)
Fighting (A)
Guts (Sp)
Intimidation (Sp)
Investigation (Sm)
Knowledge (Sm)
Knowledge: Poisons (Sm)
Lockpicking (A)
Notice (Sm)
Persuasion (Sp)
Shooting (A)
Stealth (A)
Streetwise (Sm)
Survival (Sm)
Swimming (A)
Taunt (Sm)
Throwing (A)

Note that *only* Assassins can have the Knowledge: Poisons skill.



MONKS

Requirements: DM permission, Spirit d8, Fighting d10;
Lawful alignment

Starting Edges:

Arcane Resistance
Improved Arcane Resistance
Trademark Weapon: Unarmed
S: Arcane Background: Miracles*

* At Seasoned, the Monk gains the Arcane Background: Miracles, which includes two Powers and ten Power Points.

Starting Hindrances:

Code of Honor (Strict discipline & self-sacrifice)
Poverty
Vow: No armor or shield; only wood-hafted weapons (marked † on weapons charts).

Monk Edges:

Acrobat (A d8, St d6)
Block (S, Fighting d8)
Improved Block (V)
Common Bond (WC, Sp d8)
Danger Sense
Dead Shot (WC, S, Shooting or Throwing d10)
Dodge (S, A d8)
Improved Dodge (V)
First Strike (A d8)
Improved First Strike (H)
Frenzy (S, Fighting d10)
Improved Frenzy (V)
Giant Killer (V)
Healer (Sp d8)
Improved Trademark Weapon (Trademark Wpn)
Mighty Blow (S, Fighting d12)
Nerves of Steel (WC V d8)
Improved Nerves of Steel
New Power (AB: Miracles)
Power Points (AB: Miracles)
Quick Draw (A d8)
Sweep (St d8, Fighting d8)
Improved Sweep (V)
Two-Fisted (A d8)
Weapon Master (L, Fighting d12)
Master of Arms

Monk Skills:

Climbing (St)
Faith (Sp)
Fighting (A)
Guts (Sp)
Healing (Sm)
Notice (Sm)
Shooting (A)
Survival (Sm)
Throwing (A)

Monk Powers:

All are usable only on the Monk herself, except *lower trait*, which is delivered to a target via a touch (unarmed melee attack). The Monk's Arcane Resistance does not affect her own powers.

1. Armor of Faith [Armor]
2. Curse Touch [Lower Trait]
3. Effort of Will [Boost Trait]
4. Heal Self [Healing]
5. Precognitive Dodge [Deflection]
6. Quickness [Quickness]
7. Smite (unarmed only) [Smite]
8. Speed [Speed]

Monks must be Lawful in alignment. If a Monk venerates a deity, it will be one of her own exact alignment. However, a Monk's power comes from within. Deviations from Lawful behavior or the Code of Honor can cause the Monk to lose focus and can lead to temporary or permanent loss of Powers. See "Arcane Background (Miracles)" in the Savage Worlds book.

The Monk's profession has its origins in ancient laws forbidding commoners to bear arms and armor. Thus the Monk traditionally learned to fight with farm implements (axes, pitchforks, flails, etc.), and with her fists and feet. A Monk is never considered unarmed when facing an armed foe.

BARDS

Requirements: DM permission.

Start as Fighter.

At Seasoned, switch Class to Thief.

At Veteran, with Spirit d8, switch Class to Bard.

Starting Edges (upon becoming Bard):

Arcane Background: Miracles (using Music Skill)

Common Bond*

Starting Hindrance (upon becoming Bard):

Vow: No plate mail; no shields; no two-handed weapons except Spear and Staff.

* Even non-Wild Card Bards get Common Bond. By playing an instrument and singing, the Bard can give bennies or the benefit of Leadership Edges to all his allies within earshot, not just those he commands. This includes Wild Cards and player characters

Bard Edges:

Beast Bond

Command (Sm d6)

Fervor (V, Sp d8)

Hold the Line! (S, Sm d8)

Inspire (S)

Natural Leader (S, Sp d8)

Connections: Elemental

Danger Sense

Dodge (S, A d8)

Improved Dodge (V)

Healer (Sp d8)

Jack of All Trades (Sm d10)

New Power

Power Points

Scholar (d8 in affected skills)

Bard Skills:

Boating (A)

Climbing (St)

Fighting (A)

Guts (Sp)

Healing (Sm)

Intimidation (Sp)

Knowledge (Sm)

Music (Sp)

Notice (Sm)

Persuasion (Sp)

Riding (A)

Streetwise (Sm)

Survival (Sm)

Swimming (A)

Taunt (Sm)

Throwing (A)

Bard Spells:

Used with the Music Skill by singing and playing an instrument. The target of a spell must be able to hear the Bard's music. The Bard's spell choices are a mix of Clerical and Magic-User spells. Bards cannot use scrolls.

1. Armor of Confidence (Cleric, Armor of Faith)
2. Cure Light Wounds (Cleric)
3. Inspiration/Despondency (Cleric, Bless/Curse)
4. Detect Magic (Cleric)
5. Dispel Magic (Cleric)
6. Fear (Magic-User)
7. Light (Cleric)
8. Legend Lore (Magic-User, Identify)
9. Smite (Cleric)
10. Haste (Magic-User)

Bards must be Neutral, Neutral Good, Lawful Neutral, Chaotic Neutral, or Neutral Evil. The Bard's spells are Druidic, and a Bard is always associated with one or more Druids of Heroic rank, most likely non-player characters.

A Bard avoids heavy arms and armor, preferring to appear as a non-threatening, wandering minstrel. When using only equipment permissible to Thieves, the Bard gains the benefits of the Thief Edge.

ALIGNMENT

Every character must choose one of the nine alignments. Certain Edges and Hindrances have alignment implications.

Law

Lawful people respect authority, dislike lying, and strongly avoid crime. Any Lawful character should have the Code of Honor Hindrance and may *not* be Berserk. He will have trouble with the Bloodthirsty, Major Greedy, or Major Vengefulness Hindrances in societies where killing is a crime (as is usual). If a Lawful character were Wanted, he would at least consider turning himself in.

Chaos

A Chaotic character wants freedom to act in any situation. He may *not* have Code of Honor or Cautious, and will do well to avoid Vows other than those required by Class.

Good

Good people value everyone's life and the golden rule. A truly Good character should have at least one of Heroic, Loyal, or Pacifist as a Hindrance, and may *not* have Bloodthirsty, Major Greed, or Major Vengefulness, since they require a willingness to kill merely for one's own convenience.

Evil

Evil people are ruthless. They consider that might makes right and that the ends justify any necessary means. An Evil character may not be Heroic or Pacifist, and may expect to suffer Charisma penalties from ordinary, peace-loving folk if his evil deeds become known. Major Greed and Vengefulness are appropriate options.

Neutrality

People whose choose to be Neutral between Law and Chaos tend not to have Code of Honor. People who are Neutral between Good and Evil do not have Heroic or Major Greed, and seldom take Bloodthirsty or Major Vengefulness.

Evil Acts

In addition to murder and torture, it is considered Evil to use poison, attack the helpless, or create undead.

Alignment Behavior

The DM is free to award or take away bennies based solely on her idea of alignment-appropriate behavior. Many Classes have alignment requirements as well, and characters who violate them can lose Class abilities as a result, temporarily or permanently.

The Nine Alignments and Sample Deities for Each

LAWFUL GOOD Athene of the Cities Moradin Dwarf-maker	NEUTRAL GOOD <i>Demeter of the Fields</i> Yondalla of the Hearth (Halflings)	CHAOTIC GOOD Zeus, the Sky Corellon of the Elf-Woods Glittergold of the Gnomes
LAWFUL NEUTRAL Donblas the Justice Maker <i>Hades, the Earth</i>	NEUTRAL <i>Ki of the Great Cycle</i> Ptah the Aloof	CHAOTIC NEUTRAL Hermes the Slippery <i>Triton, the Sea</i> Azazoth the Abberation
LAWFUL EVIL Loviatar, Maiden of Discipline Gruumsh the Tyrant (Orcs)	NEUTRAL EVIL Hecate the Heartless <i>Death</i>	CHAOTIC EVIL Lolth the Blood Drinker Laogzed the Monster

Nature deities, suitable for Druids, are in *italics*.

ARMOR AND WEAPONS

Armor Type	Effect	Weight	Cost
Leather*	+1 Armor	15 lbs	5 gp
Banded or Scale	+2 Armor	40 lbs	45 gp
Chain	+2 Armor	25 lbs	75 gp
Plate	+3 Armor	45 lbs	400 gp

Shield Type	Effect	Weight	Cost
Small shield*	+1 Parry	3 lbs	5 gp
Medium shield	+1 Parry +2 Toughness vs. ranged	5 lbs	10 gp
Large shield	+2 Parry +2 Toughness vs. ranged User cannot be Small	10 lbs	15 gp

* Only leather armor and small shields can be made non-metallic.

Hand Held Weapon Type	Damage	Weight	Cost	Min Str	Notes
Axe, Battle	Str+3	8 lbs	5 gp	d8	
Axe, Hand †	Str+2	2 lbs	1 gp	d6	
Bardiche † 2H	Str+4	13 lbs	7 gp	d10	Armor Piercing 1 Parry -1
Club †	Str+1	3 lbs	—	—	
Dagger (includes obsidian)	Str+1	1 lb	2 gp	—	
Flail (or Morning Star)	Str+2	8 lbs	8 gp	d6	Ignores shield Parry bonus
Halberd † 2H (or Bill, Guisarme, Lochaber Axe, Military Fork, Poleaxe, Voulge, or combination of any two)	Str+3	15 lbs	9 gp	d8	Reach 1
Lance	Str+2	10 lbs	6 gp	d8	Armor Piercing 1 Reach 2 Horseback only With a charge of at least 6", use mount's Strength to determine damage
Lucern Hammer † 2H (or Bec-de-Corbin)	Str+3	20 lbs	7 gp	d10	Armor Piercing 2 Parry -1 vs. Plate
Mace	Str+2	8 lbs	8 gp	d6	
Pike, Awl † 2H	Str+3	25 lbs	3 gp	d8	Reach 2
Spear † 2H (includes stone head, or Partisan, Ranseur, or Spetum)	Str+2	5 lbs	1 gp	d6	Parry+1 Reach 1
Staff † 2H (Quarter Staff)	Str+1	8 lbs	—	—	Parry+1 Reach 1
Sword, Long	Str+3	6 lbs	15 gp	d6	
Sword, Short	Str+2	4 lbs	8 gp	—	
Sword, Two-handed 2H	Str+4	12 lbs	30 gp	d10	Parry -1

Weapons in *italics* are blunt.

† Weapons marked with a dagger are wood-hafted.

2H: Weapons requiring two hands to use. Small creatures cannot use melee weapons that require two hands.

EQUIPPING THE CHARACTER

Hurled Weapon or Missile Type	Range	Damage	Cost	Weight	Min Str	Notes
Axe, Throwing †	3/6/12	Str+2	1 gp	2 lbs		
Bow, Short 2H	12/24/48	2d6	15 gp	3 lbs	d6	
Bow, Long 2H	15/30/60	2d6	60 gp	5 lbs	d8	Requires Shooting d8 User cannot be Small
• Arrows, 10			1 gp	2 lbs		
Club †	3/6/12	Str+1	–	3 lbs		
Crossbow 2H	15/30/60	2d6	20 gp	10 lbs	d6	Armor Piercing 2 One action to reload
• Bolts, 10			1 gp	2 lbs		
Dagger	3/6/12	Str+1	2 gp	1 lb		
Dart	4/8/16	Str	1 gp	1 lb		
Sling	4/8/16		–	1 lb		Used with Throwing Skill
• Stones, 10		Str	–	1 lb		Druids may use
• Bullets, 10		Str+1	1 gp	2 lbs		Druids may not use
Spear †	3/6/12	Str+2	1 gp	5 lbs	d6	

Weapons in *italics* are blunt.

† Weapons marked with a dagger are wooden-hafted.

2H: Weapons requiring two hands to use.

•: Ammunition: Arrows for bows, bolts for crossbows, stones or bullets for slings.

ARMOR AND WEAPONS PERMITTED BY CHARACTER CLASS

Class of Character	Armor	Shield	Weapons
CLERIC	any	any	club, flail/morning star, mace, staff, sling
DRUID	leather	small	club, dagger (obsidian), spear (stone head), staff, sling (with stones)
FIGHTER	any	any	any
PALADIN	any	any	any
RANGER	any	any	any
MAGIC-USER	none	none	club, dagger, staff
THIEF	leather	none	battle axe, hand axe, club, dagger, flail, mace, long sword, short sword, throwing axe, dart, sling
ASSASSIN	leather	any	any
MONK	none	none	hand axe, club, halberd, lucern hammer, awl pike, spear, staff, throwing axe
BARD	any but plate	none	battle axe, hand axe, club, dagger, flail, mace, long sword, short sword, spear, staff, throwing axe, dart, sling



SPELL TABLES

CLERICS

Number	Novice	Seasoned	Veteran	Heroic	Legendary
1	Armor of Faith	Blade Barrier	Animate Dead	Raise Dead	Resurrection
2	Bless / Curse	Dispel Magic	Cure Critical Wounds	Regeneration	
3	Create Water	Know Alignment	Divination		
4	Cure Light Wounds	Tongues	Quest		
5	Detect Magic				
6	Hold Person				
7	Light / Darkness				
8	Protection				
9	Resist Cold / Resist Fire				
10	Smite				
11	Spiritual Bludgeon				

DRUIDS

Number	Novice	Seasoned	Veteran
1	Animal Friendship	Cure Light Wounds	Control Weather
2	Barkskin	Dispel Magic	Earthquake
3	Call Lightning	Fire Seed	
4	Detect Magic	Shape Shift	
5	Elemental Manipulation	Wall of Thorns	
6	Entangle		
7	Faerie Fire		
8	Shillelagh		
9	Tree Walk		
10	Water Breathing		

MAGIC-USERS

Number	Novice	Seasoned	Veteran	Heroic	Legendary
1	Affect Normal Fires	Blink	Animate Dead	Polymorph Other	Wish
2	Burning Hands	Dispel Magic	Fly	Teleport	
3	Comprehend Languages	ESP	Polymorph Self		
4	Darkness	Fire Shield / Ice Shield	Puppet		
5	Detect Magic	Fireball	Telepathy		
6	Fear	Haste / Slow	Wall of Force		
7	Gust of Wind	Hold Portal / Knock			
8	Hold Person	Ice Storm			
9	Identify	Invisibility			
10	Jump	Lightning Bolt			
11	Light	Phantasm			
12	Mage Armor	Telekinesis			
13	Magic Missile	Wall of Fire			
14	Shield	Wall of Ice			
15	Spider Climb	Web			
16	Stun				

CLERIC SPELLS

Notes on Cleric spells:

A Cleric must always have a Holy Symbol of his or her religion to cast spells. Even a crude, homemade symbol will do, if the Cleric takes the time to bless it. Other material components are assumed to be available, except when the DM rules otherwise.

Many Cleric spells deal with healing. The Healer Edge adds +2 to skill rolls to cast the following spells: *cure light wounds*, *cure critical wounds*, *raise dead*, *regeneration*, *resurrection*.

Many Cleric spells are reversible. The character takes the New Power Edge once and chooses which version to cast each time. Some reversed spells are considered evil, and Clerics of Good alignment risk losing their spellcasting ability if they perform such acts.

Wherever a Savage Worlds Power has a range based on Smarts, the Cleric version uses Spirit instead.

Novice Spells:

Armor of Faith

Exactly as the Savage Worlds Power *armor*.

Bless / Curse (Reversible)

Exactly as the Savage Worlds Power *boost / lower trait*.

Create / Purify Water

Exactly as the Savage Worlds Power *elemental manipulation: water*.

Cure Light Wounds (Reversible)

Exactly as the Savage Worlds Power *healing*. The reverse, *cause light wounds*, inflicts 2d6 points of damage on a successful touch attack and is considered an evil act.

Detect Magic

Exactly as the Savage Worlds Power *detect arcana*. Clerics cannot conceal arcana.

Hold Person

Rank: Novice

Power Points: 3

Range: Spirit

Duration: 3

The Cleric selects one living target within range, no bigger than Size +1, and gestures making a fist. The target makes a Spirit roll vs. the Cleric's Faith roll; if the target loses, he is unable to move at all for three rounds. *Hold person* cannot be maintained.

Light / Darkness

Exactly as the Savage Worlds Powers *light* and *obscure*. By taking this single reversible spell, the Cleric can choose to cast either *light* or *darkness* with each casting. *Darkness* is pitch black and blocks infravision as well.

Protection

Exactly as the Savage Worlds Power *deflection*.

Resist Cold / Resist Fire (Reversible)

Resist cold grants +4 toughness vs. cold attacks and provides the equivalent of the Savage Worlds Power *environmental protection* against cold conditions. *Resist fire* grants +4 Toughness vs. fire and heat attacks, provides *environmental protection* against heat, and the protected character cannot catch on fire. By taking this single reversible spell, the Cleric can choose to protect against either cold or heat with each casting.

Smite

Exactly as the Savage Worlds Power *smite*.

Spiritual Cudgel

Rank: Novice

Power Points: 1

Range: 3/6/12

Duration: 1 (1/r)

Similar to Savage Worlds Power *bolt*. *Spiritual cudgel* creates a ghostly blunt weapon of the Cleric's choosing, which speeds to the target and administers a single 2d6 blow. The spell can be maintained, attacking once per round with a Shooting roll equal to the Cleric's Faith die. Directing each attack is an action for the Cleric. Range is measured from the *cudgel's* starting point each round, but it can never go more than 12" from the Cleric.

Seasoned Spells:**Blade Barrier**

As the Savage Worlds Power *barrier*, but the *blade barrier* is composed of hundreds of whirling magical knives. Instead of having Toughness, it provides heavy cover (-4). Creatures can attempt to force their way through the *blade barrier*; each attempt inflicts 2d6 damage. If the creature then wins a contest of Strength vs. the caster's Faith roll, it can move through. The Cleric can create the *blade barrier* directly on a target, who gets a saving throw (Agility-2) to avoid an immediate 2d6 damage. If using a tactical mat, draw one section of the *barrier* from corner to corner across the target's square; only one such section can be made per casting.

Dispel Magic

Exactly as the Savage Worlds Power *dispel*.

Know Alignment (Reversible)

Rank: Seasoned

Power Points: 2

Range: Spirit

Duration: 1 (10 min, 1/10min)

The Cleric selects one target within range, and a colored aura appears around the target's head for 1 round. The target does not get a roll to resist, although abilities such as Arcane Resistance make the spell harder to cast. The Cleric can interpret the shifting colors of the resulting aura to accurately determine the target's alignment, as can any other observers who make a successful skill roll on Faith or Knowledge: Arcana. At the DM's option, specific emotions or intents might be detected on a raise. The reverse, *hide alignment*, makes it impossible to detect the target's alignment for 10 minutes, including with the *detect evil* or *detect good* abilities. *Hide alignment* may be maintained for 1 Power Point each additional 10 minutes.

Tongues (Reversible)

Exactly as the Savage Worlds Power *speak language*. The reverse, *babel*, has a range of Spirit and makes one target unable to speak understandably for the duration. The target gets a Spirit roll vs. the Cleric's Faith roll to resist.

Veteran Spells:**Animate Dead**

Exactly as the Savage Worlds Power *zombie*. Considered an evil act.

Cure Critical Wounds (Reversible)

Exactly as the Savage Worlds Power *greater healing*. The reverse, *cause critical wounds*, inflicts 3d6 damage with a successful touch attack and is considered an evil act.

Divination

Rank: Veteran

Power Points: 10

Range: 3"

Duration: Special

The *divination* spell requires a full hour to cast, using rituals and materials appropriate to the Cleric's religion. Examples: Incense smoke and cloud-reading for a sky god; reading the guts of sacrificial animals for a god of the hunt; having two fighters spar and observing the scratches on their weapons for a war god. At the end of the hour, the Cleric interprets certain signs as supernatural answers to his questions. The Cleric's player may ask one yes-or-no question of the DM, and one additional question for each raise on his Faith roll. The DM should answer honestly; if there are answers he absolutely does not wish to reveal, he should declare the signs unclear and allow the Cleric to re-phrase. Questions that cannot be answered with a yes or no, or other characters who butt in and attempt to tell the Cleric what to ask, will result in wasted questions. The Cleric cannot cast *divination* again for 24 hours. The DM may wish to limit this spell to NPC casters.

Quest

Rank: Veteran

Power Points: 10

Range: 3"

Duration: Special

Similar to the Savage Worlds Power *puppet*. *Quest* forces one target to make a Spirit roll vs. the Cleric's Faith roll. If the Cleric wins, he may command the target to perform some task. The task may not be outright suicide or otherwise diametrically opposed to the target's interest, and the DM may give the target a bonus to resist, or declare that the spell simply fails, if the *quest* is utterly outrageous. However, commands such as "Climb to the top of Fiery Mountain on the Isle of the Swans," or "Remain here and count the legs of all passersby," are well within the spell's power. While the spell lasts, the target must make all reasonable efforts to fulfill the com-

mand. The DM may deny any experience award to a PC for a session in which he shirks his quest. The command lasts for one full day, plus one day for each raise the Cleric rolled above the target's Spirit roll. At the end of that time, the target gets a new Spirit roll vs. a new Faith roll by the Cleric (regardless of where the two are at the time). If the Cleric wins, the quest remains in effect for another day, plus a day per raise. If the rolls are tied or the target wins, the spell ends. Note that some character types might *voluntarily* submit to a quest, for example to atone for alignment violations. The DM may wish to limit this spell to NPC casters.

Heroic Spells:

Raise Dead (Reversible)

Rank: Heroic

Power Points: 30

Range: Touch

Duration: Special

This spell will restore life to the body of a Wild Card who has been dead for no more than one hour, provided most of the body is present, including the head. The Cleric's skill roll is made at -4, and the raised character must make an immediate Vigor roll. If the roll succeeds, he returns to life, Incapacitated and with 3 Wounds. If the Vigor roll fails, he can never be *raised*, although he might be brought back with *resurrection* or a *wish*. *Raise dead* has no effect on crippling injuries. The reverse, *slay living*, requires a successful touch attack, and only works on creatures of Size +1 or less. The target must make a Vigor roll vs. the Cleric's Faith roll. If the Cleric wins, the target dies. This is considered an evil act. The DM may wish to limit both versions of this spell to NPC casters.

Regeneration

Rank: Heroic

Power Points: 20

Range: Touch

Duration: Special

As the Savage Worlds Power *greater healing*, except that *regeneration* will work on permanent crippling injuries. The spell takes 6 hours to cast, and the Cleric's skill roll is at -4. If the body part is actually missing, it will require several days to grow back: 1d6 days for an eye or finger, 2d6 for a hand or foot, 3d6 for an arm, 4d6 for a leg. Only one attempt can be made for each permanent injury; if the spell fails for any reason, the injury can never be *regenerated*. The DM may wish to limit this spell to NPC casters.

Legendary Spells:

Resurrection

Rank: Legendary

Power Points: 40

Range: Touch

Duration: Special

This mighty miracle will restore life to any dead Wild Card, as long as any part of the body is available. The character may have been dead for as many years as the Cleric's Spirit die. In a ritual lasting 24 hours, a new body grows, lacking any scars or crippling injuries. The Cleric's skill roll is made at -4, or -6 if the head is not available, and the resurrected character must make an immediate Vigor roll to successfully return to life and full health. If it fails, he can never be brought back by any means short of a *wish*. The DM may wish to limit this spell to NPC casters.

DRUID SPELLS

Notes on Druid spells:

Druidic magic is deeply concerned with the natural environment. Outdoors in nature, a Druid can be quite powerful; in a city or dungeon, some spells will be less useful or simply fail to work. Druids require fresh herbs and other plant products as material components, and are assumed to have access to the wild to harvest such materials at least once a week. Druids are not recommended characters for campaigns that don't spend much time in the wilderness.

Elemental Summoning: The use of elementals is handled through the Contacts: Elemental Edge. A Druid with this Edge can attempt to contact elemental spirits of various kinds, with results determined solely by the DM. Druids of high Rank may be able to receive aid in the form of physical manifestations that fight or transport the Druid for a few rounds. See the Savage Worlds book for some typical statistics. Less powerful Druids may be able to learn answers about the local environment: for example, an Earth spirit could tell of any nearby caves, while a Water spirit might know of things happening under a lake or far upriver. Incautious treatment of elementals might have violent consequences.

Wherever a Savage Worlds Power has a Range based on Smarts, the Druid version uses Spirit instead.

Novice Spells:

Animal Friendship

Exactly as the Savage Worlds Power *beast friend*.

Barkskin

Exactly as the Savage Worlds Power *armor*.

Call Lightning

Rank: Novice

Power Points: 2 (special)

Range: Spirit x 2

Duration: Instant

Call lightning can only be cast under the open sky in cloudy or rainy conditions. The Druid calls down a lightning bolt, directed at an individual target. The *bolt* is a ranged attack using the Druid's Faith die, always striking as if from short range, and does 3d6 damage with an AP of 1 against metal armor. In an actual thunderstorm, the cost of each *bolt* is reduced to 1 Power Point.

Detect Magic

Exactly as the Savage Worlds Power *detect arcana*.
Druids cannot *conceal arcana*.

Elemental Manipulation

As the Savage Worlds Power *elemental manipulation*.
Druids can perform any listed tricks with this single spell, choosing *manipulate air*, *manipulate earth*, *manipulate fire*, or *manipulate water* with each casting.

Entangle

Rank: Novice

Power Points: 4

Range: Spirit

Duration: One minute (2/minute)

A version of the Savage Worlds Power *entangle*, but always covering a Large Burst Template. Some vegetation must be growing naturally in the area affected. The branches, grasses, or vines thicken and grow two to three yards, snaring everyone who fails to resist; the new growth withers and wilts when the spell expires.

Faerie Fire

As the Savage Worlds Power *light*, except that the light created is dimmer, and can be cast on a living or inanimate target of up to Size +1. Living targets get a Spirit roll to oppose the spell; if the target resists, the *faerie fire* clings instead to an adjacent object or the ground. A flickering green or blue glow completely surrounds the target, illuminating a Medium Burst Template and eliminating any darkness penalties to attack the target.

Shillelagh

As the Savage Worlds Power *smite*, but *shillelagh* only works on blunt weapons (listed in *italics* on the weapons chart, page 23).

Tree Walk

Rank: Novice

Power Points: 3

Range: Spirit x 2"

Duration: 3 (2/round)

As the Savage Worlds Power *burrow*, except that the Druid merges into adjacent plant life instead of the ground, travels in "limbo", and emerges from plant life as well. Both the "entry" and "exit" points must be sizeable masses of vegetation, such as a tree, a clump of bushes, or even thick grass and weeds. The DM rules whether the plants in a particular area are large enough to use.

Water Breathing

As the Savage Worlds Power *environmental protection* for underwater.

Seasoned Spells:

Cure Light Wounds

Exactly as the Savage Worlds Power *healing*.

Dispel Magic

Exactly as the Savage Worlds Power *dispel*.

Fire Seed

Rank: Seasoned

Power Points: 2-4

Range: Touch (5/10/20)

Duration: One round (Instant)

Similar to the Savage Worlds Power *blast*. The Druid prepares in advance an acorn or similar nut. When he casts the spell, the nut becomes charged with elemental fire and will explode in 1 round, giving the Druid time to throw it as a grenade-like weapon (a separate action), or simply drop it and move away. The explosion does 2d6 damage in a Medium Burst Template; if two nuts are thrown together, the Power Point cost is doubled and the damage is 3d6 in a Medium Burst Template.

Shape Shift

Exactly as the Savage Worlds Power *shape change*.

Wall of Thorns

As the Savage Worlds Power *barrier*, but the *wall of thorns* is composed of thick, tangled vines covered with long, sharp thorns. Instead of having Toughness, it provides heavy cover (-4). Creatures can attempt to force their way through the *wall of thorns*; each attempt inflicts 2d6 damage. If the creature then wins a contest of Strength vs. the caster's Faith roll, it can move through; if it fails, it is entangled as the *entangle* spell. The Druid can create the *wall* directly on a target, who gets a saving throw (Agility-2) to avoid immediate *entanglement* and 2d6 damage. If using a tactical mat, draw one section of the *barrier* from corner to corner across the target's square; only one such section can be made per casting.

Veteran Spells:

Control Weather

Rank: Veteran

Power Points: 20

Range: Special

Duration: 24 hours

The DM must handle this spell somewhat impressionistically. It takes one hour for the Druid to stand outdoors and invoke the proper elemental spirits, at the end of which time, the weather will be visibly changing over a number of square miles equal to the Druid's Spirit. The better the Druid's Faith roll, the greater the change that can be made. On a basic success, a clear day could be made overcast, cloudy weather could be induced to rain, a drizzle could become a heavy rain. Likewise, temperature can be affected, from hot to warm to cool to cold. Wind can go from calm to light to strong to storming. Raises on the skill roll allow additional steps. If precise details are needed, see the Advanced Dungeons & Dragons seventh-level Cleric spell *control weather*. In any event, the Druid cannot again attempt to control the weather for 24 hours.

Earthquake

Rank: Veteran

Power Points: 8

Range: Spirit x 2

Duration: 1 (4/r)

This spell shakes the earth in a Large Burst Template. Everyone in the area of effect must make a basic Agility roll or be Shaken; on a roll of 1, the person also falls prone. Other Agility rolls and Agility-based skills are at -2 in the *tremor's* area, and Running is impossible. Weak structures collapse, things fall from shelves, and non-reinforced buildings suffer minor damage. If the spell is maintained, or cast repeatedly, greater cumulative damage may result at the DM's option.

MAGIC-USER SPELLS

Notes on Magic-User spells:

Magic-Users have by far the most spells to choose from, an advantage that is partly balanced by their reliance on spellbooks. Magic-User spells are also assumed to employ a wide variety of material components, everything from frog's eyes to diamond dust. The DM may choose to create a shortage of any such component whenever he wishes to restrict use of a particular spell.

Some Magic-User spells are reversible. The character takes the New Power Edge once, and chooses which version to use with each casting.

Novice Spells:

Affect Normal Fires

Exactly as the Savage Worlds Power *elemental manipulation: fire*.

Burning Hands

Similar to the Savage Worlds Power *burst*. Flames shoot from the wizard's outstretched hands, doing 2d6 damage in a Cone Template. Highly flammable targets ignite; one ordinary target catches fire for each 6 rolled on damage, including Aces. *Burning hands* is not a Heavy Weapon.

Comprehend Languages

Exactly as the Savage Worlds Power *speak language*.

Darkness

Exactly as the Savage Worlds Power *obscure*. *Darkness* is pitch black and blocks infravision as well.

Detect Magic (Reversible)

Exactly as the Savage Worlds Power *detect/conceal arcana*.

Fear

Exactly as the Savage Worlds Power *fear*.

Gust of Wind

Exactly as the Savage Worlds Power *elemental manipulation: air*.

MAGIC-USER SPELLS (NOVICE)

Hold Person

Rank: Novice
Power Points: 3
Range: Smarts
Duration: 3

The Magic-User selects one living target within range, no bigger than Size +1, and gestures making a fist. The target makes a Spirit roll vs. the caster's Spellcasting roll; if the target loses, he is unable to move at all for three rounds. *Hold person* cannot be maintained.

Identify

Rank: Novice
Power Points: 4
Range: Touch
Duration: Special

This spell is used to determine the properties of magic items. Each casting takes 1 hour and requires 100 gp worth of material components. A success reveals the item's basic nature; each raise reveals an additional power or detail. The spell may be cast again on the same item for more information. Some items may resist identification, either with an opposed Spellcasting roll or by simply being too powerful to comprehend.

Jump

Rank: Novice
Power Points: 1
Range: Self
Duration: Instant

With this spell, the caster makes a single prodigious bound in any direction. He can leap 4" long (with at least a 10' ceiling), or 3" straight up. Casting the spell and making the *jump* form a single action, which can come before, during, or after the caster's normal Pace. If he runs at least 6" before jumping, the horizontal *jump* increases to 5".

Light

Exactly as the Savage Worlds Power *light*.

Mage Armor

Exactly as the Savage Worlds Power *armor*.

Magic Missile

Rank: Novice
Power Points: 1-3
Range: 12/24/48
Duration: Instant

A limited form of the Savage Worlds Power *bolt*. The Magic-User can shoot from 1-3 *missiles*, each doing 2d6 damage, for 1 Power Point each. The first *missile* uses the caster's Spellcasting roll to hit; the others use the same

MAGIC-USER SPELLS (SEASONED)

die type but do not count as separate spells for purposes of backlash, the Wizard Edge, etc.

Shield

Exactly as the Savage Worlds Power *deflection*.

Spider Climb

Rank: Novice
Power Points: 2
Range: Self
Duration: 3 (1/round)
Exactly as the Evernight Power *wall walker*. *Spider climb* allows the Magic-User to stick to any surface, climbing walls and even moving along ceilings at his normal Pace. He may also run as usual.

Stun

Exactly as the Savage Worlds Power *stun*.

Seasoned Spells:

Blink

Exactly as the Savage Worlds Power *teleport*.

Dispel Magic

Exactly as the Savage Worlds Power *dispel*.

ESP

Rank: Seasoned
Power Points: 3
Range: Smarts
Duration: 3 (1/round)
ESP allows the caster to read someone else's thoughts. This is an opposed roll vs. the target's Smarts. A success reveals surface thoughts, while each raise allows the caster to access one deeper thought or memory. "Singing" in one's head, unknown language, drunkenness, or other conditions may allow the target +2 to their roll.

Fire Shield / Ice Shield (Reversible)

Rank: Seasoned
Power Points: 5
Range: Touch
Duration: 3 (2/r)
Both versions of this spell surround a subject of Size+1 or less with a shell of flickering flame, lighting a Medium Burst Template and eliminating any darkness penalties to hit the subject. An unwilling subject may oppose the Spellcasting roll with a Spirit roll. *Fire shield* surrounds the subject with orange flame, protecting against cold (as the Savage Worlds Power *environmental protection*) and granting +4 toughness vs. cold attacks, but the pro-

tected character takes +4 damage from fire or heat attacks. *Ice shield* surrounds the subject with cold blue flames, protecting against heat and granting +4 Toughness vs. fire and heat attacks; the protected character cannot catch on fire, but suffers +4 damage from cold attacks. In either case, anyone who grapples or is successfully grappled by the subject takes 1d10 damage for every round of contact, and *fire shield* will have a 1 in 6 chance per round of setting such a grappler on fire. By taking this single reversible spell, the Magic-User can choose which version to cast each time.

Fireball

Rank: Seasoned

Power Points: 6

Range: 24/48/96

Duration: Instant

As the Savage Worlds Power *blast*. A pea-sized burning sphere streaks to the stated range and explodes, unless it hits a solid obstacle first, in which case it explodes on impact. The *fireball* does 3d6 damage in a Large Burst Template; for every 6 rolled, including additional dice due to Aces, one target catches on fire. The blast automatically ignites any highly flammable objects and melts anything soft, up to and including precious metals. Animate targets get a saving throw for half damage.

Haste / Slow (Reversible)

As the Savage Worlds Power *speed*. The reverse, *slow*, has a range of Smarts. The target makes a Spirit roll vs. the caster's Spellcasting roll; if the caster wins, the target's Pace is reduced to half, round down. If the caster wins with a raise, the target's Pace is reduced to 1. *Haste* cancels *slow* and vice versa.

Hold Portal / Knock (Reversible)

Rank: Seasoned

Power Points: 3

Range: Touch

Duration: 1 minute (1/minute)

Hold portal magically seals a door, window, hatch, or similar closeable item no bigger than 10' x 10'. The portal thus sealed can only be forced open by a Strength roll that beats the Magic-User's Spellcasting roll with a raise. The reverse, *knock*, will open a *held portal* by winning a simple contest of Spellcasting. *Knock* also allows the Magic-User to use his Spellcasting skill in place of Strength when attempting to force stuck doors, barred gates, portcullises, etc. *Knock* does not pick locks, but it might force open a locked door.

Ice Storm

Rank: Seasoned

Power Points: 4

Range: 24/48/96

Duration: Instant

As the Savage Worlds Power *blast*. A hailstone streaks to the stated range and explodes, unless it hits a solid obstacle first, in which case it explodes on impact. The *ice storm* does 2d6 cold damage in a Large Burst Template, extinguishing fires and freezing the surface of liquids.

Invisibility

Exactly as the Savage Worlds Power *invisibility*.

Lightning Bolt

Rank: Seasoned

Power Points: 2-4

Range: 12/24/48 or 6/12/24

Duration: Instant

A form of the Savage Worlds Power *bolt*. The Magic-User can shoot one *lightning bolts* for 2 Power Points, or a "forking bolt" for 4 Power Points. A single *bolt* has a range of 12/24/48; a forking *bolt* is effectively two *bolts*, with a range of 6/12/24. Each *bolt* does 3d6 damage with AP 1 against metal armor.

Phantasm

Rank: Seasoned

Power Points: 4

Range: Smarts

Duration: 3 (2/round)

Phantasm fills a Small Burst Template with visual and audible illusions under the caster's control. The illusions are generally believable, but if it becomes necessary to create an exact image or voice to fool someone familiar with the original, use a contest of Smarts. It is possible to cover people and objects with an appearance of being "not there", but if the covered targets move, the illusion is spoiled.

Telekinesis

Exactly as the Savage Worlds Power *telekinesis*.

Wall of Fire

As the Savage Worlds Power *barrier*. Instead of having Toughness, the *wall of fire* gives heavy cover (-4) and does 1d10 damage to anyone who touches it. Anyone who takes damage from a *wall of fire* has a 1 in 6 chance of catching on fire. Those who are willing to take 2d10 damage can walk through the fire, but if they become Shaken, they fall back and don't get through. The Magic-User can create the *wall* directly on a target,

who gets a saving throw (Agility-2) to avoid an immediately 2d10 damage. If using a tactical mat, draw one section of the *barrier* from corner to corner across the target's square; only one such section can be made per casting.

Wall of Ice

As the Savage Worlds Power *barrier*. The *wall of ice* has Toughness 10 but takes double damage from heat or fire attacks and no damage from cold attacks. It is difficult to see through the ice: -4 to Notice checks or to aim at anything beyond the *wall*.

Web

Rank: Seasoned

Power Points: 4

Range: Smarts

Duration: 1 minute (2/minute)

As the Savage Worlds Power *entangle*, but always affecting a Medium Burst Template. Great masses of sticky spiderwebs fill the area, but they must have anchor points to stretch between: walls, trees, buildings, etc. The DM determines which parts of the Medium Burst qualify; elsewhere, the webs float harmlessly to the ground. The webs burn easily, causing 1d6 damage to entangled creatures. When the spell expires, the webs dissolve.

Veteran Spells:

Animate Dead

Exactly as the Savage Worlds Power *zombie*. Considered an evil act.

Fly

Exactly as the Savage Worlds Power *fly*.

Polymorph Self

As the Savage Worlds Power *shape change*. An alternate way to cast this spell is to employ a specially-carved jade hoop about 6 inches in diameter, costing at least 1,000 gp. When the spell is cast using the hoop, the Magic-User can change shapes every round as a free action! He may select from any shape available to his Rank, and pays only the necessary Power Points to cover the highest cost. For example, if a Veteran caster spends a round as a hawk (3 Power Points), and then chooses to change into a tiger (5 PP), he immediately pays the 2 PP difference. Changing back to a hawk would not incur additional cost. The jade hoop does not transform with the Magic-User's gear, so it must be hidden or carried in animal form. If it is broken, the spell ends instantly.

Puppet

Exactly as the Savage Worlds Power *puppet*.

Telepathy

Rank: Veteran

Power Points: 5

Range: Sight

Duration: 3 (2/round)

Telepathy establishes full, two-way, silent communication, in words or images, between the caster and one target. The target can choose to resist the spell with Spirit, or can simply allow the link to take place. If the target is out of sight, but known to the caster and within one mile, the Spellcasting roll is made at -4.

Wall of Force

As the Savage Worlds Power *barrier*. The *wall of force* is nearly invisible and has 10 points of Heavy Armor, making it impenetrable to normal physical attacks.

Heroic Powers:

Polymorph Other

Rank: Heroic

Power Points: 7 (varies)

Range: Touch

Duration: 1 minute (3/minute)

This spell has several uses. It can be used on a living target by a successful touch attack. An unwilling target resists with a Spirit roll opposed to the caster's Spellcasting roll. If the caster wins, he may change the target into any form available to the caster's Rank under the Savage Worlds Power *shape change*, but the Power Point cost is always 7. *Polymorph other* will also change petrified creatures from stone back to flesh (generally requiring a flat Vigor roll to survive the ordeal), or otherwise restore a shape-shifted creature to its natural form. Finally, the spell can be used to change the shape of inanimate objects. The Power Point cost for this effect is 7 modified by the object's Size (from -3 to +10), and the new form of the object must be of similar material and bulk to the original. For example, an iron door could be changed into a large bell or a metal statue, but not into a pocket handkerchief. The DM may wish to limit this spell to NPC casters.

Teleport

As the Savage Worlds Power *teleport*, except that the range is measured in miles instead of inches.

Legendary Powers:

Wish

Rank: Legendary

Power Points: 40

Range: Special

Duration: Permanent

The ultimate magic available to mortals. Subject only to DM approval, a wish can do almost anything, including:

- Bring a dead person back to life, if the dead person makes a basic Vigor roll.
- Reverse 6 months of aging.
- Fully restore all wounds and fatigue to every ally in a Large Burst Template.
- Fully restore all wounds, fatigue, injuries, Bennies, and Power Points to any one person, including permanent crippling injuries.
- Permanently change one person's race or gender.
- Undo the results of any one die roll, if cast within 10 minutes of the roll.
- Transport anyone and anything within a Large Burst Template to anywhere the caster specifies.
- Grant any one Edge or score increase, regardless of prerequisites.

- Imbue a person with any one Monstrous Ability.
- Increase any skill by two die types, regardless of prerequisites.
- Instantly summon treasures worth 3d6 thousand gp, with Aces.
- Enchant an appropriate object into any permanent magic item in this book (see Dungeon Masters Section).
- Destroy any one magic item or other object, unless it is protected by divine forces.
- Cast any spell in this book with automatic success, no additional Power Point cost, an effective short range of sight, and +6 to Spellcasting to calculate raises or overcome any resistance.
- Make permanent any spell cast within the last minute.
- Other effects along these lines, as the DM sees fit.

Each time a Magic-User casts *wish*, he must immediately give up 10 experience points, permanently losing the Edges, skill levels, or traits of his choosing (although they may be earned again normally). The DM may wish to limit this spell to NPC casters. It is traditional to enforce a very literal interpretation of the phrasing of the wish.



ADVANCED DUNGEONS & SAVAGES



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DUNGEON MASTERS SECTION

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by Joel Sparks

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NON-PLAYER CHARACTERS

As always in Savage Worlds, NPCs do not follow the rules that bind player characters. In AD&S, some particular NPC abilities depend on the race of the character in question.

NPC Dwarves never consider encumbrance, and they can determine anything about caves, stonework, architecture, or engineering on a Smarts roll (typically d6).

NPC Elves are beings of great age and wisdom. All have the Edges Acrobat, Alertness, Charisma, and Healer. They can all use longswords, long bows, and chainmail. Wild Cards have innate spell ability: 10 Power Points, Spellcasting skill equal to Smarts (typically d8), the Druid spells *animal friendship* and *detect magic*, and the ability to use magic items as Magic-Users.

NPC Gnomes can accurately evaluate gems and jewelry on a Smarts roll (typically d8). Wild Cards have 10 Power Points and innate spellcasting skill equal to Smarts. They cast the Druid spell *faerie fire* and the Magic-User spell *phantasm*.

NPC half-orcs have Strength d10, Vigor d10, and Fighting d12, and are generally Berserk.

NPC Halflings are amiable gluttons with Agility d10, Stealth d12, Throwing d10, and the Luck Edge.

NPC humans and **half-elves** have no special abilities.



HIRING NPCs

When PCs wish to hire an ordinary guard, mason, or the like, the DM determines the NPC's ability with his primary skill, and finds the corresponding wage below. These amounts assume that the hireling brings his own ordinary gear, and a short-termhire that interrupts ordinary business. Artisans ordinarily make much less.

<u>Skill</u>	<u>Daily wage</u>
d4	1 gp
d6	3 gp
d8	5 gp
d10	8 gp
d12	10 gp

Double wages, plus a share of any loot, are appropriate for duties involving risk of arrest, injury, or death.

NPC CLASSES

NPCs might follow classes not available to player characters, such as Necromancers, Illusionists, or Anti-Paladins. These classes are *not* necessarily balanced with PC classes, but the DM could allow players to use them, depending on the campaign.

The Illusionist

The Illusionist is exactly like the Magic-User, but with a different spell list (page 36), starting with *phantasm* and two other spells. All the Illusionist's spell effects are achieved through manipulating light, sound, and the senses and mind of the target. For example, the Illusionist version of *puppet* works by convincing the target that he is in a situation demanding the actions that the Illusionist desires: friends seem to be foes, a yawning pit looks like a safe floor littered with gold, etc.

The Necromancer

The Necromancer is exactly like the Magic-User, but with a different spell list (page 36), starting with *animate dead* and two other spells. The Necromancer's *animate dead* last for one day, plus one day per raise. *Slay living* is the standard reverse of the Cleric spell *raise dead*, but with a cost of 20 PP. *Burrow* is the Savage Worlds Power. *Create undead* is the same as *zombie*, but with a cost of 10 per corpse, and the undead are permanent. Depending on preparations, this spell can make skeletons, zombies, or mummies.

The Anti-Paladin

See complete description on page 37.

SPELL TABLES

ILLUSIONISTS

Number	Novice	Seasoned	Veteran
1	Detect Magic	Dispel Magic	ESP
2	Displacement (Deflection)	Identify	Puppet
3	Faerie Fire	Illusionary Wall	
4	Illusion Disguise	Phantasmal Nemesis	
5	Illusionary Blast (Stun)		
6	Illusionary Shackles (Hold Person)		
7	Illusionary Terrors (Fear)		
8	Invisibility		
9	Light / Darkness		
10	Phantasm		

NECROMANCERS

Number	Novice	Seasoned	Veteran
1	Animate Dead	Blade Barrier	Create Undead
2	Cure / Cause Light Wounds	Burrow	Death Spell
3	Curse (Lower Trait)	Dispel Magic	Puppet
4	Darkness	ESP	Telepathy
5	Detect Magic	Identify	
6	Elemental Manipulation (all)	Lightning Bolt	
7	Mage Armor	Slay Living	
8	Magic Missile	Wall of Bone (Barrier)	

Spell Descriptions

Most spells above are identical to spells listed in the Players Section, identical to Savage Worlds Powers, or easily extrapolated. Two new spells are described below:

Death Spell

Rank: Veteran (Necromancer)

Power Points: 30

Range: 12/24/48

Duration: Instant

A beam of darkness shoots from the caster's hand as a missile spell, doing 3d6 damage (4d6 on a raise). The damage ignores armor, except magical armor bonuses, but Toughness is subtracted normally. The victim must then make an immediate Vigor roll vs. the damage taken or die.

Phantasmal Nemesis

Rank: Seasoned (Illusionist)

Power Points: 5

Range: Smarts

Duration: 3 (2/round)

From the mind of a single target arises a personal hallucination, a terrifying apparition from the depths of that person's unconscious. No one else can perceive the threat; not even the caster knows what it is. The apparition locks the victim in vicious combat, but what is really happening is a contest of the victim's Smarts with the caster's Spellcasting skill. Roll once each round, on the victim's turn; the *nemesis* is autonomous and the caster need not be concentrating on the contest. If the victim loses, he is Shaken; further Shaken results do not cause a Wound. If he rolls a 1 on his Smarts die, he takes a Wound. If he beats the spellcaster with a raise, he sees through the delusion and the *nemesis* disappears.

THE ANTI-PALADIN

The evil gods created this class as an answer to the Paladin. Anti-Paladins have many powerful abilities, balanced perhaps by the fact that they are considered the enemy of civilization and hunted wherever found.

Requirements: Sp d8, St d6, V d8, Faith d6, Fighting d8
Must be Chaotic Evil in alignment

Starting Edges:

Arcane Background: Miracles
Champion (unholy)
Unholy Warrior

Starting Hindrances:

Enemy: Paladins
Vow: Tireless destruction
Wanted (Major)

Class Edges:

Beast Master (S)
Block (S)
 Improved Block (V)
Command (Sm d6)
 Fervor (V, Sp d8, Command)
 Hold the Line! (S, Sm d8, Command)
 Inspire (S, Command)
 Natural Leader (S, Sp d8, Command)
Common Bond (WC, Sp d8)
Dead Shot
Dodge (S, A d8)
 Improved Dodge (V)
First Strike (A d8)
 Improved First Strike (H)
Improved Trademark Weapon (V, Trademark Wpn)
Mighty Blow (S, Fighting d12)
Nerves of Steel (WC, V d8)
 Improved Nerves of Steel
New Power
Power Points
Quick Draw (A d8)
Soul Drain
Sweep (St d8, Fighting d8)
 Improved Sweep (V)
Two-Fisted (A d8)
Weapon Master (L, Fighting d12)
 Master of Arms

Class Skills:

Faith (Sp)
Fighting (A)
Guts (Sp)
Healing (Sm)
Intimidation (Sp)
Knowledge: Poisons*
Knowledge: Religion (Sm)
Notice (Sm)
Persuasion (Sp)
Riding (A)
Shooting (A)
Survival (Sm)
Swimming (A)
Throwing (A)
Tracking (Sm)*

* The Anti-Paladin possesses skills normally restricted to Assassins and Rangers.

With the Beastmaster Edge, the Anti-Paladin summons a Familiar like that of a Magic-User.

Anti-Paladins can use any armor, shield, or weapon. They can use magic items as a Fighter or Cleric, including Clerical scrolls.

The Anti-Paladin's vow requires him to work to undermine civilization and create chaos. A favored tactic is to locate an isolated community, terrorize it, and take over, often with the help of evil humanoids. Then the Anti-Paladin prepares a death-trap of ambushes, pitfalls, and poisons, hoping to lure neophyte do-gooders to their doom – especially Novice Paladins.

Anti-Paladin Spells:

1. Cure / Cause Light Wounds
2. Darkness
3. Hold Person
4. Smite

BENNIES AND EXPERIENCE

Earned experience. The DM should be generous in handing out bennies during play, to simulate the combat-and-treasure based experience system of AD&D. The group should receive one bennie each when a significant battle, puzzle, or challenge is overcome or a great reward gained. Individuals receive bennies for role-playing, quick thinking, insightful solutions, smoothing the flow of play, and making good jokes. A good minimum is one extra bennie to each player, each hour of play.

Leftover bennies. AD&S players can end up with a lot of bennies. Thus the system for leftover bennies varies from the Savage Worlds book. The number of bennies in hand at the end of a play session is the chance on a single d6 to gain one extra experience point. A player with 6 or more bennies leftover (which should be unusual) can divide them as desired between two d6 rolls, for one XP each. Two rolls is the maximum.

CONVERTING SCORES AND LEVELS

The revised edition of the Savage Worlds book contains suggestions for converting d20 scores and levels to Savage Worlds terms. Use these as AD&D rough equivalents. To recreate a specific character, use 10 points per AD&D level and choose the most appropriate abilities in Savage Worlds terms, ignoring classes.

CONVERTING MONSTERS

Most of the classic AD&D monsters are covered in the free PDF by Butch Curry called *Savage Beasts*. Many others are in the Savage Worlds book. When such statistics are unavailable, or the DM simply needs a rapid estimate for combat purposes, the following four-step method will yield rough numbers for quick conversion of AD&D monsters to Savage Worlds combat statistics.

Complete random encounter charts for monsters in Savage Worlds, *Savage Beasts*, and others began on page 42.

Four-step method for converting monsters:

1. Start with Hit Dice (HD).

<u>HD</u>	<u>Fighting</u>	<u>Parry</u>	<u>Vigor</u>	<u>Toughness</u>
<1/2d4-23d44
1/2-1d44d65
2-3d65d86
4d86d107
5d107d128
6+d128d128

2. Add Shield (if any):

Small*+1 Parry
Medium*+1 Parry,
+2 Toughness vs. Ranged
Large*+2 Parry,
+2 Toughness vs. Ranged

*Size in proportion to creature's body .

3. Add Armor to Toughness:

Leather, thick skin, thick fur+1
Chain mail, partial plate, light scales, tough hide+2
Plate mail, thick scales, rocky hide, gigantic hide+3
Solid rock, gigantic scales, gigantic chain mail+4
Solid metal body, gigantic plate mail+5

4. Modify by Size:

<u>Size</u>	<u>Toughness</u>	<u>To be hit</u>
Cat, small dog-2-2
Large dog, Halfling-1+0
Human0+0
Half-Orc+1+0
Gorilla, bear, horse+2+0
Ogre, large bear+3+0
Rhino+4+2
Small elephant+5+2
Large elephant+6+2
T-Rex+7+2
Huge dragon+8+4
Blue whale+9+4
Leviathan+10+4

RANDOM ENCOUNTERS

At times, the DM may wish to roll at random to see what sort of creature the player characters meet. The following tables cover thirteen possible terrains types. Most of the creatures listed come from the indispensable *Savage Beasts*, by Butch Curry. Others, marked †, are in the *Savage Worlds* book, Chapter Seven.

Often the encounter will not offer immediate combat. The tables reflect the comparative rarity of predators and large creatures and the abundance of smaller prey. Deer and rabbits may not seem like interesting monsters, but to a party running out of food, they can certainly make an important encounter. Even a predator will usually flee from a group of people, or ignore them. Truly extraordinary monsters, such as dragons and liches, don't appear on these charts at all, being left for the DM to place deliberately. The DM is of course free to ignore such "realistic" results and populate his sessions with nothing but bloodthirsty killers and supernatural horrors.

Every encounter indicates a significant number of creatures. For example, if the party adventures through a forest for several days and never rolls an encounter with birds, it does not mean that they haven't seen a single robin flitting by. But they haven't yet stumbled on a whole flock of pheasants, or a pond of ducks, or a nesting site.

Terrain Types

Cave: Shallow tunnels and warrens can hold many surprises. As shown below, a newfound cave contains an encounter on a 3-6; on a 2, something lives there but is not home. Organized beings will post watch or set traps; animals or horrors may lurk well back out of sight, watching their moment for fight or flight. Deep, complex cavern systems without easy access to the surface should be treated as Dungeons.

Dungeon: The traditional dungeon is a strange and unnatural ecosystem indeed. The table generates mostly scavengers, unintelligent undead, and roving bands of humanoids. In addition to the roll each hour, make a "wandering monster" roll whenever adventurers generate excessive noise.

Forest: Any expanse of trees that lacks the humidity and heat of a true jungle. For extremely cold forested areas, roll on Tundra instead.

Jungle: Jungle predators prefer to strike by stealth, often from above.

Lost World: Whether an island, an isolated valley, or a realm reached by time/dimension travel, sometimes you end up in the land of the dinosaurs.

Mountains: Many Mountain encounters will be with airborne creatures who prefer to live on high cliffs and crags, secure from the groundbound. Large or monstrous flyers may dive to attack, snatch what they can carry, and retreat to their lairs.

Plains/Hills: The easiest place to survive in the wild, these grassy and temperate areas see a lot of travelers.

Swamp: Miasmal and wet, the swamp is fecund but dangerous, with gnarled trees rising out of stagnant pools, tangled vines, and stretches of treacherous mud and slime. Everyone except amphibians suffers major movement penalties in the swamp.

Shore: Applies to the edge of a sea or a large lake. The table assumes an accessible situation where land animals can come down to drink, hunt, or catch fish.

Tundra: Includes all frozen or snow-covered terrain.

Urban: The table represents encounters in a sizeable city. Small villages will contain nothing but peasants, livestock, and a few tradesmen. The Urban encounter chart includes dangerous and supernatural beings, but most will appear to be normal citizens unless the situation provides an opportunity to work mischief without witnesses.

Waste/Desert: Hot, dry areas of little vegetation. Very inhospitable; any people encountered will be on their way somewhere else, i.e. the next town or oasis. Make an additional roll at each oasis: on a 3-6, someone or something else is already there.

Water: Whether at sea or underwater, this category presumes a full oceanic or great lake ecosystem with room for many large predators.



Chance of Encounter

The chance of a random encounter is always rolled on a d6, with higher numbers indicating an encounter. Such dice can Ace: On a 6, roll again with the same range to see if another encounter occurs as well. Depending on what results, the DM determines if multiple encounters indicate creatures working together, living in peaceful proximity, one hunting another, a battle in progress, or two separate encounters, 1d6–1 hours apart.

The Random Encounter Probability tables indicate how often the DM should check for encounters in each terrain type. *Frequency* indicates the number of rolls per day and additional rolls at night. *Range* indicates which numbers on the d6 indicate an encounter. When the range is 1-6, at least one encounter is guaranteed. When 2 rolls per day are indicated, the DM should vary the gap between them, perhaps to 2d6-2 hours, so that players cannot count on a definite period to rest and heal without risk of a new fight.

Random Encounter Probability Table I: Common Terrain Types

	Forest	Jungle	Mountains	Plains/ Hills	Shore	Urban
DAY: Frequency	1	2	1	1	2	2
DAY: Range	1-6	1-6	3-6	1-6	2-6	1-6
NIGHT: Frequency	1	1	1	1	1	1
NIGHT: Range	4-6	4-6	6	6	5-6	5-6

Random Encounter Probability Table II: Other Terrain Types

	Cave	Dungeon	Lost World	Swamp	Tundra	Waste/ Desert	Water
DAY: Frequency	1	1/hour	2	1	1	1	1
DAY: Range	3-6	6	1-6	1-6	2-6	6	4-6
NIGHT: Frequency	1	1/hour	1	1	1	1	1
NIGHT: Range	2-6	6	4-6	4-6	6	6	5-6

For each encounter, roll on the appropriate Random Encounter Determination table below. Although more than 150 different encounter types appear on the tables that follow, the DM must still employ imagination in interpreting the results. For example, a result of People: Religious on the Cave table probably indicates a hermit. Skeletons rolled on the Shore table might be the restless bones of mariners among the shattered remains of a ship on the rocks, whereas People: Merchants on the same table probably indicates a trade vessel loading or unloading goods. A result of Wild Dogs/Wolves could mean a hungry wolf-pack if encountered in the forest, but

a rabble of mangy, feral curs in town (who nonetheless might attack a target who seems to be small, solitary, or otherwise weak). Likewise, Berserkers/Barbarians in town, while easily provoked, are there to sell furs and purchase weapons, not to instantly assault everyone they meet. Bandits in town, however, are gangs of thieves, and certainly intend to mug and rob whenever the chance arises and justice can be escaped. At sea, the same result would naturally indicate pirates.

A cave result in another terrain type leads to an immediate encounter check on the Cave probability table above.

RANDOM ENCOUNTERS

Bold entries indicate intelligent creatures who might organize, band together, prepare traps or bolt-holes, negotiate, dissemble, etc.

† indicates a creature whose statistics appear in the Savage Worlds book. Others appear in Savage Beasts.

RANDOM ENCOUNTERS

A few encounter types are left to the DM to define, including small game and other non-combatants. For People, including Bandits, the DM determines their stats as for any NPC. People need not be Human. In the mountains it could mean Dwarves; in the forest, Elves. Any civilized race is possible, as the DM prefers.

Random Encounter Determination Table I: Common Terrain Types

	Forest	Jungle	Mountains	Plains/Hills	Shore	Urban
Alligator/Crocodile†					01-02	
Antelope/deer	01-12		01-12	01-12	03-11	
Apes		01-05	13-16			
Apes, albino		06-07				
Apes, mutant						01
Bandits	13-14		17-18	13-14		02-04
Basilisk/Cockatrice			19			
Bats, giant			20			
Bats, normal			21-22			
Bear, large†	15-16				12	
Beetles, giant tiger		08		15		
Berserkers/Barbarians			25			05-06
Boar	17-19	09-13				
Cat, great		14-16	26-27	16-17	13	
Cattle, branded					14	07-10
Cattle, wild (see Bull†)					15-16	
Cave	20-21	17	28-30	18-19	17	
Centaur s	22-23					
Centipedes, giant		18-19				
Crab, giant					18	
Demon, succubus/incubus						11
Dogs, domestic						12-15
Dogs, wild / Wolves†	24-27		31-35	20-24	19-20	16-17
Drake†	28			25		
Dryad	29-30	20				
Elephants		21-22				
Ent	31	23				
Ferret, giant	32					
Gargoyles			36			
Ghost†	33	24	37			18
Giants, Hill	34		38-41	26-27		
Giants, Stone			42-43	28		
Gnolls	36-37			29-30		
Griffon			44	31		
Hag	38	25				
Harpies			45			
Hawk, giant			46	32		
Hawk, normal	39-41		47-49	33-37		
Hippogriff			50	38		
Horses, wild†				39-41		
Insects (swarm†)		26-30	51	42-44	21-24	19-20
Killer, slasher						21
Leech, giant					25	
Lizard, giant chameleon		31-32				
Lizard, giant draco		33				
Lizard, giant gecko		34-35				
Lizard, giant tuatara		36				

Random Encounter Table I: Common Terrain Types – Continued

	Forest	Jungle	Mountains	Plains/Hills	Shore	Urban
Lizardmen		37-39				
Medusa			52			
Mosquitoes, giant		40-41			26	
Ogres†	42-43		53-54			
Orcs†	44-47		55-59	45-48		
Pegasus			60			
People: Adventurers					27	22
People: Artisans						23-42
People: Merchants				49-52	28-31	43-58
People: Military			61-62	53-57	32-35	59-63
People: Noble	48			58		64-65
People: Peasants	49-60	42-51	63-66	59-69	36-44	66-85
People: Religious						86-89
People: Scholars						90-92
Pixies	61				45	
Predator, small (wildcat, small bear, etc.)	62-66	52-57	67-71	70-73	46-48	
Rats, giant		58			49	93
Rats (swarm†)		59-63			50-52	94-97
Rhinoceros		64-67				
Roc, adult			72-73			
Roc, young			74			
Rock baboons		68-69	75-76			
Screaming fungus	67	70				
Shadow						98
Shark, medium†/Freshwater gar					53-54	
Skeletons					55	
Small game: Birds	68-81	71-83	77-85	74-85	56-66	
Small game: Rabbits, etc.	82-94	84-92	86-94	86-97	67-74	
Small game: Fish, eels, etc.					75-92	
Snake, giant constrictor		93				
Snake, giant venomous		94				
Snake, venomous†	95-96	95-98	95-96	98-99	93-95	
Spider, giant tarantula		99				
Spider, giant trapdoor			97	100		
Toad, giant / Frog, giant	97				96-97	
Troglodytes					98-100	
Trolls†	98-99		98-99			
Unicorn	100					
Vampire, young†						99
Werebear			100			
Weretiger		100				
Wolf-man						100



Random Encounter Determination Table II: Other Terrain Types

	Cave	Dungeon	Lost World	Swamp	Tundra	Waste/Desert
Alligator/Crocodile†				01-07		
Antelope/deer					01-10	
Apes, albino			01-02		11	
Apes, mutant			03			
Bandits	01-04					01-04
Basilisk	05	01		08		05
Bats, giant	06		04			
Bats, normal	07-15					
Bats, vampire	16	02	05			
Bear, large†	17-18		06-07		12-17	
Beetles, giant fire	19	03		09-10		
Beetles, giant oil	20	04				
Berserkers/Barbarians					18-19	
Blob, black	21	05				
Blob, cavern crawler	22-23	06				
Blob, giant			08			
Bugbears	24-26	07-08				
Camels						06-16
Cat, great			09-10			
Cave			11-12		20	17
Cave locusts	27-29	09-10				
Centipedes, giant	30-31	11	13-14	11-12		
Chimera		12				
Cockatrice		13				
Corrosive slime	32	14		13		
Crab, giant		15				
Crawling eye / Crawling hand		16				
Cyclops	33		15			
Demons, hellhound		17				
Dinosaur, deinonychus			16-17			
Dinosaur, pteranodon			18-19			
Dinosaur, T-rex			20			
Dinosaur, triceratops			21-25			
Djinni						18
Dogs, wild / Wolves†					21-33	
Doppelganger		18				
Drake†	34	19				
Dryad				14		
Ent				15		
Ferret, giant			26			
Gargoyles		20-21				
Ghost†		22		16		
Ghouls		23		17		
Giants, Frost					34-37	
Giants, Hill	35-37	24	27-30	18-19		
Giants, Stone	38	25				
Gnolls	39-41	26-27				
Goblins†	42-46	28-30				
Gorgon		31				
Great Worm		32	31			19
Hag				20		
Hawk, giant			32			
Hawk, normal						20-28

Random Encounter Determination Table II: Other Terrain Types – Continued

	Cave	Dungeon	Lost World	Swamp	Tundra	Waste/Desert
Hobgoblins	47-48	33-35				
Horses, wild†						29-32
Hydra			33	21		
Insects (swarm†)	49-53	36-39	34-38	22-27		
Invisible Devourer (cube)		40				
Killer bees, giant			39			
Killer mold	54	41				
Kobolds	55-57	42-44				
Leech, giant			40	28-30		
Lizard, giant chameleon			41	31-32		
Lizard, giant draco			42	33		33-34
Lizard, giant gecko			43	34-35		
Lizard, giant tuatara			44	36		35-36
Lizardmen		45-46	45-46	37-39		37-40
Manticore		47				
Mastodon			47-48			
Medusa		48				
Minotaurs†		49-50				
Mosquitoes, giant			49-50	40-42		
Mummy, lesser		51-52				
Neanderthals			51-52			
Ogres†	58-62					
Orcs†	63-67	53-58		43-45		
People: Adventurers		59				41
People: Merchants						42-57
People: Military						58-73
People: Noble						74
People: Peasants				46-51	38-47	
People: Religious	68					75-83
Pixies				52		
Predator, small (wildcat, small bear)	69-74		53-57	53-59	48-53	
Rats, giant	75	60-61	58	60		
Rats (swarm†)	76-79	62-65		61-63		
Rhinoceros			59-61			
Roc, adult						84-85
Roc, giant			62			
Rock baboons			63-64			
Rust eaters		66				
Salamander, ice					54	
Scavenger worm	80-82	67-69	65-68			
Scorpion, giant			69-70			86-87
Screaming fungus	83	70-71	71	64		
Shadow		72				
Skeletons†	84	73-81				88-89
Small game: Birds			72-81	65-73	55-64	90-93
Small game: Rabbits, squirrels, etc.	85-87		82-91	74-77	65-79	94-97
Small game: Fish, eels, etc.				78-86	80-99	
Snake, giant constrictor			92	87		
Snake, giant venomous			93	88		
Snake, venomous†	88-90	82	94	89-91		98-100
Spectre		83		92		

Random Encounter Determination Table II: Other Terrain Types – Continued

	Cave	Dungeon	Lost World	Swamp	Tundra	Waste/Desert
Spider, giant black widow	91	84	95			
Spider, giant brown recluse	92	85	96			
Spider, giant tarantula	93	86	97	93		
Spider, giant trapdoor	94	87	98			
Stalker (invisible)		88				
Swamp monster			99	94		
Toad, giant / Frog, giant			100	95-96		
Troglodytes	95-96	89-90		97-99		
Trolls†	97-98	91-93		100		
Vampire, young†		94				
Werebear	99				100	
Wererat	100					
Wight		95				
Zombies†		96-100				

Random Encounter Determination Table III: Water

	Water
Bandits (Pirates)	01-03
Birds, sea*	04-09
Crab, giant	10
Dolphins/Porpoises	11-14
Drake*	15
Elemental, air†*	16
Elemental, water†	17-18
Fish	19-40
Fish, flying	41-43
Fish, giant piranha	44
Fish, giant rockfish	45
Fish, giant sturgeon	46
Fish, large	47-59
Ghost ship	60
Hag (sea-hag)	61
Living island	62
Mermen (Atlanteans†)	63-65
People: Merchant ship	66-70
People: Military ship	71-73
Roc, adult*	74-75
Roc, giant*	76
Roc, young*	77
Sea serpent, adult	79-80
Sea serpent, giant	81-82
Sea serpent, young	83-84
Shark, great white†	85-87
Shark, medium†	88-92
Spider, giant trapdoor	93
Squid, giant (Kraken)	94-95
Whales	96-100

* indicates flying encounters. If the party is actually underwater, the encounter might be missed altogether. Give both sides a -4 to Notice in shallow water, and no Notice roll at all in the depths.

Surface ships (pirates, merchants, or navy) will have a Notice at -4 to see people under shallow water, and no roll to see those in the depths. Those under shallow water have normal chances to Notice ships, and a -4 if in the depths.

Trapdoor spiders build their snares in the ocean floor. Rockfish likewise lurk under the silt. Neither encounter will be visible to a party travelling on the surface.

Large fish include tuna and similar game fish.

If rolling for encounters in a freshwater great lake, substitute gars or giant catfish for sharks, using the same statistics.



MAGIC ITEMS

A staple of AD&D is the huge numbers of enchanted items floating around. No seasoned adventurer is without a +1 weapon, everyone has a pocket full of healing potions, and Magic-Users positively bristle with wands and staves. *Advanced Dungeons & Savages* attempts to recreate something of this feeling, at a more Savage power level.

Narrative Effects for Magic Items

The rules that follow give very precise functions for magic items. However, *Savage Worlds* is not a simulation game, it's a game of heroic fiction. So when your game requires an item to function more impressionistically, that's what happens. Players of limited imagination may complain when they can't reproduce those results later. Hey, it's magic.

Example #1: A *potion of flying* has a duration of three rounds. This is to prevent it becoming an overwhelming factor in combat. But imagine that the party needs to scale a high cliff. One bold soul picks up a long coil of rope, chugs down his *potion of flying*, and heads for the top. Don't bother counting rounds and measuring Pace. Just put the hero at the top and mark off the *potion*. Or, if you want them to have a little more trouble, put him on a ledge most of the way up and let them figure it out from there.

Example #2: The party is in a dungeon, fleeing a horde of orcs. They are well ahead and passing through a narrow corridor. The mage turns around, brings up his *wand of frost*, and states that he's going to try to cover the floor with tiny icicle-spikes, to slow pursuit. It's not a listed power, but if you like the idea, dock him a couple of charges, slap down a template, and let it work.

Example #3: A general needs to send a runner back to HQ with an important message where time is crucial. One of the PCs offers the loan of his *peridot of fortitude*, figuring that a magical vigor boost will help the runner go faster longer before getting tired. As DM, you can say that the runner makes the round trip in record time, perhaps granting a +1 to a single generalship roll, even though there's nothing about running in the description of the item.

Magic Items as Treasure

The charts below assume that, in true AD&D fashion, the DM will sometimes want to just bounce dice to see what magic is found in a hoard or in the hands of foes. Naturally, unsatisfactory results should be re-rolled or adjusted by fiat.

Magic Items as Merchandise

A suggested retail price is given for each item, to reflect a typical D&D magic-rich economy. Player characters bringing loot to town to sell should never realize more than half this amount. Nor should they ever pay less than the price indicated, but actual asking price can easily be doubled or more if the item is much in demand, or the town is small and items are rare. When buying or selling, the party should select a representative and make a single Persuasion roll to be able to sell items for 50% and buy them at list price. If the roll is failed, items can be purchased for perhaps 20% of list price, and acquired for perhaps 125%. If the roll is a 1, no one will buy or sell items with the party at this time, and not for at least a week or so to come. On snake eyes, perhaps a local prince happens by, attended by the royal guard, and claims that flaming sword as a long-lost heirloom — possibly offering the party a 50 gp reward for its return if his mood is good.

Magic Items and Other Abilities

When a magic item imparts an Edge that the character already has, or duplicates the effects of a spell, the effects do not stack unless the item description specifically says otherwise. For example, a *belt of armor* stacks with the *armor* spell, but not with suits of armor. A *ring of arcane resistance* does not help a character who already has Improved Arcane Resistance.

The Trademark Weapon Edge, and its Improved version, can be used with a particular magic item with the DM's approval, adding +1 (or +2) to rolls made to use the item. For items with multiple powers, the character must choose only one to get the bonus.

Magic Items as Edges

With the DM's approval, a character can gain any one magic item as an Edge. The item will be a family heirloom or treasured possession, not to be sold or disposed of lightly.

MAGIC ITEMS (RANDOM DETERMINATION)

Random Determination of Magic Items

Items marked † are adapted from "A Magical Medley", by William Littlefield. Others are recognizable adaptations from the Dungeon Master's Guide; still others spring only from my own mind, where all blame must lie.

d100	Category of item:
01-28	Potion
29-40	Scroll
57-60	Ring
61-73	Rod, Staff, or Wand
74-75	Miscellaneous Magic Item
76	Major Miscellaneous Magic Item
77-88	Magic Armor
89-100	Magic Weapon

POTIONS

d100	Potion	Doses/ bottle	Price/ dose
01-07	Cold Resistance	d3	300
08-15	Fire Resistance	d3	300
16-19	Flying	1	1,200
20-31	Healing	d3	900
32-36	Heroism	d3	900
37-39	Invisibility	1	1,500
40	Love	1	1,800
41-45	Magic Resistance	d3	1,000
46-49	Non-detection	1	900
50-54	Persuasiveness	d3	600
55-59	Poison	1	600*
60-63	Shape Change: Hawk	1	900
64-65	Shape Change: Shark	1	1,800
66	Shape Change: Tiger	1	2,400
67-69	Smokeshape	1	1,200
70-79	Speed	1	300
80-85	Strength	d3	600
86-93	Sweetness	d3	300
94-98	Water Breathing	d3	600
99-00	Zombie	1	1,500*

*: Potions of Poison and Zombie are illegal and not generally for sale.

"Doses/bottle" indicates the typical number of doses found at random.

MAGIC ITEMS (RANDOM DETERMINATION)

SCROLLS

d100	Scroll Type	Price
01-25	Cleric spell (C)	
26-32	Druid spell (D)	
33-92	Magic-User spell (M,T)	
93-94	Environmental Protection	
95-96	Protection from Magic	
97-98	Protection from Missiles	
99-00	Protection from Undead	

Cleric Scrolls

d100	Spell	Price
01-06	Armor of Faith	600
07-10	Bless (+1 die Fighting)	600
11-12	Bless (+1 die Shooting)	600
13-14	Bless (+1 die Guts)	600
15-17	Create Water	300
18-27	Cure Light Wounds	900
28-31	Curse (-1 die Fighting)	600
32-33	Curse (-1 die Spellcasting)	600
34-35	Curse (-1 die Spirit)	600
36-40	Darkness	600
41-44	Detect Magic	600
45-48	Hold Person	900
49-56	Light	300
57-61	Protection	600
62-65	Resist Cold	600
66-71	Resist Fire	600
72-78	Smite	600
79-82	Spiritual Bludgeon (1 round)	300
83-85	Blade Barrier (1 section)	450
86-89	Dispel Magic	1,350
90-91	Know Alignment	900
92-93	Tongues	450
94-95	Animate Dead	1,350
96-98	Cure Critical Wounds	4,500
99-00	Divination	4,500



MAGIC ITEMS (RANDOM DETERMINATION)

Druid Scrolls

<u>d100</u>	<u>Spell</u>	<u>Price</u>
01-05	Animal Friendship (Size 0)	900
06-12	Barkskin	600
13-16	Call Lightning	600
17-23	Detect Magic	600
24-27	Elemental Manipulation Air	300
28-31	Elemental Manipulation Earth	300
32-35	Elemental Manipulation Fire	300
36-39	Elemental Manipulation Water	300
40-47	Entangle (1 target)	600
48-56	Faerie Fire	300
57-63	Shillelagh	600
64-67	Tree Walk	900
68-73	Water Breathing	600
74-81	Cure Light Wounds	1,350
82-89	Dispel Magic	1,350
90-93	Fire Seed (1 seed)	900
94-96	Shape Shift (Seasoned)	1,800
97-00	Wall of Thorns (1 section)	450

Magic-User Scrolls

<u>d100</u>	<u>Spell</u>	<u>Price</u>
01-03	Affect Normal Fires	300
04-08	Burning Hands	600
09-11	Comprehend Languages	300
12-14	Darkness	600
15-19	Detect Magic	600
20-22	Fear	600
23-24	Gust of Wind	600
25-27	Hold Person	900
28-31	Identify	1,300
32-34	Jump	300
35-40	Light	300
41-46	Mage Armor	600
47-48	Magic Missile (1 missile)	300
49-51	Shield	600
52-54	Spider Climb	600
55-57	Stun	600
58-60	Blink (10")	1,350
61-63	Dispel Magic	1,350
64-65	Fire Shield	2,250
66-68	Fireball	2,700
69-71	Haste	450
72-73	Hold Portal	1,350
74	Ice Shield	2,250
75-76	Ice Storm	2,700
77-79	Invisibility	2,250
80-82	Knock	1,350
83-83	Lightning Bolt (1 bolt)	450
84	Phantasm	1,800
85-86	Slow	450
87	Telekinesis	2,250

MAGIC ITEMS (RANDOM DETERMINATION)

88-89	Wall of Fire (1 section)	450
90	Wall of Ice (1 section)	450
91	Animate Dead	1,800
92-94	Fly	1,800
95-96	Polymorph Self (Veteran)	3,000
97-98	Puppet	1,800
99	Telepathy	3,000
00	Wall of Force (1 section)	600

RINGS

<u>d100</u>	<u>Ring</u>	<u>Price</u>
01-10	Freedom Ring	6,000
11-20	Ring of Alertness†	6,000
21-29	Ring of Arcane Resistance†	9,000
30-39	Ring of Comfort	6,000
40-50	Ring of Coolth	7,500
51-60	Ring of Healing	6,000
61-64	Ring of Spell Cancellation	12,000
65-79	Ring of the Fall	3,000
80-83	Ring of Wizards (M)	12,000
84-87	Rings of Friendship†	12,000
88-94	Shield Ring	10,000
95-00	Thumb-Pricker	9,000

(M): Usable only by Magic-Users.

RODS, STAVES, & WANDS

<u>d100</u>	<u>Item</u>	<u>Price</u>
01-08	Partner Rods	3,000
09-13	Rod of Egress	4,500
14-19	Rod of Hostile Intent	3,000
20-25	Rod of Ore	4,500
26-32	Rod of Tapping	3,000
33-41	Rod of Wells	1,500
42-51	Staff of Smiting (C,D,M)	6,000
52-54	Staff of Life (C,D)	15,000
55	Staff of Magic (M)	30,000
56	Staff of Power (C,D,M)	25,000
57-66	Dwimmer Switch (C,D,M)	3,000
67-69	Wand of Fire (M)	15,000
70-72	Wand of Frost (M)	13,500
73-85	Wand of Light (C,D,M)	1,500
86-88	Wand of Lightning (D,M)	11,250
89-98	Wand of Missiles (M)	6,000
99-00	Wand of Transformation (M)	13,500

(C), (D), (M): Usable only by Clerics, Druids, or Magic-Users

MAGIC ITEMS (RANDOM DETERMINATION)

MISCELLANEOUS MAGIC ITEMS

d100	Item	Price
01-02	Alicorn Amulet	6,000
03-05	Amulet of Bravery†	5,000
06-07	Amulet of Undetectability	9,000
08-13	Belt of Armor	3,000
14-16	Belt of Tightening	2,500
17-20	Boots of Silence	9,000
21-22	Boots of Speed†	9,000
23-25	Bracelet of Charms	300/charm
26-28	Bracelet of Luck†	5,000
29-32	Bracer of Deflection	5,000
33-34	Candle of Darkness	1,500
35-38	Cloak of Camouflage	9,000
39-40	Ears of the Wolf	6,000
41-44	Eternal Light	3,000
45-46	Eyes of the Hawk	6,000
47-49	Font of Air	3,000
50-52	Font of Water	3,000
53-55	Glamer Robe	9,000
56-57	Helm of the Deep	6,500
58-59	Mage Binders	6,000
60	Mind Marble (C,D,M)	1,000
61-62	Obedient Rope	7,500
63-66	Purse of Subsistence	2,500
67-69	Remarkable Saddle	9,000
70-76	Sack of Storage	3,000
77-79	Sacred Beads (2d6) (C,D)	1,000/bead
80-81	Shoes of Water-Walking	4,500
82-84	Skull of Fear (d3) (C,M,D)	600/skull
85-87	Snapglove	2,000
88-89	Token of Beneficence	6,000
90	Token of Malice	9,000
91-93	Toolset of Precision	9,000
94-96	Trackless Broom	4,500
97-00	Wild Token	1,800

(C), (D), (M): Usable only by Clerics, Druids, or Magic-Users



MAGIC ITEMS (RANDOM DETERMINATION)

MAJOR MISCELLANEOUS MAGIC ITEMS

d100	Item	Price
01-05	Amulet of Survival	15,000
06-10	Broomstick of Flying	18,000
11-14	Cloak of Vanishing†	22,500
15-18	Crystal Ball (C,D,M)	22,000
19-24	Flying Rug (2 person)	18,000
25-32	Girdle of Might†	12,000
33-40	Gloves of Dexterity†	12,000
41-48	Headband of Intellect†	12,000
49-52	Headbands of Thought	24,000
53-57	Horn of the War Band	18,000
58-66	Mask of Fear	10,000
67-75	Monster Eyes	10,000
76-83	Pearl of Wisdom†	12,000
84-91	Peridot of Fortitude†	12,000
92-00	Spider Slippers	10,000

ARMOR AND SHIELDS

First roll for the type of enchantment on the armor. Then roll for the physical form of armor as indicated.

d100	Enchantment	Price
01-60	Magic Armor: +1 Toughness. Roll on Armor chart.	3,000
61-90	Magic Shield: +1 Parry. Roll on Shield chart.	3,000
91-00	Special. Roll on Special Armor chart, then roll for type as indicated.	Varies

Special Armor

d100	Enchantment	Price
01-16	Armor of Arcane Resistance	7,500
17-32	Armor of Stealth (always LEATHER ARMOR)	6,000
33-42	Blink Armor	10,000
43-53	Elven Chain (always CHAIN MAIL)	12,000
54-61	Survivor's Plate (always PLATE MAIL)	15,000
62-71	Dancing Shield	12,000
72-84	Mirror Shield	13,500
85-00	Shield of Arcane Resistance	7,500

Armor

d100	Armor Type
01-45	Leather Armor
46-80	Chain Mail
81-00	Plate Mail

Shield

d100	Shield Type
01-20	Small Shield
21-80	Medium Shield
81-00	Large Shield

MAGIC ITEMS (RANDOM DETERMINATION)

WEAPONS

First roll for the type of enchantment on the weapon. Then roll for physical weapon type as indicated.

<u>d100</u>	<u>Enchantment</u>	<u>Price</u>
01-20	Magic Ammunition: +1 to skill, stacks with Magic Weapon. 3d6 pieces. Roll on Ammo chart for type. Magic ammunition breaks when used on a 1-3 out of 6, or a 1-4 out of 6 indoors.	300 / pc.
21-90	Magic Weapon: +1 to skill. Roll on AnyWeapon chart for type.	3000
91-00	Special. +1 to skill and roll on Special Weapon chart, then roll for weapon type as indicated.	Varies

<u>d100</u>	<u>Special Weapon</u>	<u>Price*</u>
01-08	Cudgel of Purification (Blunt)	9,000
09-14	Dagger of Poison (always DAGGER)	9,000
15-20	Dancing Weapon (Any)	12,000
21-29	Flame Tongue (Any)	9,000
30-37	Frost Brand (Any)	9,000
38-46	Leaping Weapon (Any)	6,000
47-52	Lightning Striker (Any)	9,000
53-61	Lightning Javelin (d3) (always SPEAR)	600 each
62-69	Luckblade (Blade)	9,000
70-75	Returning Weapon (Missile)	9,000
76-81	Shinebow (Bow)	15,000
82-90	Sleep Shot (d6) (Ammo)	600 each
91-93	Sword of Righteousness (always LONGSWORD)	25,000
94-96	Sword of Vengeance (always LONGSWORD)	25,000
97-98	Warlord's Staff of Might ¹ (always STAFF)	15,000
99-00	Vorpal Blade (Blade)	12,000

* Includes the +1 skill bonus of all magic weapons.

¹: The warlord's staff of might can only be used by Fighters, Paladins, and Rangers.

Weapon type in SMALL CAPS means the weapon always takes that exact form. Otherwise, roll on the appropriate chart below to determine physical weapon type. The chart for "Any Weapon" runs down the entire left-hand column.

MAGIC ITEMS (RANDOM DETERMINATION)

Ammo

<u>d100</u>	<u>Ammo type</u>
01-64	Arrow
65-90	Bolt
91-97	Sling Bullet
98-00	Sling Stone

Any Weapon

<u>d100</u>	<u>Blade</u>	<u>Weapon type</u>
01-07	01-15	Battle Axe
08-15	16-31	Greatsword
16-34	32-93	Longsword
35-39	94-00	Shortsword

Blunt

<u>d100</u>	<u>Weapon type</u>
01-04	Club
05-58	Mace
59-72	Morning Star
73-00	Staff

Bow

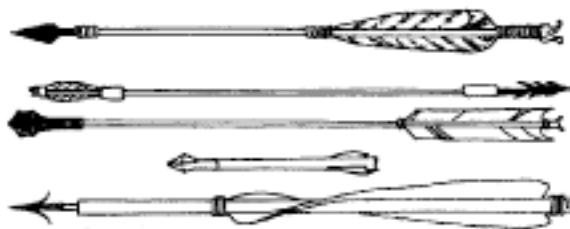
<u>d100</u>	<u>Weapon type</u>
01-24	Crossbow
25-77	Long bow
78-00	Short bow

Missile

<u>d100</u>	<u>Weapon type</u>
01-30	Hand axe
31-83	Dagger
84-86	Dart
87-89	Sling
90-00	Spear

Polearm

<u>d100</u>	<u>Weapon type</u>
01-14	Awl Pike
15-72	Halberd
73-86	Lance
87-00	Lucern Hammer



EXPLANATIONS AND DESCRIPTIONS OF
MAGIC ITEMS

POTIONS

These magical liquids take effect at the *end of the round* in which they are consumed. Thus a duration of three rounds covers three actions by the character, not including the action on which he drank the potion.

In a large city, at the DM's discretion, potions might be for sale. For those shown with d3 doses, roll a d6-2 to see how many doses of each are available. For potions shown with 1 dose, a single dose is available on a 6.

Many potions will have improved effects if multiple doses are swallowed at once. Being under the effects of two *different* potions at once is dangerous and subjects the character to the whim of the DM. Suggested method: Vigor roll. On a success with a raise, both potions work normally. On a success, the first potion drunk works and the other fails. On a failure, both are canceled. On snake-eyes, treat as a *potion of poison*.

Potion of Cold Resistance: The drinker of this thick, pale blue syrup gains Toughness +4 versus damaging cold and ice for one minute. Additional doses, taken at any time, each add a full minute to the duration.

Potion of Fire Resistance: The drinker of this clear orange liquor gains Toughness +4 versus damaging heat and flame for one minute, and cannot catch on fire. Additional doses, taken at any time, each add a full minute to the duration.

Potion of Flying: This spicy, blood-red substance allows the drinker to fly at Pace 6, Climb 3 for three rounds. Two doses taken at once give Pace 12, Climb 6.

Potion of Giant Strength: This thin, salty draft boosts the drinker's Strength by one die type for three rounds. Multiple doses taken at once stack!

Potion of Healing: This blue, fizzy drink instantly heals one Wound, or restores an Incapacitated extra to consciousness. If the drinker is not wounded, the potion will remove a level of Fatigue.

Potion of Heroism: This beer-like drink boosts the drinker's Fighting skill by one die type, and adds +1 to rolls to resist fear, for three rounds. Multiple doses taken at once stack!

Potion of Invisibility: The drinker of this clear, tasteless fluid becomes translucent for three rounds, with all he carries, giving -4 to notice or hit him. Two doses taken at once cause complete transparency, increasing penalties to -6 and requiring a Notice roll (at -6) before any attack can be targeted.

Potion of Love: Anyone who ingests this glowing orange mixture is charged with a magical infatuation that will fix on the first person of appropriate gender seen within one minute. The victim will be completely enamored of the love object for at least three rounds, doing whatever is needed to help and protect. After that, the infatuation persists until the love object is apart from the victim, out of all sight and communication, for one minute, or until the love object makes a demand that is directly contradictory to the victim's ordinary interests and tendencies. In either case, the victim then gets a single Spirit roll (TN 4) to break the enchantment. If he fails, the infatuation persists until the next time an unreasonable demand is made, or the next time he is newly parted from the loved one. Only one *potion of love* can affect an individual at a time; a new dose will replace the previous love object with the new one.

Potion of Magic Resistance: This sour green potion imbues the drinker with Improved Arcane Resistance for three rounds. Two doses taken at once increase the duration to three minutes.

Potion of Non-Detection: This chalky solution makes the drinker, and all he wears and carries, undetectable by magical means for one hour. The effect blocks not only *detect magic* but any other abilities such as detection of evil, detection by use of a rod, observation with a crystal ball, etc. Additional doses, taken at any time, each add a full hour to the duration.



MAGIC ITEMS (POTIONS)

Potion of Persuasiveness: This wine-like drink boosts the drinker's Persuasion skill by one die type for three minutes. Multiple doses, taken at the same time, stack.

Potion of Poison: Often disguised as one of the other potions, such as Healing, this evil brew might well kill whoever swallows it. The drinker automatically becomes Fatigued for 24 hours, and must make an immediate Vigor roll at -4 to avoid further effects. If he succeeds, he vomits up the poison but is still Fatigued. If he fails, he suffers convulsions for one minute, doing 4d6 damage. This internal damage ignores all armor and can Ace. A healing spell or successful use of the Healing skill during the convulsions, at a penalty of -4, will reduce the damage to 2d6.

Potion of Shape Change: This thick purple substance affects the drinker exactly as the *shape change* power, with a duration of one minute. The shape is pre-determined. Two identical doses, taken at once, increase the duration to one hour.

Potion of Smokeshape: The drinker of this bitter white ichor dissolves into a vaporous form for three rounds, like a thick cloud of smoke in his shape. Nothing solid will affect the character, and he cannot run or use any items, although he can speak and cast spells in a whispering voice. Pace is normal, +2 or more if riding the wind, -2 or more if opposing it. Two doses taken at once increase the duration to three minutes.

Potion of Speed: Drinking this bitter black solution adds +6 to the drinker's Pace for three rounds. Two doses taken at once increase the bonus to +8 and make running a free action.

Potion of Sweetness: Adding this clear syrup will neutralize toxins, kill diseases, and dissolve impurities from enough food and drink for three good meals. It can even rescue spoiled food. Drinking a dose of sweetness gives +4 on rolls to avoid the effects of poison for three minutes; if the drinker has already ingested the poison and failed to resist it, the sweetness instead gives an immediate second roll at no bonus.

Potion of Waverunner: Immediately after swallowing this salty green goop, the drinker experiences a sudden chill, and his skin becomes cool and a little slimy. He also starts burping up bubbles of air, which is uncomfortable but harmless. He is affected by the *water breathing* spell for one hour. Additional doses, taken at any time, each add another full hour to the duration.

MAGIC ITEMS (POTIONS)

Potion of Zombie: This sinister substance is thick and brown. Whoever ingests it must make an immediate Spirit roll at -4 or suffer the onset of a mindless zombie state. Smarts die stays the same but drops to Animal type, and the victim will obey the first person to give him a firm command. That person then becomes the "master" for the duration of the effect. The victim suffers -2 Pace, cannot speak beyond grunts and groans, loses use of all skills except Fighting, Climbing, and Notice, and is immune to fear and intimidation. DM's call as to which Edges can be used while mindless, but command and professional Edges certainly don't function. The potion lasts one hour. Additional doses, taken at any time, each add a full hour to the duration. Most insidious of all, the victim of this potion can be treated as a corpse for purposes of casting a *zombie* spell by the master, and a new spell can be cast at any time before the old one expires. In this way, control of the victim can be kept for a long time, although unlike a real zombie, he must have food and sleep.



SCROLLS

Spell scrolls hold one spell each, cast with the minimum number of Power Points and all relative traits at d8. Reading a spell is an action, which casts the spell at no Power Point cost and destroys the scroll.

Protection Scrolls:

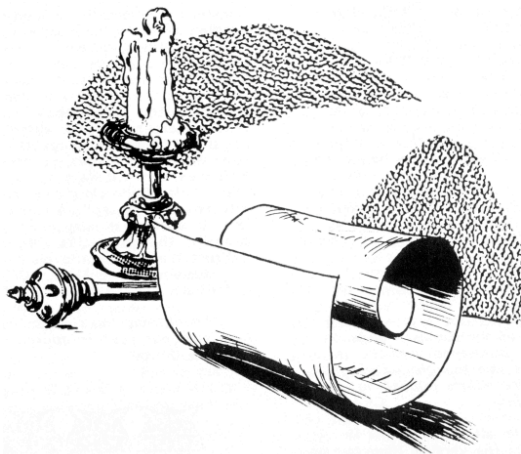
These items can be used by anyone who can read. The chant-like sound of the magic syllables on the scroll create a spherical shell the diameter of a Medium Burst Template, centered on the reader and moving with him. The magic field blocks a specific hazard from both sides, and lasts for up to one minute of continuous reading. If the reader is interrupted, or takes any action other than reading and walking, the effect ends. The scroll crumbles to dust after use.

Scroll of Environmental Protection: The words on this scroll create a spherical shell filled with breathable air at a comfortable temperature, keeping out water, pressure, heat, cold, and other discomforts as the Savage Worlds Power *environmental protection*. Magic can penetrate the shell, but it provides 4 points of armor against attacks using heat, cold, or pressure of air or water (such as the attacks of an elemental).

Scroll of Protection from Magic: This puissant cantrip creates a shell that allows no magical effects to enter or leave, including all spells, magic item effects, enchanted items, magic weapons, and magical creatures.

Scroll of Protection from Missiles: The shield generated by this scroll blocks all missiles mundane and magical: arrows, bolts, stones, thrown weapons, *magic missiles*, *fireballs*, and all other attacks that fly through the air.

Scroll of Protection from Undead: No undead creatures can pass the barrier erected by this scroll, not even immaterial forms such as ghosts. Note that like all *protection scrolls*, this one can trap something inside as easily as without.



RINGS

Freedom Ring: This heavy gold ring throws an invisible field of slipperiness around the wearer. The wearer can move through water, heavy brush, magical webs, and similar obstructions without penalty, even enjoying immunity to being grabbed by *telekinesis* or *entangle*. The ring gives +4 to rolls to escape bonds and ropes, +4 to resist or escape grappling, but -4 to initiate or maintain a grapple.

Ring of Alertness: This silver ring, set with a clear round stone, grants the wearer the Alertness Edge (+2 to Notice) while worn. The bonus does not stack with other magical Notice improvements.

Ring of Arcane Resistance: This faceted gold ring imbues the wearer with Arcane Resistance: +2 Toughness against magical damage and -2 to be affected by spells.

Ring of Comfort: The wearer of this simple copper ring is comfortable in any cold weather, and has +4 Toughness against cold attacks.

Ring of Coolth: The wearer of this engraved silver ring is comfortable in any hot weather, has +4 Toughness against heat and fire attacks, and cannot catch on fire.

Ring of Healing: This useful item imbues the wearer with the Fast Healer Edge, giving +2 on natural healing rolls. The wearer also ignores 2 points of wound penalties as they apply to attempts to heal him. Both effects work only for injuries taken while the ring was worn.

Ring of Spell Cancellation: The large opal on this platinum ring can hold one spell cast deliberately into it. Thereafter, the first time the wearer is the target of that same spell, the magic issues from the ring and instantly cancels the new spell. The entire spell is canceled, even multiple *bolts* or an area of effect. The ring is then empty until a new spell is cast into it. The DM determines if the ring holds a spell when found; *lightning bolt* and *fireball* are common choices.

Ring of the Fall: When the wearer of this leaf-patterned silver ring falls 5' or more, her fall is slowed to a gentle drift like a falling leaf (6" vertical a round).

Ring of Wizards: This powerful item takes the guise of a platinum band set with diamonds. When worn by a Magic-User, it subtracts 1 Power Point from the cost of any spell. The caster must have enough points to cast the spell in the first place, and the subtraction does not stack with the Wizard Edge. However, the *ring* functions even if the Magic-User does not get a raise on his Spellcasting roll, and works for multi-class Magic-Users wearing armor.

Rings of Friendship: A matched pair of rings. The two people wearing them may share bennies between themselves as per the Common Bond Edge, as long as they are within sight and earshot of each other. A typical way to transfer a benny is for one character to simply shout the other's name as trouble hits, or shout "Nooooo!"

Shield Ring: This plain steel ring generates an invisible shield-like field, granting +1 Parry in melee and +2 Toughness against missile attacks. These bonuses do not stack with shields.

Thumb-Pricker: This ring imbues the wearer with the Danger Sense Edge. On a Notice-2 roll, he is warned of an impending threat by sharp twinges from the ring. He does not learn the nature or source of the threat, only the presence of danger.



RODS

Rods are heavy sticks that are magically sensitive to something specific. Anyone can use them. It takes an action to activate a rod, by grasping it, holding it forth, and concentrating. If there is nothing detected anywhere in range, a charge is expended nonetheless. Each has 50 charges when created and 8d6 remaining if found at random. Rods cannot be recharged.

Partner Rods: These two short, thick sticks of black-lacquered wood are nearly identical, but the mother-of-pearl inlay on one is the mirror image of the other. Each is one foot long and weighs one pound. When one *rod* is activated, each points firmly in the direction of the other, so long as they are within 100 miles. Each use drains a charge from both *rods*, so they always have the same number of charges. When depleted, their lacquer becomes crazed and chipped.

Rod of Egress: Dried vines braided together form this three-foot, flexible, three-pound rod. When the base of the *rod* is grasped and the user concentrates, the *rod* points the way to the nearest exit. It indicates the correct route to take, not necessarily a straight line, and detects only a walkable path, taking no account of dangers, locks, or magics that might make the route unsuccessful. The *rod* was made to find the way to the surface when underground, but also works in castles, mazes, etc. It may be necessary to use the *rod* at every intersection, and each use drains one charge. When the charges are gone, the *rod* comes apart.

Rod of Hostile Intent: A shaft of yellow wood, two feet long and weighing just two pounds, this *rod* has the ability to detect threatening thoughts. The wielder uses an action to activate the *rod*, which then points toward the nearest being within 24" who means harm to the user. The *rod* will even sense foes who do not know the user is there, so long as they are intending to bash the next person who opens the door, or plan to poison the user next week, etc. Each use drains one charge; when they are gone, the *rod* cracks and frays.

Rod of Ore: A three-foot shaft of iron, bound about with copper wire, this *rod* weighs 8 pounds. The user concentrates on a particular form of mineral: granite, diamonds, gold, silver, iron, etc. The *rod* then twitches to indicate the largest concentration of that mineral within 12", excepting anything carried by the user. Each use drains one charge. When the charges are gone, the *rod* becomes bent, rusted, and useless.

MAGIC ITEMS (RODS)

Rod of Tapping: This rod is a straight white stick with a black iron tip and a hooked handle, three feet long and weighing three pounds. It is used by tapping: When activated and rapped against a solid surface, it gives back distinctive vibrations to the user's palm which indicate whether there is any hollow space or unstable construction in the area tapped. Each charge will activate it for a full round, long enough to tap up to six square inches on the map (just over 200 square feet of surface), or to thoroughly tap all sides of a large chest or similar piece of furniture. The rod is useful for detecting secret doors, pit traps, collapsible ceilings, and the like. When the charges are gone, it simply becomes non-magical.

Rod of Wells: This polished, Y-shaped stick weighs only one pound. When grasped with two hands, it twitches to indicate the nearest source of fresh water, in excess of one gallon, within 24". If there is no water on the surface, the rod will indicate where to dig. When its charges are gone, the stick snaps.



STAVES

A staff is a six-foot, eight-pound stick that serves as a two-handed weapon. Staves are the most powerful of the "magic sticks." Activating each power is an action unless otherwise noted, and the user must have the staff in hand. Staves have 25 charges when created, and 4d6 remaining if found at random. Unlike rods and wands, staves can be recharged: Any spellcaster can put 5 Power Points into a staff to give it one new charge. The staff then cannot receive another charge for 24 hours. A staff can never exceed 25 charges.

Staff of Life: This staff of natural wood, bleached white with age, is a mighty aid to healing. Its powers can only be used by Clerics. The mere gentle touch of the staff will immediately rouse someone who is Shaken, or calm someone who is Panicked. For one charge, the staff will remove a level of Fatigue, regardless of its source. For two charges, the staff will heal one Wound. Finally, the staff can restore life to someone who has been dead less than an hour, if most of the body is present. This resurrection function costs 20 charges; if it is attempted when less than 20 charges are available, it works, but the staff shatters.

MAGIC ITEMS (STAVES)

Staff of Magic: One of the most valuable items around, this forked staff has many powers, but they can only be used by Magic-Users. Merely holding the staff gives the wielder Arcane Resistance (+2) to all magic but his own. This does not stack with the Edge of the same name. The staff can be used to cast *light* or *detect magic* at any time without using a charge. For one charge, the user can cast a *lightning bolt* with a spellcasting die of d12+2. For two charges, the staff will cast *dispel* to a range of 14" with an effective skill of d12+2, or make the wielder completely *invisible* for three rounds (-6 to be noticed or attacked). For three charges, the staff issues a *fireball* with a spellcasting die of d12+2. Finally, the user can deliberately break the staff and release all its energy at once, doing 1d6 of fire damage per remaining charge to everything in a Large Burst, including the user.

Staff of Power: This incredible item, a gnarled and knobbed staff topped with a crystal ball, is of use to Clerics, Druids, or Magic-Users. For two charges, the staff provides one Power Point for immediate use by the wielder. The staff can also provide a Power Point for one charge, at the cost of forever reducing its capacity by one (from 25 to 24, for example). There is no limit to number of points used at a time, but if the last charge is ever used, whether for temporary or permanent points, the crystal ball cracks and the staff is ruined.

Staff of Smiting: This polished, symmetrical staff has heavy knobs, inset stones, or iron bands at each end. It only operates in the hands of a Cleric, Druid, or Magic-User. For one charge, one end begins to glow and a *smite* spell is activated for +2 damage, lasting three rounds. For two charges, both ends glow, and the *smite* spell activated is with a raise, giving +4 damage for three rounds. Activating *smite* can be done simultaneously with an attack with the staff at no Multi-Action Penalty.



WANDS

Wands are small magical sticks, meant to be easily held and aimed with one hand, and usable only by those with Arcane Backgrounds. It takes an action to activate a wand and the wand must be in the user's hand. Wands have 50 charges when created, and 8d6 remaining if found at random. They can't be recharged, and lose all magic when the last charge is used.

Dwimmer Switch: This long, peeled willow branch will cast *detect magic* for one charge, causing magical items within a cone template to give off a faint glow, and a low hum, for one minute.

Wand of Fire: A thick brass spike studded with red garnets, this valuable wand works only for Magic-Users. At no charge, the wand can cast *affect normal fires*. For one charge, it projects the *burning hands* spell. For three charges, the wand throws a *fireball*. Use the wielder's Spellcasting skill to determine aim.

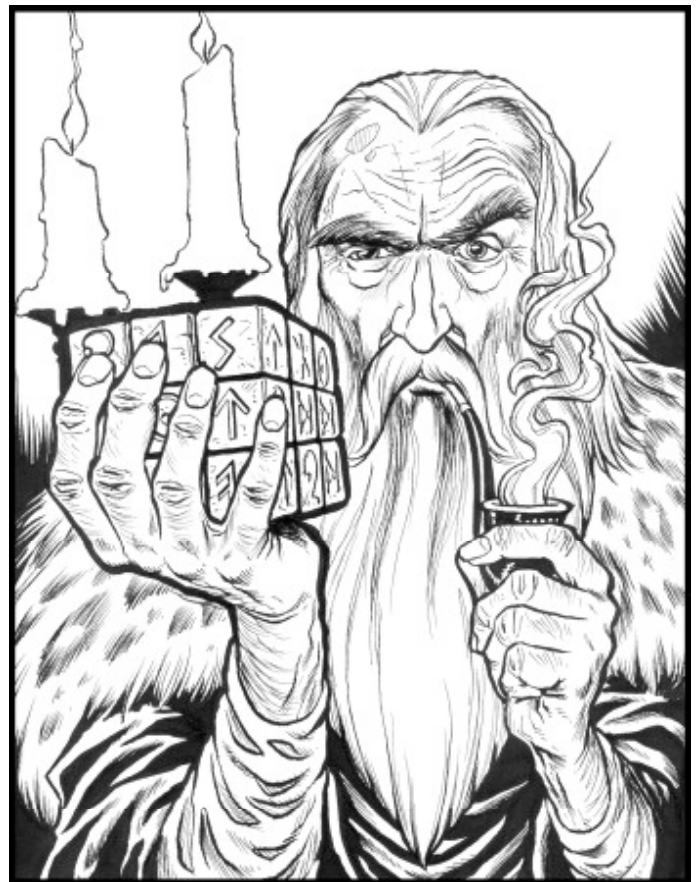
Wand of Frost: This bar of white metal is set with clear, knobby crystals. It works only for Magic-Users. Its mere insertion will freeze a pint or so of liquid, or put out a torch-sized fire. For one charge, the wand creates a *wall of ice barrier*, 12' wide, 6' high, and with a Toughness of 10. The *barrier* grows as directed from the wand's tip. For two charges, the wand shoots an *ice storm* spell, using the wielder's Spellcasting skill to determine aim. For three charges, the wand casts *ice shield* on a touched target.

Wand of Light: This wand is a slender silver tube with a glass bead in one end and a copper plug in the other. The glass end casts *light* for one charge.

Wand of Lightning: This long, thin copper wand is a mighty weapon, usable only by Magic-Users. It issues *lightning bolts* with range 12/24/48: one bolt for one charge, two for two charges, or three bolts for three charges, the maximum per round. Use the wielder's Spellcasting skill to determine aim.

Wand of Missiles: The magician's six-gun. This tapered wand of plain grey wood shoots 2d6 *magic missiles*: two for one charge, or four for two charges. The user's Spellcasting skill is used to aim, but the wand's expert construction grants +2 to this roll as the Marksman Edge. The wand works only for Magic-Users.

Wand of Transformation: This two-foot wooden wand is plated with silver and tipped with a sparkling, five-pointed star three inches across. A Magic-User can cast *polymorph other* for 3 charges with a successful touch attack (or simply touching an unresisting target). If the touch succeeds, the target may resist with Spirit against the wand's skill of d12. Charges are expended even if the touch misses or the target resists. If the wand wins, the target and all he carries immediately morph into the new shape. Shapes chosen are limited to small, harmless creatures of Size -2: toad, cat, rat, snake, small dog, etc. Inanimate objects can be affected also: they get no resistance, but the cost is four charges plus the object's Size modifier (SW, p 127), and the new form must be of similar material and size to the old. The wand's effects last for 3 minutes. See the *polymorph other* spell for more details.



MISCELLANEOUS MAGIC ITEMS

Alicorn Amulet: Made from the horn of a unicorn, this amulet grants the wearer complete immunity to poison. If hung around the neck of someone who has failed to resist a poison's effects in the last ten minutes, it gives +4 to Healing rolls to neutralize the poison.

Amulet of Bravery: The wearer of this simple golden locket is immune to the *fear* spell and the monstrous ability of the same name. He also receives +4 on Guts checks from other sources.

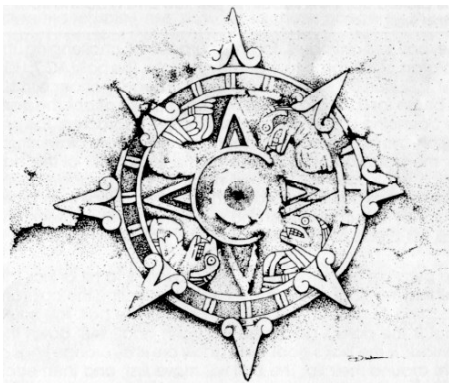
Amulet of Undetectability: A small mirror dangling from a necklace of cords and crystals, this handy item renders the wearer, and all he carries, undetectable by magical means. The effect blocks not only *detect magic* but any other abilities such as detection of evil, detection of undead status, detection by use of a rod, observation with a *crystal ball*, and so forth.

Armor Belt: This heavy belt of studded leather imparts a +1 armor bonus to the wearer that does not stack with suits of armor.

Belt of Tightening: This simple leather strap has a plain iron buckle. Whenever the wearer has to go a day without food or water, he can tighten the *belt* by one notch and avoid ill effects. The *belt* may be tightened a second and even a third time, but after the third day it is of no further use. It also stops working if it is removed. Once the user has recovered all fatigue and had at least three days of full rations, he may use the *belt* again.

Boots of Silence: These supple boots of dark grey leather allow the wearer to step with incredible quietness, granting +2 Stealth. This bonus stacks with a *cloak of camouflage*.

Boots of Speed: These tightly-laced, colorful low boots give +6 to Pace.



Bracelet of Charms: A dozen metal charms dangle from this decorative silver armlet, although 1d6 may be missing if it is found at random (roll d12 for which). It takes just one action to yank a charm free, whereupon it grows instantly into a full-sized item, ready for use. The items are then non-magical and cannot be returned to charm form.

- Lantern, lit, with 2 hours of oil in it
- Longsword
- Dagger
- Small shield
- Staff
- Coil of rope, 50', w/ grappling hook
- Purse containing 50 gold coins
- Heavy winter cloak
- Pair of warm boots
- Waterskin, one gallon, full
- Bundle of firewood
- Large salted ham

Bracelet of Luck: The wearer of this well-wrought golden bangle has an extra bennie. The *bracelet* can only provide one bennie per play session, but it can be passed to another wearer if the bennie is not used yet.

Bracer of Deflection: This large steel arm-guard allows the wearer to deflect incoming attacks with magical speed and precision. One *bracer* grants a -2 on any Fighting, Shooting, or other attack rolls directed at the user. A second *bracer* improves the penalty to -4. The protection also counts as armor against area attacks. A *bracer* cannot be worn on the same arm as a shield.

Candle of Darkness: When lit, this black wax candle exudes a Medium Burst Template of pitch darkness that will even block infravision. Ordinary light sources are useless in the darkness; magical light and the candle's darkness cancel out, leaving natural light levels. The candle can be snuffed and re-lit and will burn for a total of one hour.

Cloak of Camouflage: This long, hooded cloak of dark grey blends easily into shadows, granting +2 Stealth. The bonus stacks with *boots of silence*.

Ears of the Wild: The wearer of this item may get some strange looks. Two very large, wolflike ears, with numerous long, projecting hairs, are strapped onto the sides of the user's head with a thick leather headband, overlapping his own ears. The wearer then receives +4 to all hearing-based Notice rolls. If combined with *eyes of the hawk*, the bonus is +6 to all Notice rolls (unless hearing and vision are somehow completely irrelevant).

Eternal Light: This small steel rod continually glows with a torch-like brightness, illuminating a Large Burst Template. The *eternal light* is pierced at one end to allow easy attachment to a chain, belt, keyring, or other convenient object.

Eyes of the Hawk: These crystal lenses are worn before the eyes mounted on silver frames. The wearer receives a bonus of +4 to all vision-based Notice rolls. If combined with *ears of the wild*, the bonus is +6 to all Notice rolls (unless hearing and vision are somehow completely irrelevant).

Font of Air: This small golden bottle hangs from a thong and has a glass stopper on a chain. When it is uncorked, nothing may seem to happen, but the bottle constantly issues a gentle waft of fresh air. One person can hold the bottle in her mouth and breath underwater, or up to four people can pass the bottle if they do nothing else. The *font* will also refresh the air in enclosed spaces.

Font of Water: This silver jug weighs eight pounds and has a tight cap attached by a chain. When the cap is opened, pure, cool water trickles out at the rate of one gallon per minute.

Glamer Robe: An extremely fine robe of shimmering silk, the *glamer robe* magically adjusts itself to suit the wearer, and subtly alters its shape and colors to make his or her physique seem more imposing and interesting. The effect is to grant +2 Charisma while the robe is worn, stacking with any natural Charisma the wearer may have.

Helm of the Deep: This light steel helmet completely encloses the wearer's head, the faceplate is panelled in magically toughened glass, and the whole weighs only 5 lbs, giving 3 points of armor to the head. The *helm* is sealed and provides a constant supply of fresh, warm air, so the wearer can breath easily anywhere and safely ignore most poison gasses, while able to hear and converse normally. Fixed atop the helm is a crystal cabochon; when touched, it projects clear light ahead in a cone template. In addition, the *helm* keeps the wearer inured to the chill and pressure of deep water.

Mage Binders: These heavy iron chains (40 pounds) are cold-wrought from naturally magnetic ore. A person tied up with the *mage binders* is prevented from using any magical abilities. The victim cannot cast spells, regain Power Points, or use magic items. Merely draping the chains over the victim is sufficient, but they are usually employed with padlocks or manacles to prevent escape.

Mind Marble: A polished one-inch sphere of glass or stone, the *mind marble* functions only for someone with an Arcane Background who has taken a round to impress his will on the item. The *marble* simply rolls where the user points within a range of Smarts, at a Pace of 3 (slower when climbing slopes). The *marble* can be useful for distracting animals and guards, testing for deathtraps, or impressing peasants with your magicalness.

Obedient Rope: This finely-woven silk rope measures 60 feet long, yet weighs only two pounds. Anyone can become the rope's master by grasping it for one round and pronouncing its secret name. Thereafter, at the master's behest, the rope can perform one of these actions each round:

- Snake along the ground at Pace 6"
- Climb upwards, so long as there are some hand-holds, at Pace 3"
- Tie itself to one or all objects in contact with the rope
- Knot itself for easy climbing (reducing length to 50')
- Attempt to ensare one target as the *entangle* spell, with a skill of d12. The target gets +1 to resist being tied up for each point of size higher or lower than 0.
- Release its hold.

The master speak outloud and be within 12" of some part of the rope to command it.

Oil of Revelation: This fine, clear oil is meant to be burned in a lamp or lantern. Wherever its light touches (Large Burst Template), invisible things become visible, illusions become transparent, and magical darkness is dispelled. Each bottle contains d3 ounces, each of which will burn for 10 minutes.

Purse of Subsistence: A small purse of brown leather with bronze fittings, this wonderful item is never empty. Every day, around dawn, one gold coin, one silver coin, and one copper coin appear inside the *purse* – not a fortune, but enough to ensure that its owner is never without the cost of a meal and a place to sleep. The *purse* can hold up to two pounds of additional items. Bronze studs make the *purse* resistant to cutting, and the sturdy clasp is tricky to open, tending to thwart pickpockets.

Remarkable Saddle: Built of the finest woods and leathers, this full saddle will adjust to fit any mount from pony to warhorse. A combination of brilliant workmanship and magical augmentation make the *saddle* a very stable place to sit, comfortable for rider and mount alike, granting an increase in Riding skill of two die types. Thus even a completely unskilled rider can be placed in the *saddle* and expected to remain mounted, while fighters value the increased ability to use their fighting skills from horseback.

Sack of Storage: This sturdy canvas bag has a drawstring mouth and is pitch dark inside. The sack always weighs the same amount, but can hold much more. Roll d20 to see which version is found:

d20	Capacity	Weight	Price
1-8	20 lbs	4 lbs	2,000 gp
9-12	30 lbs	6 lbs	4,000 gp
13-15	40 lbs	8 lbs	6,000 gp
16-17	50 lbs	10 lbs	8,000 gp
18-19	60 lbs	12 lbs	10,000 gp
20	80 lbs	16 lbs	12,000 gp

Retrieving an item from a *sack of storage* is like readying a weapon: it takes one action, or a whole round if the object is large or unwieldy and an Agility roll is failed. At the DM's option, incautiously thrusting a sharp object into the *sack* may rip its fabric, ruining the bag and scattering its contents into a netherworld, forever lost.

Sacred Beads: These simple clay beads are found strung on a necklace, and are used as an aid to concentration for Clerics and Druids. When a bead is grasped and a spell cast, the user crushes the bead and the spell costs no Power Points. The user must have had enough points to cast the spell in the first place, however. A typical necklace has 2d6 beads when found.

Shoes of Water-Walking: These low, polished shoes spread the wearer's weight over a wide area, preventing him from sinking into water, quicksand, or snow. At the DM's option, small traps might not be triggered by the wearer's step, though the *shoes* are no help against large pitfalls.

Skull of Fear: This piece of jade, the size of a large nut, is carved in the crude likeness of a grinning skull. It only functions for a Cleric, Druid, or Magic-User. When activated, the *skull* throbs briefly and then explodes, filling a Large Burst Template with screaming, cackling, red-eyed skulls for a few seconds. Everyone in the area of effect must make a Guts check at -2 or be affected as the *fear* power: Panic for extras, Fear Table for Wild Cards. The effect works on the user as well, but the

pause between activation and explosion is long enough to toss it as a grenade-like missile with range of 3/6/12. Activating and tossing it counts as one action. The *skull* is consumed in a single use; sometimes 1-3 are found together.

Snapglove: This long, flexible leather glove will stretch to fit almost any hand. On a gnome it will come up past the elbow, on an ogre it will just reach the wrist. When the wearer squeezes a single object in the gloved hand and concentrates, the object vanishes into other-where and no-time. At any time thereafter, the wearer can snap his fingers as a free action and the stored object will reappear in his hand, ready for instant use. Only one object can be stored in the glove at a time, and it must be no larger than a one-handed weapon and no heavier than ten pounds. The object is stored in stasis, so, for example, a burning torch would still be burning when summoned, and a dove still alive, though disoriented.

Token of Beneficence: A white stone carved to resemble a calm face with closed eyes, the *token of beneficence* grants the Healer Edge to any who use it.

Token of Malice: A *token of malice* can be any small, personal object of rare and valuable appearance: a tortoiseshell hairclip, a gold letter opener, a ring or amulet, even a dried flower. The magic of the *token* only activates when it is given as a gift and freely accepted. There then springs up a magical bond between the giver and the recipient, giving the recipient -6 to resist magical effects or tests of will from the giver. Furthermore, the giver's magical effects on the recipient can be maintained at any range, and their duration is increased by a factor of 10. If the giver attempts to scry, for example with a *crystal ball*, he receives +6 to locate the recipient, and villains with long-term Puppet powers can use the *token's* bond in place of possessing an object of the victim's. Once the *token* is accepted, the recipient need not carry it to be affected; the only ways to end the effect are to destroy the object, or for the recipient to decisively return it to the giver. The recipient will think the *token* a precious and innocuous object and be unwilling to see it come to harm (Spirit check at -6 to allow it), so if the *token* is to be destroyed, someone else will likely have to do it.

Toolset of Precision: This three-pound set of tools includes small prybars, pincers, chisels, etc. All items are finely made and enchanted so that the *toolset* grants +2 to craft skills, Lockpicking, removing traps, and repairs.

MAGIC ITEMS (MISCELLANEOUS)

Trackless Broom: A dense mix of exotic branches, dried herbs, and the hairs of stealthy beasts make up the whisk of this old-fashioned round broom. If the user takes time to brush out his tracks behind him with the *trackless broom*, which requires moving at half speed, it becomes impossible to trace his path even with magical assistance.

Wild Token: The three forms of *wild token* are equally common. Each is a small translucent crystal carved in the crude likeness of a skull wearing a jester's cap. The bearer of the *token* will receive a mysterious boon at an unpredictable juncture, at which time the *token* splinters into dust. In game terms, the *token* takes effect when the bearer is dealt a Joker. Roll d6 to see which is found:

d6

- 1-2 Blue Token: Double Shooting or Throwing damage for one round, as the Dead Shot Edge.
- 3-4 Red Token: Double Fighting damage for one round, as the Mighty Blow Edge.
- 5-6 White Token: Recover 2d6 Power Points instantly, as the Power Surge Edge.

MAJOR MISCELLANEOUS MAGIC ITEMS

Amulet of Survival: This valuable item is a huge, transparent crystal on a golden chain. It imbues the wearer with the Harder to Kill Edge. If it ever brings him back from certain death, the crystal shatters and the magic is lost.

Broomstick of Flying: This sturdy, old-fashioned broom is six feet long and weighs eight pounds. When a spellcaster straddles it and commands it to "Fly!", it lifts her into the air at a Pace of 12 and a Climb of 6. It takes both hands to steer the *broomstick*, and one hand to keep it moving in a straight line. The *broomstick* cannot hover and always counts as an unstable platform for aiming missiles and spells. It's also possible to fall off. Treat riding the *broomstick* as mounted combat; the magic of the *broomstick* gives an effective Riding skill equal to the rider's Agility.

Cloak of Vanishing: When the wearer of this voluminous hooded cloak swaddles himself completely in it, he becomes entirely invisible (-6 to be noticed, then -6 to be hit). He can move up to his normal Pace without appearing. If he moves violently (running, attacking, etc), the cloak shifts about and the wearer becomes a translucent shape (-4 to be noticed or hit). It then takes an action to close the *cloak* thoroughly again. Once a translucent or invisible character is detected, all modifiers are halved for the rest of that encounter. The *cloak* does not affect Notice or attack rolls not based on sight.

MAGIC ITEMS (MAJOR MISCELLANEOUS)

Crystal Ball: A heavy sphere of perfect quartz, the *crystal ball* allows a user with an Arcane Background to view distant places and hear what transpires there. The user must specify a target to view: either a location or a person. Only one attempt to find a particular target can be made each day, and the user must not be disturbed while seeking. The first time a particular target is sought, each attempt takes one hour and requires a Spellcasting roll at -4, plus modifiers for distance, familiarity, and ritual. Later attempts to find a target that has been seen before take only one minute and do not suffer the -4 penalty.

- *Distance to target:* Up to one mile, -1. Up to ten miles, -2. Up to 100 miles, -4. Up to 1,000 miles: -6. Beyond 1,000 miles: Impossible.

- *Familiarity of target:* Intimately well known, 0. Acquainted, -1. Known by sight, -2. Known by name, -4. Known by general description: -6. Known by vague description: Impossible.

- *Ritual:* Bonus for using target's secret true name: +2. Bonus for having a physical object intimately associated with the target: +2. Bonus for being alone in a dark place: +1.

Any interruption will sever the viewing and require a new attempt to find the target. At the DM's option, *crystal balls* may come in different sizes:

d20 Crystal ball

1-14 As described above: 8" diameter, 24 pounds.

15-19 Portable model: 4" diameter, 6 pounds, does not transmit sound. 14,000 gp value.

20 Giant 16", 64 lb *ball* that grants +2 to all attempts to find targets and sometimes shows visions of other times or planes. 26,000 gp

Flying Rug: This thick carpet measures about four by six feet, and weighs sixteen pounds. The first person to step onto the carpet when it is unrolled becomes its commander until he steps off again, and can cause it to fly with verbal commands in the form "Up, rug, up!" Commands include "up", "faster", "slow", "go!", "left", "right", "climb", "dive", "stop"/"hover", and "land." Others might be discovered with experimentation. Flight is at Pace 6, Climb 3, and the rug is an unstable platform except when hovering. The rug has room for two people to sit securely; standing or crowding will cause risk of falling off. Larger version might exist that accommodate four or even six seated people. Some enchanters will give a *flying rug* a less common name than "rug", by weaving the name into the design somewhere. A *flying rug* named Omar, for example, would respond only to commands in the form "Up, Omar, up!", and the word OMAR might be found in tiny letters of gold thread.

Girdle of Might: The wearer of this heavy, studded leather belt is charged with physical power, increasing his Strength by one die type for purposes of attribute rolls. The *girdle* also grants +1 to rolls on Strength-based skills, but does not affect the character's cost to learn skills or ability to qualify for Edges.

Gloves of Dexterity: The wearer of these thin, soft gloves tingles with nervous sensitivity, increasing his Agility by one die type for purposes of attribute rolls. The *gloves* also grant +1 to rolls on Agility-based skills, but do not affect the character's cost to learn skills or ability to qualify for Edges.

Headband of Intellect: This ornate platinum band clasps a transparent gem to the wearer's forehead, casting a balm of clarity over his thoughts and increasing his Smarts by one die type for purposes of attribute rolls. The *headband* also grants +1 to rolls on Smarts-based skills, but does not affect the character's cost to learn skills or ability to qualify for Edges.

Headbands of Telepathy: A matched pair of headgear, each *headband* is a mesh of platinum wire that must be carefully arranged on the head (taking a full round to don, an action to remove). When both are worn, the two wearers are in constant, instant mental communication. Words are conveyed, and also feelings, images, and attitudes. The link is extremely intimate and it is almost impossible to hide anything from the other person: roll a contest of Smarts with -6 for a character trying to hide his plans or feelings, and +6 for a character actively trying to find out what the other is thinking. Because of this uncomfortably close link, the *headbands* are seldom used for more than a few rounds at a time. If one wearer is injured or otherwise shocked, the other must roll Spirit or be Shaken, with a penalty equal to the injured character's Wounds.



Horn of the War Band: Blowing loudly on this brass horn summons a band of magical warriors, who appear next round within a Large Burst Template of the *horn*, on their own initiative card, and immediately attack the user's enemies. Exactly how many warriors arrive, and how well they fight, is determined by the user's Fighting skill (see below). The warriors look like barbarians, clad in thick furs and horned helmets. Each carries a battleaxe and a medium shield, and they are Berserk: they only attack, never stop to think, and never talk, just yell. Statistics: A d8, Sm d4, Sp d8, St d8+2, V d8. Damage is d8+5; Toughness is 7, or 9 vs. missiles. Berserk: Cannot concentrate; Roll of 1 on Fighting die hits random adjacent target. When a warrior is killed, or goes out of Berserk, or has existed for 10 rounds, he vanishes along with all his gear. After summoning a set of warriors, the *horn* will not work again for seven days.

<u>User's Fighting:</u>	<u>Warriors appearing:</u>
None	One with Fighting d4, Parry 3
d4	Two with Fighting d4+2, Parry 4
d6	Three with Fighting d6+2, Parry 5
d8	Four with Fighting d8+2, Parry 6
d10	Five with Fighting d10+2, Parry 7
d12+	Six with Fighting d12+2, Parry 8

Mask of Terror: A hideous aura clings to this plain face mask of white metal. Its wearer radiates the monstrous ability *fear*, requiring a Guts check from all who see him.

Monster Eyes: Strapping these bulbous, black glass goggles over the eyes bestows both Low Light Vision and Infravision. The wearer ignores all bad lighting penalties except that for pitch blackness, and even then he only suffers -3 to see living things and other sources of heat.

Pearl of Wisdom: When this large and perfect pearl is contemplated for ten minutes, then carried, the bearer is suffused with a mystical peace. His Spirit is increased by one die type for purposes of attribute rolls. The *pearl* also grants +1 to rolls on Spirit-based skills, but does not affect the character's cost to learn skills or ability to qualify for Edges.

Peridot of Fortitude: When this heavy green stone on a black ribbon is hung directly against the chest, the wearer is blessed with a magical rush of vitality. His Vigor is increased by one die type for purposes of attribute rolls. The effect also increases Toughness by 1, but does not affect the character's ability to qualify for Edges.

Spider Slippers: The wearer of these black silk slippers is under the influence of the *spider climb* spell at all times.

ARMOR AND SHIELDS

Armor of Arcane Resistance: This +1 armor is traced with a web of mystical symbols that form an effective counter-charm against magic. The wearer received the effects of the Arcane Resistance Edge: +2 Toughness vs. magical effects, and a -2 on magical powers, friendly or not, that attempt to affect him. The armor's effect stacks with a *shield of arcane resistance*, but not with other items or the Arcane Resistance Edge.

Armor of Stealth: This supple +1 leather armor is matte black and well-oiled. It grants the wearer +2 to Stealth. This bonus does not stack with a *cloak of camouflage* or *boots of silence*.

Blink Armor: A gold emblem adorns the chest of this +1 armor. As an action, the wearer can press the emblem and concentrate on any location within 10", whereupon he will *blink*: vanish from where he stands and instantly reappear in the new spot. Once used, the *blink* function will not work again for 24 hours.

Elven Chain: The most famous of armors, this silvery +1 chain mail weighs only ten pounds and is light enough to be worn under normal clothing.

Survivor's Plate: This fully-articulated suit of +1 plate mail is of great value to front-line warriors. Should the wearer become Incapacitated, he does not fall. Instead, the *survivor's plate* animates and attempts to get the wearer to safety. The *plate* is under the player's control, accessing the character's unconscious knowledge of who is friend and foe. Its usual tactic is to flee combat at once, for the magical animation only lasts three rounds. The *plate* has the Smarts and Spirit of the wearer, plus A d8, St d10, V d12, Parry 6, Toughness 12, Fighting d8, Notice d6, Pace 8 and a Running die of d10. As a construct, it is immune to poisons and most mental effects, gets +2 to recover from Shaken, and takes half damage from piercing attacks. Unfortunately, damage to the *plate* is also damage to the wearer, and might well penetrate the wearer's Toughness even if the *plate* is unharmed. For example, a wearer of Vigor d8 would have a Toughness of 9 including the *plate's* armor bonus; damage of 9 to 11 points would injure the wearer but not the *plate*. Should the *plate* suffer a Wound, it deanimates and collapses, but is not ruined. Once animated, the *plate* will not activate again for 24 hours.

Dancing Shield: In a fight, this +1 shield learns its user's moves. After at least one round, it can be released as a free action, and it will pull itself off the user's arm and float in the air to defend her, giving her the usual bonus to Parry and +2 Toughness against missiles while leaving her hand free. The *shield* will dance for as many rounds as it was used. After the last round, the user can ready it out of the air as an action, or let it fall to the ground. If attacked directly, the *shield* has the user's Parry and a Toughness of 10. See *dancing weapon* for more details.

Mirror Shield: The front of this +1 shield is a bright mirror, and it gives an extra +2 Toughness against ranged spell attacks such as *magic missile* or *lightning bolt* (for a total of +5). Even better, when the user is targeted by any magical effect (not an area effect), he can bounce it back to the caster by winning a contest of Agility vs. the caster's arcane skill roll. If the *mirror shield* user wins, the spell effect automatically hits the caster; on a tie, the spell is lost. Once the *mirror shield* successfully reflects a magic, its finish darkens for 24 hours, during which time it still gives the Toughness bonus but cannot be used to bounce magic.

Shield of Arcane Resistance: This +1 shield is inlaid with mystical symbols that form an effective counter-charm against magic. The wearer received the effects of the Arcane Resistance Edge: +2 Toughness vs. magical effects, and a -2 on magical powers, friendly or not, that attempt to affect him. The *shield's* effect stacks with *armor of arcane resistance*, but not with other items or the Arcane Resistance Edge.



WEAPONS

Cudgel of Purification: This blessed weapon does an extra d6 damage to undead, and can hit incorporeal creatures such as ghosts and gaseous forms.

Dagger of Poison: On a raise, this wicked knife injects a nasty magical venom. The venom does +2 additional damage and the victim must immediately make a Vigor roll at -2. Failure gives a level of Fatigue that lasts 24 hours unless countered by a healing roll at -2 within 10 minutes. At the DM's option, the venom is exhausted after 4d6 injections.

Dancing Weapon: When used in a fight, this weapon begins to learn its user's moves. After at least one round, it can be released and will fight on its own with the user's Fighting die, a Strength of d8, and Pace 6. It gets one attack per round, uses no Edges or maneuvers, and cannot run. The weapon dances for as many rounds as it was used, then forgets how. It then returns to the user's hand if he is adjacent and willing (automatically being readied), or else drops to the ground. Its Parry is equal to half Fighting die plus 2, and it is -2 to be hit for size. Toughness is 10; half damage from piercing weapons; does not suffer extra damage from a raise or Aces. A Shaken result causes it to spin wildly in the air and miss its next action. A Wound result flattens the weapon to the ground and it stops dancing. Three or more Wounds in a single blow (at least 22 damage without raise or aces) breaks the weapon. A *dancing bow* stays next to the user and magically draws its own arrows.

Flame Tongue: Flames lick along the weapon whenever it is drawn, doing +2 damage and providing light like a torch. On a raise, a flammable target catches fire. Bows with this enchantment are called Firebows and impart the flames to their arrows or bolts.

Frost Brand: The weapon is icy cold, inflicting +2 damage. It will extinguish small fires, or freeze small amounts of liquid, with a single thrust. Bows with this enchantment are called Icebows and impart the magical cold to their arrows or bolts.

Leaping Weapon: It's always a free action to ready this weapon, since it leaps to the user's hand from anywhere within 1".

Lightning Striker: The weapon crackles with electrical sparks, doing +2 damage. It gets AP 1 versus metal armor. Bows with this enchantment are called Lightning Bows and impart the magical electric charge to their arrows or bolts.

Lightning Javelin: When thrown, this small spear gets +2 to hit and turns into a *lightning bolt*: a 3d6 bolt with AP 1 against metal armor. Hit or miss, the *javelin* is consumed.

Luckblade: Whoever is first to draw this blade in a play session gains an immediate bennie.

Returning Weapon: Like the *leaping weapon*, the *returning weapon* is always readied with a free action, since it leaps to the user's hand. Even better, after being thrown it flies back to the user. He can let it drop at his feet, or he can catch it, in which case it's instantly ready. If returning from Short range, it is back in time for the user's next action – for example, he could throw the same dagger every round. From Medium range, it takes an extra round to return; from Long range, it takes two extra rounds, arriving on the third round after being thrown. Foes can attempt to stop the weapon's return; see *dancing weapon* for details, but the *returning weapon* has a Parry of only 3. Exception: a *returning sling* actually launches an ordinary stone or bullet that bounces back to the sling's pocket; such projectiles are -3 to be hit for size.

Shinebow: When this bow is drawn, it projects an arc of ghostly light that shows roughly where the arrow will fall, faintly illuminating a circle six feet in diameter. The effect is to give the Aim maneuver as a free action, and it also halves any penalties for bad lighting (round down). The Aim bonus of +2 does not stack with the Aim maneuver or Marksman Edge, but combined with the bow's magical bonus of +1, it gives a total of +3 to Shooting. The light appears even if no ammunition is nocked, so the bow is useful for shining into dark places. Unfortunately, the arc of light can be traced back to the user, which often spoils any chance of surprise or concealment.

Sleep Shot: When this blue-tinged ammunition deals at least one point of damage, the target must make a Vigor roll or fall into a magical sleep lasting ten minutes. A sleeper can be awakened by slapping, shaking, or further injury, but not by loud noises. The *ammo* only works once. Usually 1d6 pieces of *ammo* are found together.

Sword of Righteousness: This well-made longsword always gives +1 to Fighting, but its other powers only come to life only in the hands of a Paladin. Then it glows with *light* when drawn (Large Burst Template, always on), gives an additional +2 damage against supernatural evil, and allows the Paladin to cast the *dispel* power at a touch, with a skill equal to the Paladin's Smarts +2. To *dispel*, the sword must touch the caster, the affected target, or the area of effect. Only one attempt can be made on each particular spell or effect, and each attempt is an action. An Unholy Champion (Anti-Paladin) or Unholy Warrior (evil Cleric) who picks up the sword receives a shock, drops the weapon, and must roll Vigor or be Incapacitated for 1d6 minutes. The gods themselves keep careful track of these weapons and will be sure to punish a Paladin who uses one poorly, for example by failing to seek out and confront the greatest possible evil.



Sword of Vengeance: The mirror image of the sword of righteousness, the sword of vengeance works only for an Anti-Paladin, with a similar *dispel* ability. It does an additional +2 damage against supernatural good and shocks any Holy Champion or Holy Warrior who picks it up. Instead of glowing, the sword of vengeance imbues the Anti-Paladin with Low Light Vision.

Warlord's Staff of Might: Not an actual magical staff with charges, but a magical weapon, consisting of an extensible handle with a retractable blade. It can only be used by a Fighter, Paladin, or Ranger, and all its weapon forms grant +1 to Fighting when used. When not activated, the device appears as a six-foot hardwood staff bound with many bands of studded iron. In this form it acts as a staff with a +1 bonus to damage. Pressing secret combinations of studs can also cause the staff to convert in a single action to any of the following modes:

- **Firespear:** A steel blade protrudes six inches and ignites, providing light like a torch. In this form, the staff acts as a spear with the *flame tongue* enchantment.
- **Sword:** The shaft magically collapses to a twelve-inch iron hilt and the full 3' blade is revealed. In this form, the staff acts as a longsword with the *flame tongue* enchantment.
- **Ladder:** Pressing the bottom of the staff to the ground and activating the ladder mode causes the blade to stab forcefully down, anchoring the staff securely. The shaft then extends to a full 12' height, a slim steel rod with a wooden handle every foot. It is easily climbed, and can be made to collapse back to staff form from top or bottom. Properly positioned, the expanding ladder can be used to force open doors or portcullises, with an effective Strength of d12+4.

Vorpal Blade: A killing blow from this weapon decapitates any normal target, leaving no chance of survival (unless the victim has Harder to Kill, in which case, there is a 50% chance that the neck cut is not quite complete). The DM determines what makes a killing blow, but it usually includes a Wound to an extra, a finishing move, or an unsoaked Mortal Wound to a Wild Cards.

MAKING AND PRICING MAGIC ITEMS

Creation, availability, cost to buy, and price of any magic item is always subject to the DM's whim, even moreso than most aspects of the game. If the DM does not like the outcome of the following guidelines, then that outcome is wrong. However, when a character wants to create an item and has the DM's approval, or when the DM wants to determine what the typical retail cost of an item might be, these guidelines are a starting point.

A Magic-User or Cleric with the Enchanter Edge can create magic items. The task will require an isolated workshop, quiet conditions, and no disturbance or other activity during the creation time. The creation of the item also ties up Power Points equal to those used for the item's power; this may require a DM's judgement call, but such Power Points are completely unavailable during the item's creation.

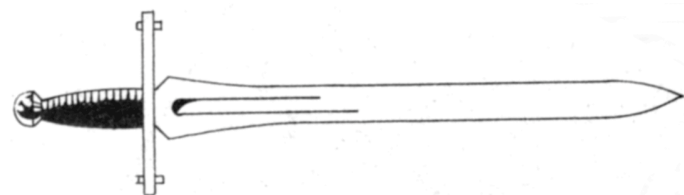
The DM determines what spells or edges are relevant to the item. In some cases this is obvious, in others it will be necessary to reason by analogy. An item that functions like a spell with a raise costs as much as enchanting that spell twice.

Setting up the workshop

The workshop must be equipped for the type of item to be created: an alchemy lab for potions, a full blacksmith's shop for weapons, woodcarving gear for staves, jeweler's tools for rings, and so forth. The creator must either have the appropriate craft skill, or hire a craftsman to work in tandem. The task requires all of the craftsman's time and entails some risk, so such service is not cheap.

Wage of craftsmen or spellcasters assisting enchantment:

Skill	Daily wage
d4	20 gp
d6	30 gp
d8	40 gp
d10	50 gp
d12	100 gp



Cost to set up workshop, and appropriate craft skill:

Alchemy lab for potions: 1,000 gp, Alchemy (Sm)
 Scribe's shop for scrolls: 500 gp, Calligraphy (A)
 Smithy for armor and weapons: 1,000 gp, Armory (St)
 Jeweler's shop: 500 gp, Jewel-smithing (A)
 Woodcarver's shop: 250 gp, Woodworking (A)
 Clothier's shop: 250 gp, Sewing (A)
 Miscellaneous crafts: 250 gp, varies (usually A)

Creating the item: Cost

Time and money to create the item are based on the number of Power Points it takes to create the item's effects. In some cases this number will be easy to determine; in others, the DM's judgement is law. For all items in this book, the calculations have been done.

Base cost per Power Point:

- *Novice Power*: two days and 200 gp worth of magical materials. (300 gp retail)
- *Seasoned Power*: three days and 300 gp (450 gp retail)
- *Veteran Power*: four days and 400 gp (600 gp retail)

If an item has multiple powers, time and cost must be added for each.

Base cost for an Edge or Monstrous Ability:

- *Novice Edge* (non-background): four days and 400 gp (600 gp retail)
- *Seasoned Edge*, *background Edge*, or *Monstrous Ability*: six days and 600 gp (900 gp retail)
- *Veteran Edge*: eight days and 800 gp (1,200 gp retail)
- *Heroic Edge*, if allowed: twelve days and 1200 gp, (1,800 gp retail)
- *Legendary Edge*, if allowed: sixteen days and 1600 gp (2,400 gp retail)

DOUBLE the cost if the Edge is restricted to Wild Cards

Multipliers of time and expense:

- For a one-shot item, such as a potion or scroll, use base cost.
- For a charged item, such as a rod, staff, or wand, multiply by 5.
- For a permanent item that works once a day or less, multiply by 5.
- For a permanent item, multiply by 10.

Creating the item: Skill

To successfully make the item requires at least two skills: the craft of making the object, and the arcane ability to infuse it with power. A spellcaster who knows each relevant spell must participate in item creation; if the item's creator does not know all necessary spells, others must be hired. Daily cost will be the same as for a craftsman, based on the caster's arcane skill.

For one-shot items like potions and scrolls, making the physical item and making the magic are the same process. Roll both the craft skill and the Spellcasting roll at once, at the end of the time required. Failure on either wastes all time and materials. See details below.

Permanent items are made in two stages: Construction, then enchantment. The main spellcaster (creator) and the craftsman are both required for construction. When half the time and money have been spent (round up), make the craft skill roll. A basic success indicates that the physical item has been made. A failure means the time and money so far are wasted and the crafting process must begin again. The craftsman makes this roll, so if the craftsman is not a Wild Card, he has no bennies to use.

After construction, the craftsman may be dismissed. All spellcasters are required for the enchantment phase. When the full time and money are spent, each spellcaster involved must make a single arcane skill roll (Spellcasting for Magic-Users, Faith for Clerics and Druids, or Music for Bards). If any fail, the enchantment is ruined. The object itself is intact, and only half the time and money must be spent anew – unless there has been a mishap.

If any of the spellcasters roll a 1, regardless of Wild Die, there is a magical mishap. All materials are destroyed, and all spellcasters suffer 2d6 damage from uncontrolled energies. If any spellcaster rolls snake eyes, an explosion destroys all materials and the entire workshop and deals damage to each spellcaster, plus anything and anyone else in a Large Burst Template. Damage is 2d6 for a potion or scroll, 5d6 for a charged item, or 10d6 for a permanent item. Bennies can allow re-rolls of enchantment skill rolls, if the caster is a Wild Card and if the rolls are being made during a play session.

The typical retail cost of an item is 50% over its creation cost. The most an adventurer could sell a found item for would be half its retail cost, if in fact a buyer can be found. See *Magic Items as Merchandise*, page 46.

Making scrolls

Scrolls are inscribed with valuable inks on valuable papers, using mysterious runes. A scroll always embodies a "basic" casting of a spell, with no raises and no extra Power Points expended. This means, for example, that a scroll of *magic missile* will always generate a single *missile*. It's not known how to put more powerful versions on paper, although at the DM's option more powerful scrolls might be found in ancient hordes or the hands of mighty villains.

When the effects of a spell depend on a trait of the caster, such as Spirit or Spellcasting skill, assume the relevant trait is d8 unless the caster's actual stats are known. Scribes with higher traits can charge more for their scrolls: 50% surcharge for a trait of d10, and double usual cost for a trait of d12.

Scrolls are either Cleric, Druid, or Magic-User, and can only be used by the appropriate class.

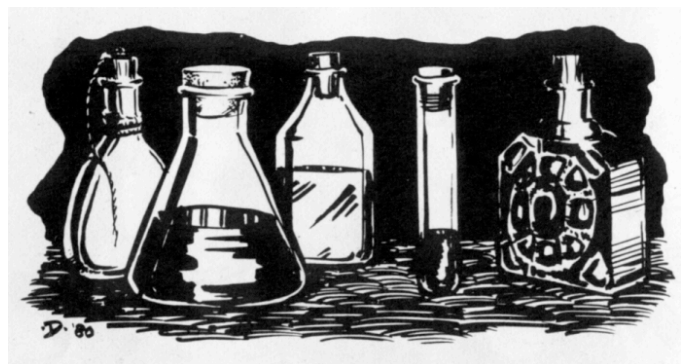
Making potions

More powerful potions are harder to make. The alchemist suffers a -1 on his Alchemy roll for potions duplicating Seasoned Powers, Seasoned Edges, or Monstrous Abilities. He suffers -2 for potions duplicating Veteran Powers or Edges. There are no known methods of making potions of Heroic and Legendary Edges.

It is possible to make more than one dose of a potion at the same time. Full material cost is paid for each dose, but the days required are the same as for one dose. For each dose after the first, the alchemist suffers -1 on his skill roll. Failure ruins the entire batch.

Example: Healing potion

The most commonly-requested potion, this item duplicates the Healing power and is good for only one shot. Healing is a Novice Power taking 3 PP, so the potion requires 6 days in an alchemy lab and 600 gp in materials. A single dose retails for 900 gp.



Making magic armor and weapons

The standard magical weapon gives +1 to a single appropriate skill: Fighting, Shooting, or Throwing. For weapons that can be used in melee or thrown, the creator must choose one skill to be affected. The +1 skill bonus is roughly equivalent to Boost Trait: Fighting, a Novice Power with a cost of 2 PP. For a permanent item, that would make a cost of $(2 \text{ PP} \times 200 \text{ gp} \times 10) = 4,000 \text{ gp}$. Purely to make this a more common enchantment, as in AD&D, I've ruled that it is an efficient and well-known process and can be done for half that cost. Thus making a +1 weapon requires 10 days, a smithy, and 2,000 gp worth of materials (which subsumes the cost of an excellent weapon). Success requires a craft roll (Armory) after 5 days and 1,000 gp have been spent, and then a spell-casting roll on the 10th day after another 1,000 gp worth of mystic components have been burnt, poured over the weapon, filigreed and inset, etc. The weapon then retails for 3,000 gp.

Magic armor grants +1 Armor and magic shields grant +1 Parry. Both enchantments are similar to that for weapons, taking 10 days and 2,000 gp.

Magic armor and weapons with special enchantments also possess the standard +1, so they start at the costs outlined above. Then calculate time and expense as for any magic item, based on additional Powers and Edges.

Making edge-granting items

Items that grant Edges or Monstrous Abilities must be handled with caution. Some Edges are more useful than others. In general, it is not possible to make a Scroll, Rod, Staff, or Wand that grants an Edge or Monstrous Ability. Potions and permanent items are the only possibilities. Such potions have a duration of 3 rounds.

If an Edge has prerequisite Edges, each must be paid for.

Example: Ring of Improved Rapid Recharge.

Rapid Recharge Edge:

Seasoned = 6 days, 600 gp

Improved Rapid Recharge Edge:

Veteran = 8 days, 800 gp

Total: 14 days, 1,400 gp

Permanent item: $\times 10 = 140 \text{ days}$, 14,000 gp to make.

Asking price: 21,000 gp.



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Advanced Dungeons & Savages is dedicated to the veterans of Skego.

