



FANTASY COMPANION

Explorer's Edition



FANTASY COMPANION

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CHARACTERS

Welcome to the *Savage Worlds Fantasy Companion*! The core rules let you run or play most any setting you can imagine, but you'll occasionally want more detail for particular worlds you're converting or creating. This book address that, giving you new Edges and Hindrances, powers, magic items, and creatures for fantasy settings.

RACES

Fantasy settings typically feature many races, such as elves, dwarves, or half-folk. Others may feature dragon-men or even orcs as player characters. The diversity here is limited only by your imagination.

In this section we'll give you the most typical racial templates for you to use right out of the book, then show you how to create your own races as well.

The following non-human races are representative of those found in most traditional fantasy worlds.

DWARVES

Dwarves are short, stout, hardy people who come from massive caverns in the high mountains. They are a proud, warlike race, usually made so by frequent contact with savage races such as orcs and goblins.

Dwarves usually live upwards of 200 years. In most fantasy campaigns, they have ruddy skin and all typical hair colors.

- **Low Light Vision:** Dwarven eyes are accustomed to the dark of the underworld. They ignore attack penalties for Dim and Dark lighting.
- **Slow:** Dwarves have a Pace of 5".
- **Tough:** Dwarves are stout and tough. They start with a d6 Vigor instead of a d4.



ELVES

Elves are tall, thin souls with pointed ears and deep-set eyes of various colors. Whether they hail from the forests or hidden valleys, they are all born more graceful than humans, though somewhat slighter. Most elves live upwards of 300 years. They have fair skin and their hair includes all typical colors, plus shades of silver and blue.

- **Agile:** Elves are graceful and agile. They start with a d6 in Agility instead of a d4.
- **All Thumbs:** Elves have an inbred dislike of mechanical objects, and thus have the All Thumbs Hindrance. They shun most mechanical items and designs.
- **Low Light Vision:** The character's eyes amplify light like a cat's, allowing him to see in the dark. He ignores attack penalties for Dim and Dark lighting.

HALF-ELVES

Half-elves are usually a solid mix of their two parents. They gain the elves' grace but none of their elegant frailty.

Most half-elves are well-adjusted, but some are shunned by one side of the family or the other and grow resentful. Others may even be mistreated.

Their life-spans are closer to their human parent than those of their elven kin. Most half-elves live only to about 100 years.

- **Heritage:** Some half-elves retain the grace of their elven parent. Others gain the adaptability of their human ancestry. A half-elf may either start with a free Edge of his choice (as a human), or a d6 in Agility instead of a d4.
- **Low Light Vision:** The character's eyes amplify light like a cat's, allowing him to see in the dark. He ignores attack penalties for Dim and Dark lighting.
- **Outsider:** Half-elves aren't true outsiders (as per the Hindrance of the same name), but neither are they ever quite comfortable around humans or elves as one of their own, so the effect is the same.

HALF-FOLK

Half-folk are small, nimble creatures with fuzzy brown or black hair. Though they are

frail compared to most other races, their cheerful optimism (or wily cunning) gives them a "never say die" attitude that makes them more than a match for creatures twice their size.

Half-folk see no reason to invite trouble, and tend to live in their own little communities far off the beaten path.

- **Fortunate:** Half-folk draw one additional benny per game session. This may be combined with the Luck and Great Luck Edges.
- **Short:** Half-folk average only about 4' tall. Their small size subtracts 1 from their Toughness. Half-folk have a Size of -1, and cannot take the Small Hindrance.
- **Spirited:** Half-folk are generally optimistic beings. They start with a d6 Spirit instead of a d4.

HALF-ORCS

Half-orcs are the offspring of either a human and an orc or an orc and another half-orc. Rarely is such a mating willingly accepted, so the character's "family tree" is likely more than a little troublesome to him or her.

Half-orcs are usually accepted by orcish communities, but are shunned by most other races, including humans, elves, and dwarves. Some half-orcs choose to join the "civilized" races, turn their backs on their barbaric roots, and are often looking to redeem themselves. Many are heroic souls trying to prove their worth.

Half-orcs have light-colored human skin with just a tinge of orcish coloration, with black hair and small eyes. Their features are harsh and angular, like that of orcs. Their natural life-span is the same as humans, though it is rare when one dies of old age.

- **Infravision:** Half-orcs can see in the infrared spectrum, halving attack penalties (round down) for bad lighting.
- **Outsider:** Half-orcs aren't trusted by most other civilized races, and so subtract 2 from their Charisma.
- **Strong:** Half-orcs have some of the strength of their ancestry. They start with a d6 Strength attribute instead of a d4.

HUMANS

Humans in most fantasy settings should get the usual benefit — one free Edge of their choice. This option reflects their versatility and adaptability compared to other races.

If you like more variety, you might also give humans abilities based on culture rather than race. For instance, a sea-faring human culture may start with Boating and Swimming at d6. Cultural templates are designed just like making new races (see below).

RAKASHANS

Rakashans have the form of humans with the features of felines. They come in a wide variety: the bright colors of tigers, the speckled hides of leopards, and the exotic look of Siamese cats are all appropriate. They have sharp claws and teeth and a cruel nature when it comes to dealing with their prey.

Rakashans can be found in their own remote and exotic cities or as fringe elements of normal society. While they are too beautiful to be shunned, they are too foreign to be easily accepted.

- **Agile:** Rakashans have the feline grace of their ancestors. They start with a d6 Agility attribute instead of a d4.
- **Bloodthirsty:** Rakashans can be cruel to their foes, often toying with them for simple amusement. They rarely take prisoners and feel little compunction about punishing captured foes. This causes a -4 Charisma penalty among more “civilized” types.
- **Racial Enemy:** History hints at a major war between rakashans and saurians, nearly destroying both cultures. Each suffers a -4 Charisma when dealing with the other.
- **Claws:** Rakashans have retractable claws that do Str+d6 damage and grant +2 to Climb rolls on all but completely sheer surfaces.
- **Low Light Vision:** Rakashan eyes amplify light. They can see in the dark and ignore attack penalties for Dim and Dark lighting.

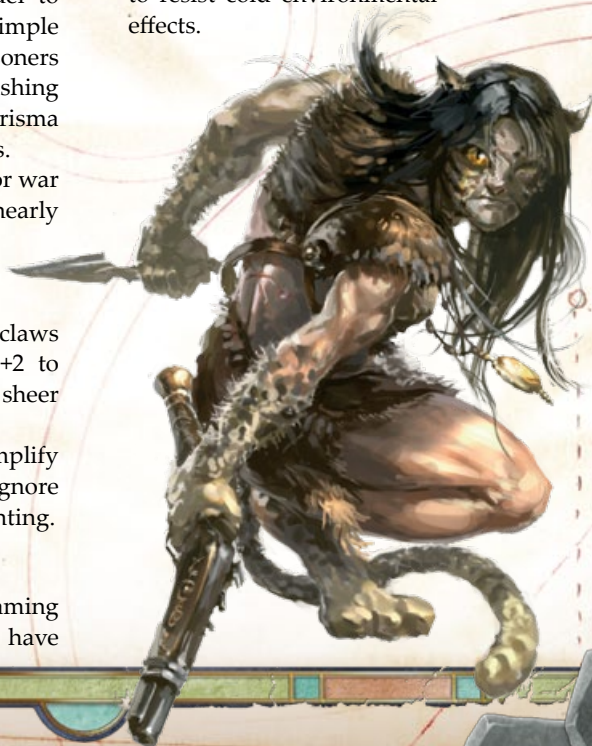
SAURIANS

Lizard men typically come from steaming jungles or deep deserts where they have

unique civilizations unknown to other sentient races.

Few outsiders have penetrated their society, and persistent rumors that Saurian religion requires sentient sacrifices remain unconfirmed.

- **Outsider:** Most races distrust the unblinking saurians. Their habit of eating their meat still squirming is also less than appetizing. They suffer a -2 Charisma penalty.
- **Racial Enemy:** History hints at a major war between rakashans and saurians, nearly destroying both cultures. Each suffers a -4 Charisma when dealing with the other.
- **Natural Weapons:** The tails, claws, and teeth of saurians allow them to tail slap, claw, or bite in combat for Str+d4 damage.
- **Natural Swimmers:** Saurian tails make powerful swimmers, giving them +2 on their Swimming rolls and increasing their swimming Pace to their Swimming skill.
- **Saurian Senses:** Saurians’ lizard tongues can “taste” the air, giving them +2 to Notice rolls. They are always considered active guards for Stealth checks.
- **Warm Natured:** Though not truly cold-blooded, saurians are not comfortable in cold environments. They suffer a -4 penalty to resist cold environmental effects.



LANGUAGES

All characters may speak (and read unless Illiterate) a number of languages equal to their Smarts divided by 2. One language must be their native tongue. Increasing Smarts allows a character to learn a new language if the Game Master feels it's appropriate.

Languages in most fantasy settings are by race, so a character might know Elvish, Dwarven, and human, for example. The setting you're playing should dictate exactly which languages are available.

MAKING RACES

All races and cultures begin with a free +2 Racial Ability. This is equivalent to a human's Free Edge. Additional positive abilities must be countered with an equal value of negative ones. A +2 ability, for example, may be countered by a single -2 ability or two -1 abilities.

Game Masters should decide on the maximum number of Racial Edge points allowed in their game, but 4 to 6 points is not unreasonable. This provides enough scope to make an interesting race or culture, without unduly unbalancing the game.

Give each ability a suitable name. If you want your horse nomads to have Riding skill at d6, call it Born to the Saddle. It's all about creating a rich flavor rather than just giving long lists of abilities your players have to keep up with. Short and flavorful is far preferable to long and comprehensive.

The list below is a guideline. If you want something special or not listed, assign it a value based on existing examples. This method is not suitable for use when designing monsters — they don't have to be balanced in the same way as player races.

CULTURAL TEMPLATES

Templates can be based on culture rather than race as well. This method can even be applied to humans, granting them cultural abilities rather than the standard free Edge they normally get. For instance, horse nomads have proficiency in Riding.

+3 ABILITIES

- Begin with a d8 in one attribute and may raise it to a d12+2 via normal advancement; the Expert and Master Edges may raise it to a d12+4
- Free Seasoned Edge (regardless of requirements — except those which require other Edges)
- Hardy (a second Shaken result in combat does not cause a Wound)

+2 ABILITIES

- +1 Parry
- +1 Size
- +1 Toughness
- +2 Armor (negated by AP weapons)
- +2 Charisma
- +4 bonus to resist all negative environmental effects (e.g., heat, cold, and pressure)
- +10 Power Points for one specific Arcane Background (e.g., Magic or Miracles)
- Aquatic (cannot drown in water, moves at full Swimming skill, free d6 Swimming)
- Base Pace 10
- Construct
- Free Novice Edge (regardless of requirements — except for those that require other Edges)
- Multiple limbs (one extra non-movement action per limb, incurs no multi action penalty, price is per additional limb)
- Poison (victims that suffer a Shaken result from your natural weapons must make a Vigor roll or be paralyzed for 2d6 rounds)
- Start with a d6 in one attribute
- The ability to Fly (at base Pace; may "run")
- Use of a single racial Power (the character has 5 Power Points usable solely for this Power that recharge at the rate of 1 per hour and are unaffected by Rapid Recharge; Power Points from other sources cannot be used with this power; psionic-type powers use Smarts, physical ones use Vigor as the arcane skill)

+1 ABILITY

- +1 Reach
- +2 bonus to resist all negative environmental effects (heat, cold, pressure, etc.)

- +4 bonus to resist any single negative environmental effect (e.g., heat or cold)
- +5 Power Points for use with a single racial Power (as described above)
- Burrowing, Wall Walker, or similar
- Free d6 in a skill common to that race
- Immune to poison or disease
- Keen Sense (+2 to Notice when using one sense)
- Low light or thermal vision
- Natural Weapons (Str+d6 with any two weapons or Str+d4 with all natural attacks)
- Potent Poison (must have Poison, each level gives victims a -1 penalty to their Vigor roll)
- Semi-aquatic (gain Fatigue level every 15 minutes he holds his breath; on reaching Incapacitated, must make Vigor roll every minute or drown; Fatigue recovers one level per 15 minutes back in air)

-3 ABILITY

- One attribute can never advance beyond a d6, even during play
- One attribute requires two points per step to raise during character generation and the character must dedicate two leveling opportunities to raising the attribute during game play

-2 ABILITY

- -1 Parry
- -1 Toughness
- -4 penalty to resist all negative environmental effects (e.g., heat, cold, and pressure)
- One attribute requires two points per step to raise during character generation
- Dehydration (the creature must immerse itself in water one hour out of every 24 or become automatically Fatigued each day until they are Incapacitated; the day after that, they perish)
- Major Hindrance (or equivalent effect)
- Pace 3 or less (d4 running die)

-1 ABILITY

- -2 Charisma
- -4 penalty to resist any single negative environmental effect (e.g., heat or cold)

- Minor Hindrance (or equivalent effect)
- Pace 4-5
- Racial Enemy (-4 Charisma when dealing with one other race)

NEW EDGES

PROFESSIONAL EDGES

FAMILIAR

Requirements: Novice, Arcane Background (Magic), Knowledge (Arcana) d10+

The mage has acquired an animal familiar. The creature gained varies with the mage's Rank when he first takes this Edge. Use the Available Familiars table to determine the type of animal a mage can choose.



AVAILABLE FAMILIARS

Rank	Animal Types
Novice	Hawk, rabbit, cat, snake
Seasoned	Dog, wolf, deer, mule
Veteran	Lion, riding horse, tiger
Heroic	Bear, bull, shark, warhorse
Veteran	Elephant, rhino, great white shark, or a smaller magical creature
Legendary	Hippogriff, manticore

The mage and the familiar acquire the Loyal Hindrance with regard to each other. The familiar is not a slave, however, and can refuse to follow orders, especially ones which will cause it harm. Unless ordered otherwise, the familiar follows its natural instincts. For example, a cat familiar may stop to chase a mouse, take a quick nap, or sate its curiosity about a small hole, and it's likely to hide during combat.

The strong bond allows the familiar to resist the effects of *beast friend*. Each Rank of the mage adds +1 to the creature's Size for the purpose of how many Power Points are needed to control it.

Both can understand each other's speech. To others, the familiar is simply making animal noises — the mage speaks his normal language.

The familiar is a Wild Card with respect to wounds and the Wild Die, but has no bennies. The mage may spend his for the familiar, however.

A mage can dismiss a familiar to gain another if he chooses

Each additional time this Edge is taken, the mage can pick one of the powers below. Each power may only be taken once. The mage may take this Edge only once each Rank. Taking it during character creation allows the character to take it again while he's a Novice.

- The mage can transfer wounds and Fatigue levels to or from his familiar as a free action.
- The mage may increase one attribute of his choice which is lower than that of the familiar by one die, to a maximum of d12.
- The mage can use the familiar's senses as if they were his own. This requires

concentration. The maximum range for this ability is the mage's Smarts x 100 yards.

- The familiar can use the mage's Combat Edges as its own.
- Any spells the mage casts on himself also affect the familiar. If he casts *armor* with a raise, both he and his familiar gain +4 Armor for the duration, for example.
- The familiar has 5 Power Points, which the mage may use as if they were his own. They recharge at the same rate as the mage's (usually 1 per hour).

ADEPT

Requirements: Novice, AB (Miracles), Faith d8+, Fighting d8+

Adepts are holy warriors who have trained themselves to be living weapons. Some do so to be ultimate warriors; others do it in the service of a cause or deity.

Their unarmed attacks do Str+d4 damage, and they are always considered armed for purposes of the Unarmed Defender rule.

In addition, upon taking this Edge and at each new Rank, they may choose to change the trappings of one of the following powers to work only on themselves but be activated as a free action: *boost/lower trait*, *deflection*, *healing*, *smite*, or *speed*. The Adept must have the power to begin with, and this does not allow him to activate more than one power in a round.

ARTIFACT HUNTER

Requirements: Novice, Notice d10+

Artifact hunters scour ruins for magic items. If there is an Artifact Hunter in the party and you are using the rules for treasure found in this book, the chance of finding a relic increases by 10%. If the chance is 100%, they find one artifact and have a 10% chance of finding a second.

ASSASSIN

Requirements: Novice, Agility d8+, Climbing d6+, Fighting d6+, Stealth d8+

Assassins are trained killers who know how to kill with deadly precision — if they can properly approach their prey. Assassins

add +2 to any damage roll where they strike a foe unawares (even with ranged attacks).

KNIGHT

Requirements: Novice, Spirit d6+, Strength d8+, Vigor d8+, Fighting d8+, Riding d8+

Knights are chivalric heroes dedicated to a particular cause. All Knights swear holy oaths to their patron, whether it is a god, an order, or a noble, and must answer the call when summoned—even if it means his certain death.

On acceptance into his order, a knight is gifted with the tools of his trade—a light warhorse, a lance, chain mail armor, and a medium shield emblazoned with the symbol of his patron.

In addition to these material rewards, Knights of good causes gain +2 to Charisma.

TROUBADOUR

Requirements: Novice, AB (Miracles), Perform d6+

Troubadours are traveling entertainers who bring news and amusement to people across the land. Despite using the rules for Arcane Background (Miracles), Troubadours typically don't worship a specific deity for their power. They believe in the power of the arts, so their Arcane Skill is Perform (Spirit) instead of Faith. Additionally, they don't worry about sins, though they have to deal with occasional "strain."

Strain: Troubadours who roll a 1 on their Perform die, regardless of the Wild Die, suffer the effects as for a minor sin (–2 to Perform for a week). Should they critically fail such a roll, they suffer the effect of a major sin (complete loss of powers for a week and –4 to "normal" uses of the Perform skill). This represents terrible strain on their voice, mind, or raw nerves for the given period.

The Perform skill may also be used simply to entertain instead of activating powers. In these cases, the Troubadour can earn money for his performance. A successful skill roll per "set" (usually a couple of hours) nets him \$1d6 for every 10 members of the audience. Double this number with a raise. The performer may



add his Charisma to the roll when using the skill in this way. This assumes the audience can tip instead of a set fee. The audience may also tip with libations, livestock, blind dates with their daughters, or local rumors that may lead to adventure, fortune, and glory.

RACIAL EDGES

ADAPTABLE

Requirements: Seasoned, Human or Half-Elf with Edge Heritage

Humans are capable of picking up new talents quite readily even if mastery sometimes eludes them. When a human takes this Edge he gains one non-Improved version of an Edge restricted to another race as long as he meets all other requirements.

This Edge may be taken multiple times, but only once per Rank. If a human learns Scamper, it applies to any creature one or more Sizes larger than him.

BARBARIC BLOOD

Requirements: Seasoned, Berserk, Half-Orc

Some half-orcs have an animal rage inside them they can trigger consciously. A half-orc with Barbaric Blood may spend a Benny to activate his Berserk Edge.

IMPROVED BARBARIC BLOOD

Requirements: Veteran, Barbaric Blood, Spirit d8

With sufficient willpower, a half-orc who has learned to trigger his rage can restrain it as well. Improved Barbaric Blood allows the half-orc to ignore the -2 penalty to end his rage, and on a roll of 1 on his Fighting die, he will not hit an ally while Berserk (though he may still hit the wrong opponent or miss).

DOUBLE SHOT

Requirements: Seasoned, Elf or Half-Elf with Agility Heritage, Shooting d8+

Elves are renowned not only for their accuracy with the bow but for incredible trick shots as well. Double Shot allows an elf to fire two arrows in his bow at once, firing two shots at a single target with one attack roll at a -2 modifier.

The target must be within short range. If the attack is successful, both arrows hit, each causing normal damage. Double shot does not work with crossbows or other ranged weapons — only with bows and arrows.

IMPROVED DOUBLE SHOT

Requirements: Veteran, Double Shot

The elf may attack as above, but ignores the -2 penalty.

NATURAL WARRIOR

Requirements: Seasoned, Fighting d8, Natural Weapons

Races with natural weapons, such as rakashans and saurians, have members who specialize in fighting "tooth and claw." The damage for their natural weapons increases a die type.

IMPROVED NATURAL WARRIOR

Requirements: Veteran, Natural Warrior

If this warrior gets a raise on his Fighting roll when attacking with natural weapons, he gains an extra +d10 damage instead of the normal +1d6.

SCAMPER

Requirements: Seasoned, Agility d8+, Half-Folk

Half-folk are small and quick. Some make great use of this in combat too, scampering about to avoid the blows of larger foes. Opponents of man-size or larger subtract 1 from attack rolls against half-folk with this Edge. The benefit only applies when the character is aware the attack is coming, he is unbound and able to move freely, and has no encumbrance penalty.

IMPROVED SCAMPER

Requirements: Veteran, Scamper

The half-folk can move so quickly as to cause multiple opponents to interfere with each other's attacks. Opponents get no Gang Up bonus against the half-folk.

SUNDER

Requirements: Seasoned, Dwarf

Dwarves have an instinctual knowledge of materials. Those with this Edge know just where to strike objects or armored foes to cause the most damage. Any weapon in the hands of a dwarf with this Edge ignores 1 point of armor (in addition to any AP value the weapon may already have) on a successful hit. If the dwarf gets a raise on the attack roll, he ignores 2 points of armor. The Edge applies against all forms of armor, natural or magical.

IMPROVED SUNDER

Requirements: Veteran, Sunder

As above, but the dwarf ignores up to 2 points of armor on a success and 4 points of Armor on a raise.



GEAR

This chapter presents new gear, armor, and weapons. There are also descriptions of siege weapons and their effects on Mass Battles.

ITEMS

Below is a list of equipment appropriate to most fantasy settings, with selected notes.

ADVENTURING GEAR

Item	Cost	Weight
Alchemists' trunk	\$1000	15
Backpack	\$25	2
Bedroll	\$25	4
Blanket	\$10	4
Candle	\$1	1/2
Crowbar	\$10	2
Flask (ceramic)	\$5	1
Flask (metal)	\$10	1
Flint and steel	\$3	1
Grappling hook	\$50	2
Hammer	\$10	1
Lantern	\$25	3
Lockpicks	\$100	1
Oil (1 pint)	\$2	1
Parchment (per sheet)	\$1	1/20
Quiver (holds 20 arrows)	\$10	2
Rope (10')	\$10	15
Pick or Shovel	\$5	5
Saddle	\$10	10
Soap	\$1	1/5
Spikes (10)	\$10	10
Torch	\$5	1
Whistle	\$2	—
Waterskin	\$5	1
Whetstone	\$5	1

SHELTER

Item	Cost	Weight
Pavilion	\$100	20
Tent	\$30	10

CLOTHING

Item	Cost	Weight
Normal clothing	\$20	—
Formal clothing	\$60	—
Tailored clothing	\$100+	—
Winter clothes	\$35	3

FOOD

Type (per serving)	Cost	Weight
Average meal	\$10	—
Cheap meal	\$5	—
Expensive meal	\$15+	—
1 week's rations	\$25	10
1 day's water (1 quart)	\$1	2

ANIMALS, TRAINED

Item	Cost	Weight
Hawk	\$200+	—
Horse	\$250	—
Hunting dog	\$100+	—
Mule	\$150	—
War dog	\$150+	—

SERVICES

Item	Cost	Weight
Bath	\$2	—
Meal, cheap	\$1	—
Meal, good	\$3	—
Meal, feast	\$5	—
Room (shared with 6)	\$2	—
Room (double)	\$4	—
Room (private)	\$8	—

TRAVEL

Item	Cost	Weight
Caravan	\$3+ per day	—
Ship passage	\$5+ per day	—

LAND MOVEMENT

Overland movement rates can be calculated for both animals and characters using the system below.

Base Speed: A creature or character's Base Speed is half its current Pace in miles per hour, with a minimum of ½ mile per hour unless incapacitated. Groups usually move at the speed of their slowest member.

Pace Modifiers: Don't forget things that may modify the Pace of a character or a mount, such as Hindrances and wound penalties. Though Fatigue and Encumbrance penalties normally do not modify Pace, a GM may choose to apply them to Pace when calculating overland movement rates.

Flying Speeds: Travellers with the luxury of flying mounts or some other means of leaving the ground behind may ignore the modifiers below and may be able to take shorter routes than the landbound. GMs may adjust airspeeds for headwinds, thin air, smoke, or other aeronautical phenomena.

Encounters: Unless the area traveled is patrolled, draw a card from the Action Deck once per day. A face card or higher represents an encounter. GMs are encouraged to make a customized encounter table based on the locale.

OVERLAND SPEED MODIFIERS

Ground	Speed	Terrain Type
Easy	-0 mph	Plains, road
Average	-1 mph	Rocky desert, light forest, low hills
Hard	-2 mph	Steep hills, sand, medium forest
Difficult	-3 mph	Mountains, heavy forest, marsh

ITEM DESCRIPTIONS

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

Candle: A candle provides clear light in a 2" radius for two hours. A candle blows out in a strong wind or whenever the character holding it runs.

Caravan Travel: Caravan masters frequently allow armed adventurers to join them for free, perhaps even providing food and water in exchange for a common defense pact. In particularly hazardous areas, caravans typically pay adventurers up to \$5 a day.

Grappling hook and line: A grappling hook is attached to a light line of variable length but usually no more than 15 yards in length. The user throws the hook just as if he were attacking a target. It has a range of 3/6/12. If it "hits," the hook has set and can hold up to 200 pounds of weight.

Lantern: A lantern provides light in a 4" radius for three hours per pint of oil. There is a 50% chance the lantern breaks if dropped, and a 1 in 6 chance it sets normal combustibles alight (see *Savage Worlds*).

Lantern, Bullseye: A bullseye lantern acts as a regular lantern, but also has a shuttered reflective hood that can focus light through a small opening. When used in this way, it provides a cone of light equal to the Cone Template. There is a 50% chance the lantern breaks if dropped.

Lockpicks: A character who tries to pick a lock without these tools suffers a -2 penalty to his roll.

Oil (1 pint): Besides providing fuel for lanterns, oil can also be used as a weapon. This is most commonly done by putting oil in a ceramic flask with a lit fuse. The flask is then thrown at the target where it breaks and the fuse sets the oil alight.

Lighting a fuse requires 1d6 rounds with flint and steel (1 round with open flame), so

it's best to light the fuse before a fight starts (a fuse stays alight for 10 minutes).

The flask's range is 3/6/12. Anything it hits suffers 1d10 damage immediately and may catch fire based on its flammability as per the core rulebook.

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

Pick: Picks are unbalanced as weapons and inflict a -1 penalty on the user's Parry and Fighting scores. Their damage is Str+d6.

Rope (15 yards): The rope can safely handle 300 pounds. For every 50 pounds over that, roll 1d6 every minute or whenever the rope suffers a sudden stress. On a 6, the rope breaks under the strain.

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

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

Tailored Clothes: Anyone wearing tailored clothing may add +1 to his Charisma in situations where his status has an effect.

Torch: A torch provides clear light in a 4" radius. Properly prepared torches last for one hour. Temporary torches can be made with some wood, rags, and 1 pint of oil for every 10 torches. These last half as long, however.

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

Winter Gear: Characters without warm cloaks and boot covers suffer -2 to their Fatigue rolls in cold weather.

NEW MELEE WEAPONS

Bastard Sword: This is a long sword with the grip of a great sword. It is usable with one hand (allowing the use of a second weapon or shield) or two (adding +1 damage).

Orcish Combat Axe: It may or may not be of orcish design, but its popularity with the race earned the common name. This is effectively the equivalent axe version of a bastard sword with an extended grip for one or two-handed use (adding +1 damage as above).

SHIP MOVEMENT

Each day, the ship's captain makes a Boating roll with any modifiers assigned for wind, currents, sea monsters, pirates, and other variables. At the GM's discretion, particularly strong winds or currents may modify the final result (i.e., half or double) instead of modifying the Boating roll.

As with overland travel, we recommend you create a custom encounter table for your world and check for contacts once per day, depending on the setting and the nature of the seas being traveled.

SHIP TRAVEL RESULTS

Boating Roll	Result
Critical Failure	GM's Choice
Failure	15 miles travelled
Success	30 miles travelled
Raise	45 miles travelled

Flails: A flail has a chain attached to the weapon head, allowing it to bypass shields, defensive weapons, and cover.

Dwarven Axe-Chain: A dwarven creation of a length of chain with an axe head attached to each end. It's usable for a single attack with Reach 1, or in close combat, each head is usable as an independent weapon using the normal rules for attacking with each hand (Ambidextrous and Two Fisted apply).

Mini-Crossbow: The mini-crossbow (or hand crossbow) is fired with one hand and reloaded much faster than its larger cousin at the expense of range and damage.

Pump Crossbow: The pump crossbow is a mechanical device requiring a technological influence to lead to its creation (often the dwarven race). It uses normal crossbow

MELEE WEAPONS

Weapon	Damage	Weight	Cost	Notes
Bastard sword	Str+d8	10	\$350	Parry -1, can be wielded in two hands for +1 damage
Orcish combat axe	Str+d8	12	\$350	Parry -1, can be wielded in two hands for +1 damage
Light flail	Str+d4	6	\$150	Ignores 1 point of Shield/Weapon Parry or Cover bonus
Flail	Str+d6	8	\$200	Ignores Shield/Weapon Parry or Cover bonus
Dwarven axe-chain	Str+d6	15	\$500	Reach 1, Parry -1, 2 hands, can be used as a weapon in each hand without Reach, ignores Shield/Weapon Parry or Cover bonus
Great flail	Str+d8	25	\$600	AP 2 vs. rigid armor, -1 Parry, 2 hands, ignores Shield/Weapon Parry or Cover bonus

ARMOR

Armor	Bonus	Weight	Cost	Notes
Reinforced leather	+2 (+1)	20	\$200	Covers torso, arms, and legs; 1 point of Armor is bypassed if hit with a raise
Reinforced chain	+3 (+2)	40	\$700	Covers torso, arms, and legs; 1 point of Armor is bypassed if hit with a raise

RANGED WEAPONS

Weapon	Range	Dmg.	ROF	Cost	Wt.	Shots	Str
Elven bow	15/30/60	2d6	1	\$500	4	—	d6
Mini-crossbow	6/12/24	2d4	1	\$200	3	—	—
Notes: AP 1							
Pump crossbow	10/20/40	2d6	1	\$1200	12	6	d6
Notes: AP 2							

AMMUNITION

Ammunition	Weight	Cost	Notes
Mini-crossbow quarrels	1/10	\$1	AP 1
Orcish barbed arrows	1/5	\$1	+1 damage

quarrels but loads them inside the forestock of the weapon. After a quarrel is fired, the shooter uses a slide attached to the forestock to reset the string and load a new quarrel from the spring-loaded chamber. It takes one action to prep the chamber for reloading, and then one action per quarrel to reload.

NEW ARMOR

Reinforced Leather: This armor is made of leather reinforced with solid studs of metal. While it usually provides better protection than normal leather armor, well-placed shots can bypass the metal studs.

Reinforced Chain: This armor is made of chain reinforced with solid sheets of metal. Like reinforced leather, attacks that are particularly well-placed can bypass the additional plates.

Armor Spikes: Spiked armor can be used to knee, shoulder-barge, or even arm swipe foes, inflicting Str+d4 damage. It can also inflict damage during a grapple, forcing the victim onto the spikes for Strength damage each round.

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

Armor spikes cost \$100 and add an extra 5 pounds to the weight of the armor.

SIEGE WARFARE

Sieges are common tropes of many fantasy settings and can allow for exciting adventures involving stealth, espionage, and all-out assaults.

Working them into the standard Mass Battle system takes very little effort.

TIME

Sieges last weeks, months, even years, depending on the strength of the defenders and the amount of provisions they have

stocked. To keep things simple, assume each round of battle lasts 1 week. After each roll, reduce the Supplies of the fortification by 1.

BATTLE MODIFIERS

The defending general adds the Protection Bonus of his fortification (listed on the Fortification Table below) to his Knowledge (Battle) rolls, rather than subtracting it from the attacker's roll. This represents not only the strength of the walls, but also the general's knowledge of his fortification's strength and weaknesses. The attacking general adds a Siege Bonus (listed on the Conventional Siege Engine Table below) to his Knowledge (Battle) rolls.

Both sides may use specific battle plans to gain a temporary effect. Some examples are listed below.

Boiling Oil or Pitch: Pouring boiling oil or hot pitch from the fortification onto the attacking force can be an effective tactic; however, the oil or pitch was either intended for other uses or took up space needed for material. The defender gains a +2 to his Battle roll, but his Supplies are reduced by an additional point.

Diseased Animals: Firing diseased corpses into the fortification isn't really the sort of thing heroes do, but villains might. This adds +1 to the Battle Roll the first time it is used. If the attacker's roll beats that of the defenders, supplies are reduced by 2 for that round instead of 1 as the disease spreads before the defenders get it under control.

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

Lockdown: The defender goes fully defensive, risking no one except to counter the attacking forces actions (barricading doors, putting out fires, etc.). When used, the defender suffers a -2 to his Battle Roll, but instead of reducing the tokens of the opposing force, the attacker's roll is considered opposed by the defender's.

Rationing: The defender reduces the use of his provisions or subsides on secondary

resources for the week. Any supplies lost this round are halved (round down), but the defender suffers a -2 to his Battle Roll.

Sappers: Sappers are used by the attacker to tunnel beneath the outer walls. Once under the wall, they light a large fire to crack the foundation stones and cause part of the wall to collapse. Sappers cannot be used on the first round of a Mass Battle (it takes time to dig a tunnel), but grant a +2 bonus to the Battle Roll the first time they are used (afterwards the defenders are automatically prepared for this tactic).

CHARACTERS IN SIEGES

The heroes on either side of a siege have options other than only joining in combat. Characters can engage directly in combat activities, use indirect means in a clandestine action, or try their hands at instigating the enemy. Use the appropriate results from the sidebar based on their choices. The standard mass battle modifiers to skill rolls (for tokens and Rank) apply.

DAMAGE

Given that a mass battle round for a siege lasts for a week, damage results are somewhat abstract in nature. Wounds are net wounds after the end of the round (a week of battle) and various forms of healing have been used. A character may carry these wounds and any possible penalties into another round, or they may exclude themselves from a round entirely and make a Vigor roll to heal any wounds just as for a natural healing roll (magical healing counts as medical attention in this case). A Shaken character has effectively had

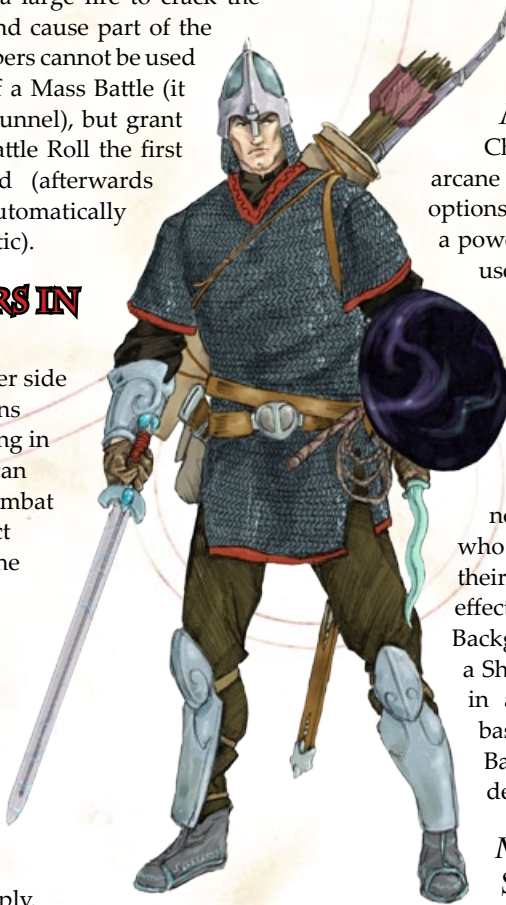
his personal morale shattered by the battle and cannot act until he has recovered. The character must roll Spirit to recover as normal on the following round (with a raise allowing him to act that round). Bennies may be spent to remove a Shaken condition or Soak wounds as usual.

ARCANE SKILL

Characters may use their arcane skill for any of these options if the GM feels they have a power that fits the appropriate use. For instance, bolt (or any attack power) fits combat, invisibility matches clandestine, and puppet suits instigation. Since sieges go for extended periods of time, the loss of Power Points is not applicable. Characters who use an arcane skill and fail their roll suffer any negative effects for their specific Arcane Background (AB: Magic causes a Shaken, AB: Miracles results in a Minor Sin, and so on based on the allowed Arcane Backgrounds and the GM's determination).

MONSTERS IN SIEGES

The Game Master may allow monsters to affect sieges as more than just part of the troops. Truly large creatures, such as dragons and giants, could quite conceivably be used to attack enemy fortifications directly. Usually a monster has to be Size 9 or greater for its weapons to count as Heavy Weapons, but if a 30,000-pound dragon grabs hold of your curtain wall and takes off, it's going to take some stonework with it. At the GM's discretion, Wild Card monsters use the same rules as above for characters in a mass battle. If a GM wishes to allow some variance in mass battles, then



bigger Extras might not count as troops, but as siege engines, providing a Siege Bonus. As a rule of thumb, Large Extras count as a +1 siege engine, Huge ones as a +2, and Gargantuan monsters are considered +3 siege engines.

MORALE MODIFIERS

The principal aim of a siege is to capture the fortification, not reduce it to rubble — that comes afterward, when the defenders aren't firing arrows at you or pouring boiling oil down on you. The easiest way to do this is to simply keep fighting until the defenders start running out of supplies or the will to fight.

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

SIEGE MORALE MODIFIERS

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

SIEGE ENGINES

Siege engines are designed primarily to smash enemy fortifications and massed troops. They require multiple crewmembers to use effectively and are rarely of use against small or mobile targets, such as individual soldiers; thus they are unlikely to be utilized very often in the standard combat system. Knowing players, we've provided those stats anyway.

Ballista: First used by the Romans, the ballista is a giant crossbow. The siege version (the version presented here) is mounted on a small cart. It fires a long bolt, similar to a spear. While nearly useless against fortifications, it is ideal for firing into ranks of infantry or cavalry.

Bombard: Bombards are the forerunner of modern-day mortars. They use gunpowder to fire a heavy ball in a high arc. Despite what

you see in the movies, blackpowder artillery pieces rarely fired explosive rounds.

Bore: The bore is similar to a battering ram, but is used to create holes in masonry. Consisting of a long log, or similar object, and fitted with a metal spike, it is carried suspended in a frame, providing at least medium cover to the crew. The Armor value of the cover depends on the exact material, though leather (+1) or shields (+2) were commonly used. Frequently the frame is covered with untreated or wet skins to prevent fire arrows from igniting the structure (the frame is not considered flammable unless the cover is completely bypassed).

Catapult: Catapults are large buckets, shaped like a spoon, mounted on a frame. The lower end is fixed with twisted ropes, which keep the arm nearly upright through tension. When the arm is winched horizontal, tremendous energy is stored in the ropes.

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

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

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

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

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

Rams can be carried by infantry or suspended by stout ropes or chains from

CHARACTER SIEGE ACTION RESULTS

COMBAT ACTION RESULTS

The character directly joins into the conflict; roll Fighting, Shooting, or Throwing.

- **Failure:** The hero is stopped by overwhelming numbers and bad fortune. He suffers 4d6 damage.
- **Success:** The hero fights well and adds +1 to his side's Battle Roll, though he suffers 3d6 damage.
- **Raise:** The hero wreaks havoc, slaying enemy leaders and destroying important assets. He suffers 2d6 damage, but adds +2 to his side's Battle Roll.
- **Two Raises:** The warrior covers himself in glory! Scores of foes fall before him, and his success inspires his allies to fight like demons. His efforts add +2 to his side's Battle Roll and he emerges from the fight unscathed.

CLANDESTINE ACTION RESULTS

The character engages in subterfuge to provide or destroy provisions for the fortification; roll Stealth, Streetwise, or Survival.

- **Failure:** The hero is stymied and runs into opposing forces. He suffers 3d6 damage.
- **Success:** The hero succeeds after running into complications. He increases or reduces the fortification's Supplies by 1 but suffers 2d6 damage.
- **Raise:** The hero pulls off his plan with nary a scratch. He increases or reduces the fortification's Supplies by 1.
- **Two Raises:** The hero's cunning and skill lead to provisions appearing or disappearing as if by magic. He increases or reduces the fortification's Supplies by 2.

INSTIGATION ACTION RESULTS

The character engages in psychological warfare to increase or undermine morale; roll Intimidation, Persuasion, or Taunt. Since a morale roll could potentially be required by both sides, the character may choose which side to modify in that case; otherwise he automatically modifies the side that makes the roll. If neither side loses any tokens, his actions have no impact, but he still suffers any potential damage.

- **Failure:** The hero flubs things up royally. He either inflicts a -1 penalty to his side's morale roll or grants a +1 to the opposition. He also suffers 3d6 damage.
- **Success:** The hero succeeds but puts himself at risk to do so. He either inflicts a -1 penalty to the opposition's morale roll or grants a +1 to the roll for his side. He suffers 2d6 damage for his troubles.
- **Raise:** The hero is a source of inspiration or dejection. As above, he either inflicts a -1 penalty to the opposition's morale roll or grants a +1 to the roll for his side but is unharmed.
- **Two Raises:** The hero is a master of confidence, whether encouraging or undermining it. He either inflicts a -2 penalty to the opposition's morale roll or grants a +2 to the roll for his side, and he seems untouchable, emerging unscathed.

a frame, granting more power from fewer soldiers.

When frames are used, they are normally covered to offer protection for the troops using the device (working the same as the bore listed above, including the use of non-flammable skins).

Siege Tower: Siege towers are protected stairways; they grant at least heavy if not near total cover. The average version is a thin, wooden structure standing 10 yards high and mounted on a stout, wheeled base. The walls are usually covered in damp hides to prevent fire arrows igniting the structure as with the bore and ram above.

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

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

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

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

SIEGE ENGINE FEATURES

Range: The range increments of the weapon as per the core rules.

Damage: The damage of the weapon. Note that when used against inanimate objects, such as fortifications, the standard rules for breaking things apply, and the damage can neither Ace nor gain bonus damage for a raise. Matching Toughness with a siege weapon against an inanimate object creates a

1" (2 yd.) hole in the target or, if it uses a burst template, a hole equal to its size.

Siege Bonus: Attackers gain a bonus to their Knowledge (Battle) roll based on the type of siege engines they use. These bonuses are not cumulative; the attacker uses the best. Given the abstract nature of the mass battle rules, the attacker is presumed to have enough of the siege engines to field based on his forces with one limitation. An attacker must have at least a number of tokens equal to twice the bonus granted by a siege engine otherwise, they cannot be fielded or have been lost in the battle. For instance, an attacker with catapults (+3) requires at least 6 tokens to use them. If reduced to 5 or fewer, he has lost his catapults in the battle and loses his siege bonus for the weapon entirely. Thus it is quite beneficial to the attacker to have multiple siege engines of different bonuses.

Crew: The number of people needed to effectively fire the weapon at its minimum Reload. Add 1 to the reload time for each crewmember less than this total. If the weapon has no Reload time, the number of crew may not be reduced. The skill for rolling attacks (Shooting for ranged weapons and Fighting for bores and rams) is equal to the lowest die type of all the crewmembers. If a Wild Card is among the crew, then he may roll his Wild Die for the attack as usual. A failure on the attack roll typically means an inanimate target is still hit, but in such a way that the attack glances off or fails to do damage for some reason (for instance, attackers with a bore or ram could be out of sync with each other).

Reload: The number of rounds needed to reload the weapon.

Notes: Any special abilities of the weapon.

FORTIFICATIONS

Every knight needs a castle and every wizard a tower. The following sample fortifications are baselines but can easily be renamed to serve multiple functions in the game. A country could have a garrisoned keep on the lands near its border that could be represented equally by a small castle, a hill fort, or a motte and bailey, depending on its

CONVENTIONAL SIEGE ENGINES

Item	Range	Siege			Crew	Reload	Notes
		Damage	Bonus				
Ballista	25/50/100	3d8	+1	2	1	AP 4; can target individual troops	
Bombard	50/100/200	3d8	+3	3	2	AP 8; blackpowder weapon, HW	
Bore†	—	2d6+	+2	6	—	AP 10; HW	
Catapult							
Boulder	50/100/200	4d6	+3	6	2	AP 10; MBT, HW	
Gas*	50/100/200	Special	+3	6	2	LBT	
Incendiary**	50/100/200	2d10	+3	6	2	LBT	
Flamethrower**	Cone	2d10	+1	2	—	Ignores worn Armor	
Ram†							
Frame mounted	—	2d6+	+2	6	—	AP 6, HW	
Hand carried	—	2d6+	+2	12	—	AP 4, HW	
Siege Tower	—	—	+2	12	—	Pace 3; carries up to 30 troops	
Trebuchet							
Boulder	25/50/100	3d8	+2	4	1	AP 4; SBT, HW	
Gas*	25/50/100	Special	+2	4	1	MBT	
Incendiary**	25/50/100	2d10	+2	4	1	MBT	

† The damage increases by +1d6 per consecutive round at the same location to a maximum of 4d6 after 3 rounds.

* Any living creature in the Template must make a Vigor roll or be Shaken; a 1 on the Vigor die results in a wound.

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

SBT = Small Burst Template; MBT = Medium Burst Template; LBT = Large Burst Template; HW = Heavy Weapon; AP = Armor Piercing

FORTIFICATIONS

Fortification	Toughness	Wall	Gate	Defenders	Supplies	Protection
						Bonus
Concentric Castle	16	26(10)	22(6)	400	52	+3
Hill Fort	16	22(6)	20(4)	200	20	+2
Large Castle	15	25(10)	21(6)	200	26	+3
Manor House	12	18(6)	16(4)	10	6	+1
Motte & Bailey	15	23(8)	21(6)	20	12	+2
Small Castle	14	14(10)	20(6)	50	26	+2
Stone Tower	13	19(6)	17(4)	10	4	+1

particular function and perhaps the money invested in it. Prices are included as a guide for GMs. Characters should seek permission from the landowner before embarking on a construction project.

Concentric Castle: Concentric castles are the pinnacle of castle design. In the center is a turreted keep (often round to limit the effectiveness of bores) protected by a stone wall. Beyond this lie the barracks, workshops, and stables. These are also protected by a curtain wall, usually with several round turrets along their length. Beyond this lies a deep moat. Truly large concentric castles may have as many as three or four circles, each protected by a fortified gatehouse and curtain wall. Cost: \$200,000

Hill Fort: Hill forts are built primarily as a refuge for the locals in times of war. In larger hill forts, permanent villages may exist. Hill forts lack strong defensive walls, instead being constructed of concentric ditches and high earth banks, topped with a wooden palisade. The main entrance is blocked by a gate and protected by a small maze of earthworks designed to break up the enemy advance. Cost: \$60,000

Large Castle: Large castles comprise a central keep (usually square), a large courtyard containing stables, workshops, and barracks, a high curtain wall protected at the corners with towers, and a moat. Cost: \$140,000

Manor House: Usually home to knights or wealthy landowners, fortified manor houses are two-story stone structures with no outer defenses, save maybe for a low ditch. Workshops, stables, and barracks are contained in separate outbuildings. Despite being relatively unprotected, the walls are thick enough to withstand an assault without siege weapons. Cost: \$10,000

Motte and Bailey: Motte and bailey castles are the first true castles as commonly depicted in fantasy games. They consist of a small keep or tower, usually on a hill, surrounded by an earth bank with a wood or stone wall on top. Larger versions are divided into two, with barracks and workshops on the lower level and the keep on a second level surrounded by its own wall. Cost: \$35,000

Small Castle: A small castle comprises a central keep, usually square, a small courtyard area containing workshops and barracks, a stone curtain wall, and a moat. Cost: \$85,000

Stone Tower: The forerunner of the motte and bailey, a stone tower lacks the defensive earthworks. Usually standing 20 to 30 feet high with several levels inside, they may be home to a wizard or a poor knight. Cost: \$7,000

FORTIFICATION FEATURES

Toughness: The base Toughness of the fortification without any Armor added.

Wall: The Toughness of the outer walls of the fortification. The number in parentheses is the amount from Armor.

Gate: The Toughness of the main gate. The number in parentheses is the amount from Armor. An attacker must make a Called Shot at -4 to target a fortification's gate with a ranged siege engine.

Defenders: The usual number of guards on duty at any one time. If the defenders have warning on an impending attack, double this number.

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

Protection Bonus: This modifier is added to the defending general's Knowledge (Battle) rolls and acts as a Morale modifier for the defenders.



ARCANA

The Savage Worlds core book gives you rules for magic and miracles. This chapter expands greatly upon that material and presents more specialized knowledge for your priest or mage.

DEITIES

Fantasy worlds often revolve around pantheons of Gods who vie for control over various dominions, such as fire, the ocean, or the elements. The following section details a number of generic templates you can apply to the deities of most fantasy settings.

ASPECT

These “spheres of influence” should help you figure out which gods or goddesses in your particular setting best match the template here.

POWERS

Under each deity is a list of typical powers granted to their followers. These powers are from the Savage Worlds core book. New powers introduced to the game, such as those found in this book, must be selected separately.

DUTIES

Gods give their followers a creed by which to live, and they expect their clergy to stick to it faithfully. A god of war may have tenets of “to seek glory in battle, to fight gloriously, to never show mercy to the weak,” and so on.

Violating these duties constitutes a “sin” and can result in your priest losing his powers (see Arcane Background (Miracles) in *Savage Worlds*). To make sure your players

understand their duties, make a list of what constitutes a minor, major, and mortal sin to his faith. Using our war god as an example, a minor sin may be showing mercy to an unworthy foe, a major sin may be losing a battle in which you had greater strength, and a mortal sin may be fleeing or surrendering to an inferior foe.

Of course, there is some leeway. A cleric of the war god who surrenders so as to infiltrate an enemy camp and learn their tactics isn't committing a mortal sin. He may be let off, or he may have committed a minor sin for relying on sneaky tactics to gain an advantage, but that's a GM call.

RESTRICTIONS

At your discretion, you may wish to apply restrictions to priests following a specific god. These may be Hindrances the character has to take, ones the character is given upon joining the clergy, or more abstract.

The goddess of healing may demand her clergy be Pacifists (either sort) before they join, or they may gain the Minor Pacifist Hindrance on becoming priests, earning no extra points to buy skills or Edges. A war god might instill his followers with Bloodthirsty, or he may demand the priest kills a foe of equal or greater Rank in single combat once a year, or even once a month. Failing to do so would be a major sin.

BONUSES

If you're think of giving bonuses to your clergy, such as priests of the healing goddess getting the Healer Edge, you're better off creating a Professional Edge (see Edges). This allows those of faith to gain a power without it being a blanket bonus. Professional Edges

give you great scope and require players to meet requirements and make choices to get their bonus.

DEIFIC TEMPLATES

Below are typical fantasy gods created using the guidelines above. Names are generic so that you can assign more specific deities from your setting to each template.

The assigned powers and duties are examples—change them as fits your world. If you're planning on adding new powers to your game, you'll need to decide which gods can grant them to their priests.

The deities listed here are intended for characters who are mostly heroic or “good.” A simple reversal of most deities can turn them into more evil entities should your game have such a twisted hook.

GODDESS OF HEALING

Gods and goddesses of healing are often the dominant deities of many lands. Priests are typically heroic and altruistic, and may be pacifists as well. They are typically tasked with defeating undead and other supernatural evils, and in this aspect can be completely merciless.

- **Aspect:** Healing, mercy, peace.
- **Powers:** *Armor, barrier, beast friend, bolt (nonlethal damage only), boost/lower trait, deflection, detect/conceal arcana, dispel, elemental manipulation, entangle, environmental protection, greater healing, healing, light, speak language, stun.*
- **Duties:** To help those in need (not including obviously evil creatures like undead or demons), to promote peace.
- **Sins:** (Minor) inflicting a wound on a creature when other options are available, refusing to heal a good person in need, promoting violence through word, deed, or inaction; (Major) taking the life of a living creature, causing sickness or disease;



(Mortal) willfully taking the life of a defenseless creature.

GOD OF JUSTICE

The god of justice may be concerned that due process of the law be applied equally and fairly, or he or she may be a more heavy-handed deity who seeks justice without regard for “mortal courts.”

- **Aspect:** Justice, law, truth.
- **Powers:** *Armor, barrier, beast friend, boost/lower trait, deflection, detect/conceal arcana, dispel, entangle, environmental protection, fear, healing, invisibility, light, puppet, quickness, smite, speak language, speed, stun.*
- **Duties:** To uphold the law, protect the rights of all races, ensure justice is served fairly, seek vengeance for those who are wronged.
- **Sins:** (Minor) lying, denying someone a fair hearing, making an arbitrary judgement

in a legal dispute; (Major) allowing a miscarriage of justice to go unpunished, making false accusations ; (Mortal) perjury, committing a deliberate miscarriage of justice.

GOD OF KNOWLEDGE

Deities of information, intelligence, and knowledge are typically worshipped only by select few scribes or historians, though they tend to be fanatical in their devotion. Such individuals sometimes stop at nothing to gather information.

- **Aspects:** Knowledge, literacy, scribes, historians, revealing secrets.
- **Powers:** *Armor, beast friend, bolt, boost/lower trait, deflection, detect/conceal arcana, dispel, elemental manipulation, entangle, environmental protection, fly, healing, light, obscure, puppet, shape change, speak language, stun, telekinesis, teleport.*

- **Duties:** Preserve knowledge, find lost knowledge, spread knowledge and learning.
- **Sins:** (Minor) allowing knowledge to be destroyed or concealed, allowing knowledge to be twisted, refusing to teach someone, not correcting an inaccuracy of importance; (Major) willfully concealing important knowledge, refusing to teach an illiterate person to read and write; (Mortal) willfully destroying important knowledge.

GODDESS OF NATURE

Nature gods and goddesses are most often worshipped in the countryside far away from urban areas. Their followers may be farmers, elves, or druids. Note that nature often reflects a striking duality: one side of the natural order creates and sustains life, the other is cruel and merciless. Followers may believe in the circle of life or evolutionary change over saving lives.

- **Aspects:** Nature, animals, weather.
- **Powers:** *Armor, barrier, beast friend, bolt, boost/lower trait, burrow, deflection, detect/conceal arcana, dispel, elemental manipulation, entangle, environmental protection, fly, healing, light, obscure, quickness, shape change, smite (hands turn into animal claws), speak language, speed, stun, telekinesis, teleport.*
- **Duties:** Preserve nature, protect animals.
- **Sins:** (Minor) eating fish or meat more than three times a week except when facing starvation, allowing acts of cruelty against defenseless animals, mistreating an animal, wearing fur from a beast that did not die of natural causes; (Major) hunting for sport or cruelty, torturing wild animals; (Mortal) willfully burning a forest or other natural area.

GOD OF THE SEA

Deities of the oceans are very popular among sailors and citizens in coastal towns. Most tend to be fairly distant or merciless deities, like the occasional rage of the seas themselves.

- **Aspects:** Sea, storms, sailors, waters.
- **Powers:** *Armor, barrier, beast friend (sea creatures only), bolt, boost/lower trait, burst*



(water), *deflection, detect/conceal arcana, dispel, elemental manipulation (water only), entangle, environmental protection (water only), healing, light, obscure, shape change (sea creatures only), smite, speak language, speed, stun, telekinesis, teleport.*

- **Duties:** Protect and aid sailors and sea creatures
- **Sins:** (Minor) entering a desert, allowing a dolphin or other "harbinger" sea creature to be harmed, polluting a river or stream that feeds into the sea; (Major) killing a dolphin or other revered species, not undertaking a sea voyage of at least a week duration once a year; (Mortal) burying someone in the earth.

GOD OF THE SUN

Sun gods and goddesses are extremely common in many fantasy worlds where they represent not only life itself, but protection from enemies thought to come from darkness.

- **Aspects:** Sun, light, good.
- **Powers:** *Armor, barrier, blast, bolt, boost/lower trait, burrow, burst, deflection, detect/conceal arcana, dispel, elemental manipulation, entangle, environmental protection, fly, healing, light, quickness, shape change, smite, speak language, speed, stun, telekinesis, teleport.*
- **Duties:** To promote the cause of good, to bring light into the world, to oppose the forces of darkness.
- **Sins:** (Minor) not welcoming the sun each morning, performing an evil act; (Major) permanently blinding a foe, refusing to fight the forces of darkness; (Mortal) willfully aiding the forces of darkness.

GOD OF THIEVES

Followers of these deities rarely admit their beliefs, for it marks them as fakirs, charlatans, and thieves. But thieves in fantasy settings are not always selfish bandits. Some might be more like Aladdin or Robin Hood, stealing only to survive or to take from the rich to give to the poor. Scouts, spies and other rogues who rely upon stealth and wits might also worship the God or Goddess of Thieves.

- **Aspects:** Thievery, chance, stealth, concealment.

- **Powers:** *Armor, boost/lower trait, burrow, deflection, detect/conceal arcana, dispel, elemental manipulation, entangle, environmental protection, fly, invisibility, light, obscure, puppet, quickness, shape change, speak language, speed, stun, telekinesis, teleport.*

- **Duties:** The pursuit of wealth through larceny, to defeat any security system.
- **Sins:** (Minor) being robbed, being caught committing a crime, failure to steal an object of value once a month; (Major) being convicted of a crime you committed, running out of money; (Mortal) betraying the trust of another cleric of the faith.

GOD OF WAR

The god of war is the patron of fighters, professional soldiers, officers, berserkers, and militant nations. This version is dedicated to savage warfare and bravery more than honor or a chivalric code.

- **Aspects:** Battle, war, courage.
- **Powers:** *Armor, barrier, beast friend, blast, bolt, boost/lower trait (Strength, Vigor and combat skills only), burst, deflection, detect/conceal arcana, dispel, entangle, environmental protection, fear, fly, light, obscure, quickness, shape change (fighting animals only), smite, speed.*
- **Duties:** To fight with bravery, to slay enemies of the faith, to defend clerics of the faith.
- **Sins:** (Minor) showing mercy to an inferior foe, being beaten in combat by an equal or superior foe; (Major) fleeing a fight against an inferior opponent, being beaten in combat without good cause; (Mortal) surrendering without a fight.

NEW ARCANE BACKGROUNDS

Below are three new Arcane Backgrounds you may want to add to your setting.

ARCANE BACKGROUND (ALCHEMY)

- **Arcane Skill:** Alchemy (Smarts)

ALCHEMIC BACKLASH

d20	Effect
1–10	Noxious vapors affect the mage's ability to think straight. His Smarts and all linked skills are lowered by one die for an hour per Rank of the spell he was casting.
11–15	The power immediately activates, with the caster as the target. While this may produce some unwanted beneficial effect, such as the alchemist gaining <i>armor</i> while miles from any action, a <i>bolt</i> spell is more deadly.
16–18	The casting goes out of control, resulting in an explosion. Everyone within a Medium Burst Template centered on the alchemist takes 2d6 damage.
19–20	As above, but the damage is 3d6 in a Large Template.

- **Starting Power Points:** 10
- **Starting Powers:** 3
- **Spell List:** *armor, blast, boost/lower trait, burrow, detect/conceal arcana, environmental protection, fly, greater healing, healing, invisibility, light, obscure, quickness, shape change, smite, speak language, speed, stun, teleport.*

Alchemy is the creation of magic through potions, salves, unguents, or other concoctions. Alchemists are often looked upon as second-rate wizards, unable to harness the raw power of the universe without resorting to powders and potions. Alchemists see things differently. Their concoctions come with a guarantee they will work every time, they can ensure their spells are available at their maximum potency, and their magic

does not require them to be present for it to be wielded.

Most commoners view alchemists as slightly dangerous — more than one tavern has been destroyed by catastrophic backlash. Even those who specialize in healing arts are encouraged to work their magic away from buildings or livestock.

To create a potion, the alchemist needs access to at least a small lab (such as might be carried in a trunk) and one hour per spell Rank (a Novice spells takes one hour to imbue into a potion).

At the end of the required time, the alchemist rolls his Alchemy die and pays the relevant Power Points. These Power Points are not recovered until the potion is consumed or destroyed (poured on the ground, dispelled, etc.). At that point they return to the caster at the usual rate (typically one per hour).

If the casting roll is successful, the potion is complete. It can be used as a single action by any living being. A potion of Strength, for example, might contain the *boost trait* spell, whereas a potion of fireballs might contain *blast* and need to be thrown. The effects of the potion are the same as the spell. This includes any additional effects from raises on the original Alchemy roll.

Range: Alchemists don't go around throwing balls of fire — they throw exploding potions. Any spell with a Range of Touch, Sight, or Self requires the potion to be drunk or smeared onto the body, as deemed appropriate for the effect.

Spells with range brackets or based on an attribute usually require the potion to be thrown, depending on the effect. This requires a Throwing roll and ranges are reduced to 3/6/12.

Duration: Alchemical powers last as per regular power, though the alchemist may put extra Power Points into the potion to make it last longer. This must be determined during creation — not when drunk.

Labs: Most alchemists have a portable lab, allowing them to create potions as and when needed. Access to a laboratory grants a +2 bonus to Alchemy rolls, whereas access to

an alchemic guildhouse or similar workshop grants a +4 bonus.

Alchemic Backlash: Alchemists work their magic in laboratories rather than in the heat of combat. Because of this, being Shaken is not much of a consequence for a backlash. If an alchemist rolls a 1 on his arcane skill die, regardless of Wild Die, he must roll on the Alchemic Backlash table.

ARCANE BACKGROUND (SORCERY)

- **Arcane Skill:** Spellweaving (Spirit)
- **Starting Power Points:** 15
- **Starting Powers:** 1 + dispel
- **Spell List:** All powers available except *greater healing*, *healing*, and *succor*.

Sorcerers are spellcasters with magic within their very blood. The ability may come from an ancestor with innate power or perhaps a brush with a raw uncontrolled source of magic. Whatever the source, the character is capable of innately negating the forces of magic and weaving them into their known spell effects.

Sorcerers are the most common type of spellcaster in uncivilized regions where books and occult knowledge is harder to come by. Some barbaric tribes that are more trusting of magic will even have a sorcerer acting as the advisor to their leader.

Mechanics: Sorcerers control the same power as AB: Magic and although they access it in a completely different way, they work almost the same way mechanically. One key difference is their innate ability to dispel other powers (they have this power even if Novice Rank); sorcerers suffer no penalty for attempting to dispel magic of a different type.

Backlash: Sorcerers who roll a 1 on their Spellweaving die, regardless of the result of the Wild Die, are Shaken. This can cause a wound.

ARCANE BACKGROUND (RITUAL MAGIC)

- **Arcane Skill:** Ritualism (Smarts)
- **Starting Power Points:** 5
- **Starting Powers:** 3

THE LIMITATIONS OF MAGICIANS

Most fantasy settings work under the setting rule that magicians do not have access to healing spells. To specify, characters with AB: Magic do not have access to the *greater healing*, *healing*, or *succor* powers. As noted in their descriptions, this rule also applies to sorcerers and ritualists. That tenet is considered the default for this book, though the GM can easily change the premise as his own setting rule.

- **Spell List:** All powers available except *greater healing*, *healing*, and *succor*.

Ritualists learn to cast spells in a slow methodical fashion. While they don't have the same innate power as magicians or sorcerers, their spells are safer and more reliable.

Ritualists are more common in cities and other civilized areas. The relationship is mutually beneficial as the citizenry prefer a safer form of magic in town, and the ritualist enjoys the safety of civilization.

Mechanics: Casting a spell for a ritualist consumes their entire action; they cannot take any other actions while doing so. In addition, they may only move half their Pace in a round in which they are casting. Ritualists must also use their hands to perform their rituals. Normally, they use both hands, but they may attempt to perform a ritual with only one hand at a -2 penalty (and at an additional -2 if attempted with their off hand).

Ritual Backlash: Using rituals is much safer than other forms of magic, but still entails a slight risk. A ritualist is Shaken if he rolls a critical failure when casting a spell.

TRAPPINGS

Trappings are the life and soul of the powers system. Many "new" powers are just existing powers with a specific trapping. For instance, if you want a power to ward off

“supernatural evil,” just use barrier with a trapping where it only affects such creatures; obviously, it won't affect anyone else (or ranged attacks) so the caster's allies will be able to cross it and attack through it, but so will foes who are not “supernatural evil” or those with ranged attacks. It's a benefit with an inherent limitation as well.

Some powers will have their effect changed by trappings, and some will not. Even if a trapping doesn't have a specific alteration to the power, the Game Master should keep in mind minor benefits and drawbacks that could affect the story. Trappings are an opportunity to be creative, and players should be rewarded for creative concepts. Just remember to keep the rewards balanced.

For instance, a Minor Effect is an advantage added to a power that doesn't change the basic rules for its use. The Game Master will rule some of these based on the specific situation and others may be pre-determined. In that case, the advantage should be limited. It could be an effect that always occurs but has limited usefulness (like a subject ignoring difficult ground penalties only for ice). Or it could be a slightly more useful ability that occurs less often (like a target randomly catching on fire or having limited movement only if a raise is achieved on the power). The advantage of a Minor Effect should never mimic the full consequences of another power unless extremely limited.

A Major Effect alters the basic rules of the power more significantly, directly affecting the game mechanics for the listed power. They are a little trickier to regulate if the change is more subjective (as with the barrier example above), but both Game Master and player should be open to later adjustment of the power based on usefulness in play. Major Effects of a trapping may duplicate the results of another power, though this should usually be on a lesser scale (armor only versus a particular attack or a damage field of lower damage). They could also be used for a more powerful version of the given effect (bolt damaging on the following round or stun with a -2/-4 penalty to resist

instead of 0/-2). In exchange for such benefits, the base power then has some other variable such as its range, duration, effect, or damage reduced. Alternatively, the power may gain a significant benefit with no other alteration in effect, but the Power Point cost is increased.

To help, below are listed some ideas for Minor and Major Effects of common trappings. These are just suggestions and not required by any means as a trapping could be defined to specifically not cause that Effect (such as an acid that instantly neutralizes). Many of these Effects can be used equally for different trappings by simply changing the description.

ACID

Acid is most commonly an attack trapping.

Minor Effect: If damage results in a Shaken or higher result, the target must succeed at an Agility roll or have a piece of gear damaged or destroyed (Armor loses a point of protection).

Major Effect: A power that does fixed damage reduces its die type by one, but does one less die of damage on the caster's next action unless counteracted in some way (taking an action to wash it off or stripping off the acid covered item). For instance, an acid *bolt* cast at full strength would cause 3d4 when it struck, and then do 2d4 on the caster's action the next round unless neutralized.

COLD/ICE

Cold and ice cause freezing effects, but can be both positive and negative.

Minor Effect: A raise with a detrimental power (like *stun*) results in the target's movement counting as Difficult Ground while the power is active (or his next movement for Instant powers) due to the slick ice frozen on him. A success on a beneficial power (like *armor*) results in ice not counting as Difficult Ground as ice spikes or skates form on the target's feet.

Major Effect: Harmful powers require a Vigor roll (at -2 on a raise) to avoid cold-based Fatigue, but the power's range is reduced to half (non-ranged powers have their Power Point cost doubled). Beneficial powers provide +2 Armor versus cold, ice,

fire, and heat, but fire and heat attacks count as a *dispel* against them.

DARKNESS

Darkness is frequently tied to another trapping such as cold or necromantic, so those options can apply as well.

Minor Effect: The target is blinded for the briefest instant. A character on Hold (or having the Joker and not acted yet) can make an Agility roll at -4 immediately after the power is used to act during the fleeting moment while the blindness is in effect.

While blinded, the target suffers a -6 penalty to all vision-based trait rolls and has their Parry reduced to 2.

Major Effect: Targets suffer a penalty to oppose the power equal to half the current darkness penalty rounded down, so Dim (-1) is no penalty, Dark (-2) is -1 , and so on. The caster suffers a -2 penalty in normal light, and the *light* power works as *dispel* against the power. For beneficial powers, adding $+1$ Power Point to the cost causes the darkness to cling to the target and increases Stealth by one die type, two on a raise.

ELECTRICITY

Electricity has a strong impact on the body's nervous and muscular systems.

Minor Effect: Harmful powers that get a raise cause temporary muscle contraction; the target has to make a Vigor roll or be at -2 Parry until his next action. Helpful powers shock a target out of their distraction on a raise, providing an immediate free roll to recover from being Shaken.

Major Effect: Damaging powers reduce damage by one die type, but add an additional die of damage to targets in the following

situations; carrying more than 10 pounds of conductive metal, contacting a source of water, or otherwise touching an electrical conductor of some kind. For instance, an electrical *blast* at maximum effect would do $3d4$ damage in a Large Burst Template, but if the targets were standing in water, they would take $4d4$ damage.

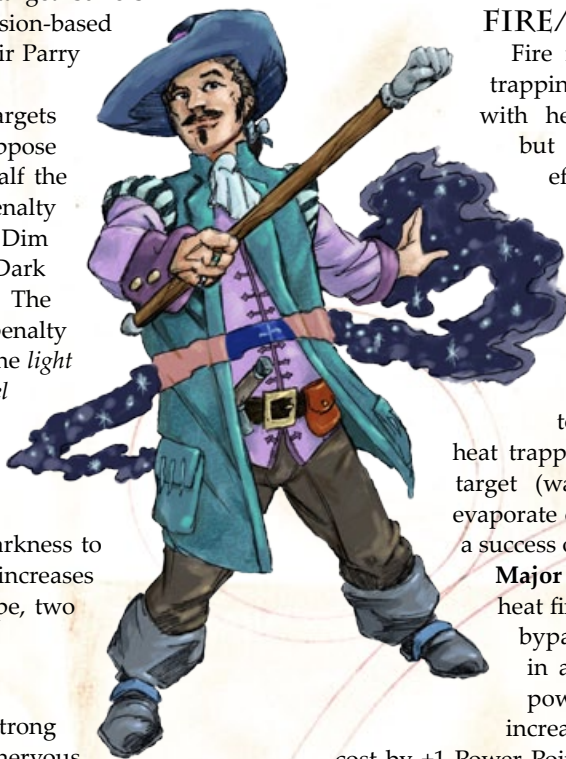
Beneficial powers "jazz" the target. They cost $+1$ Power Point to cast, but on a success they provide $+2$ to Pace and on a raise increase Agility one die type for the duration of the power.

FIRE/HEAT

Fire is a very common trapping for attack powers with heat having similar but less combustible effects.

Minor Effect: The most common fire trapping is simply to roll for any potentially flammable objects to catch fire. For a heat trapping, liquids on the target (water, potions, etc.) evaporate on a 6 on a $d6$ with a success or a $4-6$ on a raise.

Major Effect: Fire and heat find ways to burn by bypassing any cracks in armor. A damaging power gains AP 2 by increasing the base cost by $+1$ Power Point. A heat trapping could use a Fatigue effect like cold above due to dehydration and heatstroke. Beneficial powers surround a subject with a hot or fiery aura, and as a replacement for their normal benefit on a raise, the target gains the effect of the *damage field* power, but doing $2d4$ damage. For instance, *deflection* would provide the normal -2 to be hit on a success, but instead of being -4 to hit with a raise, the subject gains a $2d4$ *damage field*.



LIGHT

Light is a trapping that never seems important until it is gone.

Minor Effect: In a setting with vampires and other such creatures, a common effect is to have the light equivalent to natural sunlight. Another effect has any subjects affected with a raise glow for the duration, creating light in a Small Burst Template centered on them. This can give them light, but also make them targets. An Instant power with that effect allows a character on Hold or with the Joker to make an attack for the split second the subject is illuminated (avoiding any darkness penalties to hit them). Use the same rules as for catching a target blinded for darkness above.

Major Effect: The *light* power itself is easily adjustable. Reduce it to a Medium Burst Template and extend the duration to 1 hour (1/hour) or give it a range of Smarts x 2 affecting animate targets as well (an unwilling target gets an opposed Agility roll to avoid). Reduce *light* to a Small Burst Template and give it both abilities. Light-based damaging attacks could be similar to a focused laser, providing armor piercing capability. Reduce the damage by one die type, but add AP 4 to the effect.

NECROMANTIC

Necromantic trappings may involve a “negative energy” opposed to life or symbols of death like bones and skulls.

Minor Effect: A raise on the roll provides a -1 to be hit by Undead as they see the subject as one of their own. Bone attacks are brittle and can create shrapnel doing +1 damage versus unarmored targets, but the bones shatter on harder surfaces, so the attack does -1 damage versus foes with Armor.

Major Effect: All Undead (depending on their prevalence) are considered to have a level of Arcane Resistance versus the power, and the living must make Guts check when hit with it. Attacks could also be Fatigue-causing like cold or ice, or bone attacks reform into a skeleton for a follow-up attack (use the rules

for acid, but any attack action can destroy the weak skeleton).

SOUND

Sound is a common trapping for musical-based spellcasters, and it can be quite powerful.

Minor Effects: A raise with the power (or a Shaken or better from damage) results in a -2 penalty to hearing-based Notice rolls for the target until the power ends or they recover from being Shaken.

Major Effects: Sound does not travel as well in air, so an attack power has its range halved but increases its damage by a die type (or gains an additional -2 penalty to resist for powers like *stun*). Underwater (where sound travels easier), the range would be normal. Beneficial powers absorb the subject's sound, so Stealth is increased a die type, but they have to yell to be heard normally and speaking becomes a normal action instead of a free one.

GRIMOIRE

Below are a host of new spells and miracles you can add to your campaign. We've added the powers from the core book to the list so you won't have to flip back and forth between them.

ANALYZE FOE

- **Rank:** Novice
- **Power Points:** 1-2
- **Range:** Smarts x 2
- **Duration:** 3 (1/round)
- **Trappings:** Mystical sense, spiritual advice, gestalt knowledge.

Knowledge is power. Being able to judge the strength of a foe before engaging him in combat can be highly advantageous.

The character makes an arcane skill roll opposed by the target's Spirit. On a success, he gains a +1 bonus to Trait rolls to directly affect the target, and the target suffers a -1 penalty to Trait rolls to directly affect the caster. With a raise, the effect is increased to +2 and -2 for both. In addition, for 2 Power

Points, a success allows the caster to learn of a single Immunity, Invulnerability, or Weakness of the target (if one exists), and a raise allows the knowledge of two.

ARMOR

- **Rank:** Novice
- **Power Points:** 2
- **Range:** Touch
- **Duration:** 3 (1/round)
- **Trappings:** A mystical glow, hardened skin, ethereal armor, a mass of insects or worms.

Armor creates a field of magical protection around a character or an actual shell of some sort, effectively giving the target Armor. Success grants the recipient 2 points of Armor. A raise grants 4 points of Armor.

BANISH

- **Rank:** Veteran
- **Power Points:** 3
- **Range:** Smarts
- **Duration:** Instant
- **Trappings:** Holy items, arcane symbols, handful of salt.

Whether ghosts, elementals, or demons, *banish* removes them all. This power can affect any creature that is not native to the current plane of existence (GM's determination).

This spell is an opposed roll of the caster's arcane skill versus the target's Spirit. On a success, the target is Shaken. On a raise, they are sent to their proper plane of existence.

BARRIER

- **Rank:** Seasoned
- **Power Points:** 1/section
- **Range:** Smarts
- **Duration:** 3 (1 per section, per round)
- **Trappings:** Fire, ice, thorns, force, bones.

Barrier creates a solid, immobile wall to protect the user against attack or to entrap an opponent.

Regardless of what the *barrier* is made of (ice, thorns, stone, energy, etc.), it has a Toughness of 10. Every Power Point spent creates a 1" wide section of wall. The *barrier* ranges in width from a few "real world" inches thick for stone or other hard materials up to a foot for things like bones or ice. (If you're using a

INTRODUCING NEW SPELLS

If you're already running a game and use this section to add some new powers, think about how you're going to introduce them.

If you just turn round and say, "Here's a load of new powers you can take," your players might be a little upset. After all, their characters might have taken different powers from day one.

A better way is to introduce them slowly. One option is to have the characters find spellbooks as part of treasure. You can introduce one or two new spells to test the waters. If the players think they suck, you can tinker with them or simply pass them off as "the creations of a deranged mage."

An alternate way is for a mage to teach the character a power he has created in the hopes of ironing out any flaws.

gridded mat to play, draw the *barrier* between the squares directly along the grid-lines.) The exact placement of each section is defined by the caster, but each section must be connected to at least one other section after the first.

When the spell expires or a section is broken, it crumbles to dust or otherwise dissipates. The trappings are never left behind.

Each section of the *barrier* may be destroyed by an attack that equals its Toughness of 10. Physical walls are treated exactly like inanimate objects; they are considered to have a Parry of 2 (ranged attacks work as normal), but raises on the attack roll do not grant bonus damage nor do damage dice Ace.

Opponents may climb the barrier at -2 to their Climb roll if it is made of something solid. Fiery versions of the barrier cause

2d4 damage to anyone who wishes to leap through instead.

BEAST FRIEND

- **Rank:** Novice
- **Power Points:** Special
- **Range:** Smarts x 100 yards
- **Duration:** 10 minutes
- **Trappings:** The mage concentrates and gestures with his hands.

This spell allows mages to speak with and guide the actions of nature's beasts. It works only on creatures with animal intelligence, not humanoids. Nor does it work on conjured, magical, or otherwise "unnatural" animals.

The target must be within the sorcerer's range — it is not conjured.

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

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

BLAST

- **Rank:** Seasoned
- **Power Points:** 2–6
- **Range:** 24/48/96
- **Duration:** Instant
- **Trappings:** Balls of fire, ice, light, darkness, colored bolts, swarm of insects.

Blast is an area effect power that can put down many opponents at once. The caster first picks where he wants to center the *blast*, then makes the appropriate skill roll. Normal ranged attack modifiers apply.

The area of effect is a Medium Burst Template (found at our website). If the roll is failed, the *blast* deviates as a launched projectile.

Targets within the blast suffer 2d6 damage. Unlike other attacks, raises on the attack roll do not add to damage to area effect attacks.

Additional Effects: For double the Power Points, the blast does 3d6 damage *or* the size is increased to a Large Burst Template. For triple the points, it does both.

BLESS/CURSE

- **Rank:** Seasoned
- **Power Points:** 4–6
- **Range:** Smarts x 2
- **Duration:** 3 (2/round)
- **Trappings:** Prayer, morale boosting/lowering speech, vile curse.

This power allows a character to increase a single Trait for all characters in a Medium Burst Template by one die type with a standard success, by two with a raise. The affected Trait can exceed d12. Each step over



d12 adds +1 to the Trait total. For example, a raise on someone who already has a d12 in the affected Trait grants him d12+2 for the duration of the power.

The power can also be used to lower a Trait of all targets in a Medium Burst Template as well. This is an opposed roll against the victims' Spirit. Success lowers a single Trait of the caster's choice one step, and a raise lowers it two steps. A Trait cannot be lowered below a d4. Multiple castings stack, though the caster must keep track of when each casting expires as usual.

Regardless of raising or lowering, this power always affects the same Trait for all targets with a single casting, though the Trait may be different for separate castings. For example, all targets have their Fighting increased or lowered with one casting and then their Strength increased or lowered with another.

Additional Effects: For two more Power Points, the area is increased to a Large Burst Template.

BLIND

- **Rank:** Novice
- **Power Points:** 2–6
- **Range:** 12/24/48
- **Duration:** Instant
- **Trappings:** Bright flash of light, sand in eyes, sticky shadows.

This power temporarily blinds a target or targets. Those affected must make an Agility roll at –2 to avert their gaze and avoid the effect (at –4 if the caster got a raise on the attack roll). On a failure, victims are Shaken and –2 to Parry until their next action. If the target rolls a 1 on his Agility die (regardless of the Wild Die), they are Shaken and fully blind until they recover from being Shaken. If a blinded target spends a benny to remove the Shaken before their next action, they retain the –2 to Parry as for a normal failure. Blinded victims suffer –6 penalty to all Trait rolls that require vision and have their Parry reduced to 2.

Additional Effects: For 2 Power Points, the power affects a single target. For double the Power Points, the power affects a Medium

Burst Template. For triple the points, it is increased to a Large Burst Template.

BOLT

- **Rank:** Novice
- **Power Points:** 1–6
- **Range:** 12/24/48
- **Duration:** Instant
- **Trappings:** Fire, ice, light, darkness, colored bolts, insects.

Bolt is a standard attack power of wizards and can also be used for bursts of energy, streaks of holy light, and other ranged attacks. The damage of the *bolt* is 2d6.

Additional Bolts: The character may cast up to 3 *bolts* by spending a like amount of Power Points. This must be decided before the power is cast. The *bolts* may be spread among targets as the character chooses. Firing the additional *bolts* does not incur any attack penalties.

Additional Damage: The character may also increase the damage to 3d6 by doubling the Power Point cost per *bolt*. This may be combined with the additional *bolts*, so firing 3 *bolts* of 3d6 damage costs 6 Power Points.

BOOST/LOWER TRAIT

- **Rank:** Novice
- **Power Points:** 2
- **Range:** Smarts
- **Duration:** 3 (1/Round)
- **Trappings:** Physical change, glowing aura, potions.

This power allows a character to increase any of a target's Traits by one die type for a standard success, by two with a raise. The affected Trait can exceed d12. Each step over d12 adds +1 to his Trait total. For example, a raise on someone who already has a d12 in the affected Trait grants him d12+2 for the duration of the power.

The power can also be used to lower an opponent's Trait. This is an opposed roll against the victim's Spirit. Success lowers any Trait of the caster's choice one step, a raise lowers it two steps. A Trait cannot be lowered below a d4. Multiple castings stack, though the caster must keep track of when each casting expires as usual.

BURROW

- **Rank:** Novice
- **Power Points:** 3
- **Range:** Smarts x 2
- **Duration:** 3 (2/round)
- **Trappings:** Dissolving into the earth and appearing elsewhere.

Burrow allows a mage standing on raw earth to meld into it. He can remain underground if he wants in a sort of "limbo" or *burrow* to anywhere within his range. A mage with a Smarts of d8 could therefore move up to 16" (32 yards) on the first round, maintain the spell and stay submerged for the second and move another 16".

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

BURST

- **Rank:** Novice
- **Power Points:** 2
- **Range:** Cone Template
- **Duration:** Instant
- **Trappings:** A shower of flames, light, or other energy.

Burst produces a large fan of energy that bathes its targets in red-hot fire or other damaging energy.

When cast, place the thin end of the Cone Template at the character's front. Targets within the template may make Agility rolls versus the caster's arcane skill roll to avoid the blaze. Those who fail suffer 2d10 damage. This counts as a Heavy Weapon.

With a fire trapping, victims have a 1 in 6 chance of catching fire as well (see the Fire rules in *Savage Worlds*).

CONCENTRATE

- **Rank:** Seasoned
- **Power Points:** 4
- **Range:** Self
- **Duration:** 3 (2/round)
- **Trappings:** Meditation, locking runes, spirit maintenance.

Wizards maintaining powers may be disrupted and distracted. The *concentrate* power keeps the wizard's mind focused on his magic, even when his body and mind are being assaulted. With a success, the caster's powers may not be disrupted while the power is active. With a raise, the caster also suffers no penalty to arcane skill rolls for maintained powers.

CONFUSION

- **Rank:** Novice
- **Power Points:** 1-3
- **Range:** Smarts x 2
- **Duration:** Instant
- **Trappings:** Hypnotic lights, brief illusions, loud noises.

Instilling confusion in enemies is a powerful aid in combat, and this power provides that ability.

On a success, a target must make a Smarts roll at -2 or be Shaken, and on a raise, the roll is made at -4.


Additional Targets: The character may affect up to 3 targets by spending a like amount of Power Points. This must be decided before the power is cast. This counts as one action with one arcane skill die per target and a single Wild Die.

DAMAGE FIELD

- **Rank:** Novice
- **Power Points:** 4
- **Range:** Touch
- **Duration:** 3 (1/round)
- **Trappings:** Fiery aura, spikes, electrical field.

Damage field creates an effect around a character that deals damage to anyone who contacts them in close combat. The damage affects any adjacent character who makes a successful attack roll against the subject. It has no effect on non-adjacent attackers (e.g., Reach or ranged attacks).

If a character with a *damage field* strikes someone in unarmed combat, the target takes the field's damage plus the character's Strength die (Str+2d6). The character may also simply touch the opponent (+2 to Fighting) and do the field's damage only. A target who



is grappled suffers the field's damage each round on the attacker's action; if the attacker chooses on following rounds to actively damage the target, he adds his Strength die to the damage roll as above and may get a bonus die for a raise.

With a success, the power does 2d6 damage. With a raise, the caster is also considered armed for the Unarmed Defender rule.

DARKSIGHT

- **Rank:** Novice
- **Power Points:** 1
- **Range:** Touch
- **Duration:** 1 hour (1/hour)
- **Trappings:** Glowing eyes, dilated pupils, sonic sight.

Whereas *light* creates a source of illumination usable by others, *darksight* affects only a single person and can be much more clandestine.

On a success, this spell halves any darkness penalty for the subject (round down). For example, a character in Dim (-1) lighting would suffer no penalty, and one in Pitch Darkness (-4) would only suffer a -2. On a raise, the spell negates all darkness penalties up to the maximum of -6.

DEFLECTION

- **Rank:** Novice
- **Power Points:** 2
- **Range:** Touch
- **Duration:** 3 (1/round)
- **Trappings:** Mystical shield, gust of wind, phantom servant that intercepts the missiles.

Deflection powers work in a variety of ways. Some actually deflect incoming attacks, others blur the target's form or produce other illusionary effects. The end result is always the same however — to misdirect incoming melee and missile attacks from the user.

With a standard success, attackers must subtract 2 from any Fighting, Shooting, or other attack rolls directed at the user. A raise increases the penalty to -4. This also acts as Armor against area effect weapons.



DISGUISE

- **Rank:** Seasoned
- **Power Points:** 3–5
- **Range:** Touch
- **Duration:** 10 minutes (1/10 minutes)
- **Trappings:** Malleable features, illusionary appearance, hair of new form.

Disguise allows the character to assume the appearance (but none of the abilities) of another person. The base cost is 3 Power Points, plus 1 point per level of Size difference between the character and the person she is impersonating. The character cannot emulate someone more than 2 Size levels different from themselves. It requires a Notice roll at –2 to see through disguise if someone is familiar with the specific person mimicked; the penalty increases to –4 with a raise. If unfamiliar, the penalties are –4 and –6 respectively.

DRAIN POWER POINTS

- **Rank:** Heroic
- **Power Points:** 3
- **Range:** Smarts
- **Duration:** Instant
- **Trappings:** Prayer, whispered words, gestures.

This spell removes a spellcaster's source of power, limiting his ability to cast magic.

The caster picks a single target within range and makes an opposed arcane skill roll. The caster suffers a –2 modifier if the target power is of another type (e.g., magic vs. miracles, superpowers vs. mad science).

With a success, he drains 1d6+1 Power Points from the victim. On a raise, the victim loses 1d8+2 Power Points. Targets with AB: Weird Science lose the Power Points from all "gizmos" on their person equally.

The victim cannot be reduced below zero Power Points. Drained Power Points are not taken by the caster — they are simply lost to the victim. Drained Power Points recharge as normal.

The spell works only on creatures with an Arcane Background — it has no effect on magic items except those created through AB: Weird Science as noted above.

DETECT/CONCEAL ARCANA

- **Rank:** Novice
- **Power Points:** 2
- **Range:** Sight
- **Duration:** 3 (1/round) or 1 hour (1/hour)
- **Trappings:** Waving hands, whispered words.

Detect/conceal arcana allows a character to sense supernatural persons, objects, or effects within sight. This includes invisible foes, enchantments on people or items, mad science devices, and so on.

The power can also be reversed to conceal a single supernatural item, being, or effect. This has the same cost, but the duration is much longer — 1 hour with a maintenance cost of 1 per hour. When used in this way, those who wish to see through the ruse with *detect arcana* use their arcane skill roll as an opposed roll against the concealer's skill (rolled anew each time *detect arcana* is cast). The detecting character may only attempt to see through concealed powers once per fresh casting.

DISPEL

- **Rank:** Seasoned
- **Power Points:** 3
- **Range:** Smarts
- **Duration:** Instant
- **Trappings:** Waving hands, whispered words.

Dispel allows a hero to negate enemy spells, miracles, mad science, or super powers. It has no effect on innate powers, such as a dragon's breath or a banshee's scream. Neither does *dispel* work on magic items or permanent enchantments unless the specific item or enchantment says otherwise.

Dispel can be used on a power already in effect or to counter an enemy power as it's being used. The latter requires the countering mage to be on Hold and interrupt his foe's action as usual.

In either case, *dispelling* the opponent's power is an opposed roll of arcane skills. The *dispelling* character suffers a –2 modifier if the target power is of another type (e.g., magic vs. miracles, superpowers vs. mad science).

DIVINATION

- **Rank:** Heroic
- **Power Points:** 5
- **Range:** Self
- **Duration:** 1 minute
- **Trappings:** Contact spirits of dead, commune with deity, demonic interrogation.

This power allows the caster to contact an otherworldly being to gain information. Due to the extraplanar nature of this power, it is very draining to the caster.

On a success, the caster may ask one question that can be answered by “Yes,” “No,” or “Possibly” (if there is no absolute answer). On a raise, the question may be answered in five words or less (the GM may allow a longer more detailed answer in cryptic form).

The spell’s duration is one minute, during which the caster may take no other actions or movement. If the caster is Shaken during that time, he must make a Smarts roll or the power is disrupted.

If the question relates to a living being (including beings who may “live” by mystical means such as undead, constructs, elementals, etc.), then the arcane skill roll is opposed by their Spirit. *Divination* is also opposed by *conceal arcana*. In the case of *conceal arcana* on a being, the *divination* must first beat the *conceal arcana*, and then if successful, the subject may roll Spirit against the *divination* result.

DRAINING TOUCH

- **Rank:** Seasoned
- **Power Points:** 3
- **Range:** Self
- **Duration:** 3 (1/round)
- **Trappings:** Dehydration, poison, black crackling energy around hand, disease.

Mages have more ways to kill a foe than blasting him with balls of fire. The most insidious mages can kill with a casual touch.

This spell makes the touch of the caster deadly. After casting the spell, the mage delivers his draining touch on a successful touch attack (+2 Fighting). Victims must make a Vigor roll (at -2 if the mage scored a raise when casting) or suffer a level of Fatigue.



Normally, these Fatigue levels recover at one per 5 minutes, but if the target rolls a 1 on his Vigor die, regardless of the Wild Die, he must recover as “normal” based on the trappings of the power (dehydration requires water, poison/disease may require healing, and so on). If the trapping has no specific recovery, it takes one hour to recover a Fatigue level in this case.

ELEMENTAL MANIPULATION

- **Rank:** Novice
- **Power Points:** 1
- **Range:** Smarts x 2
- **Duration:** Instant
- **Trappings:** A few simple gestures.

A character who chooses this power must select one particular element to control (though he may choose other elements as a new power). This allows him to perform basic “tricks” within his chosen element.

The specific tasks that may be attempted are listed below.

Air: The caster can create lesser air currents to blow out a candle, fan a flame, lift a skirt,

or cool his body in oppressive heat (+1 to a single Fatigue roll caused by heat).

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

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

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

ENTANGLE

- **Rank:** Novice
- **Power Points:** 2-4
- **Range:** Smarts
- **Duration:** Special
- **Trappings:** Glue bomb, vines, handcuffs, spider webs.

This power allows the character to restrain a target with snaking vines, lengths of hair, spider webs, or some other vine-like trapping.

The arcane skill roll is opposed by the target's Agility. Success indicates partial restraint so that the target suffers a -2 penalty to Pace and skills linked to Agility and Strength. A raise restrains the target fully. He cannot move or use any skills linked to Agility or Strength.

Each following round, an *entangled* target may make a Strength or Agility roll to break free. Other characters may also attempt to free the ensnared person by making a Strength roll at -2.

For 2 Power Points *entangle* targets a single opponent. For 4 points it affects everyone in a Medium Burst Template.

ENVIRONMENTAL PROTECTION

- **Rank:** Novice
- **Power Points:** 2
- **Range:** Touch
- **Duration:** 1 hour (1/hour)
- **Trappings:** A mark on the forehead, potions, gills.

Adventurers sometimes travel beneath the waves, in space, or other hazardous environments.

This power allows the target to breathe, speak, and move at his normal Pace while underwater, in a zero-G vacuum, in the lava of a volcano or the heat of the sun, in the arctic wastes, and so on. Pressure, atmosphere, air, etc. are all provided for the character. Complete protection is offered only for background hazards. A fire attack still causes normal damage even with environmental protection, for example.

A success is needed to accomplish the power. With a raise, maintaining the power becomes 1 Power Point per 2 hours (for that particular target).

FARSIGHT

- **Rank:** Seasoned
- **Power Points:** 3
- **Range:** Touch
- **Duration:** 3 (1/round)
- **Trappings:** Invisibly marked targets, guiding winds, eagle eyes.

Some mages enjoy the tactic of opponents being "over there and preferably dead." This spell endows the target with the ability to make that desire more likely. With a success, ranged penalties are halved for the subject (-1 at Medium and -2 at Long). If a raise is achieved, all range increments for the subject are doubled in addition (12/24/48 becomes 24/48/96).

FEAR

- **Rank:** Novice
- **Power Points:** 2
- **Range:** Smarts x 2
- **Duration:** Instant

- **Trappings:** Gestures, eldritch energy, cold chills.

This power causes the target overwhelming dread and horror. The area of effect is the Large Burst Template. Every creature beneath the template must make a Guts check, at -2 if the caster got a raise. Wild Cards who fail roll on the Fear Table. Extras are Panicked instead.

FLY

- **Rank:** Veteran
- **Power Points:** 3/6
- **Range:** Touch
- **Duration:** 3 (1/round)
- **Trappings:** Gusty winds, rings, broomsticks.

Fly allows a character to fly at his basic Pace with a Climb rate of half that number. He may double his Pace by spending twice the number of Power Points.

GREATER HEALING

- **Rank:** Veteran
- **Power Points:** 10/20
- **Range:** Touch
- **Duration:** Instant
- **Trappings:** Laying on hands, touching the victim with a holy symbol, praying, giving a drink of water.

Greater healing restores wounds more than one hour old. This use of the power requires 10 Power Points and otherwise works exactly like the *healing* power. It can also be used to neutralize poison and disease after the first 10 minutes have passed.

Greater healing can also heal Permanent Crippling Injuries. This requires an arcane skill roll at -4, 1d6 hours of time, and 20 Power Points. Only one casting is permitted per injury—if it fails, the injury really is permanent.

GROWTH/SHRINK

- **Rank:** Seasoned
- **Power Points:** 2+
- **Range:** Smarts
- **Duration:** 3 (2/round)

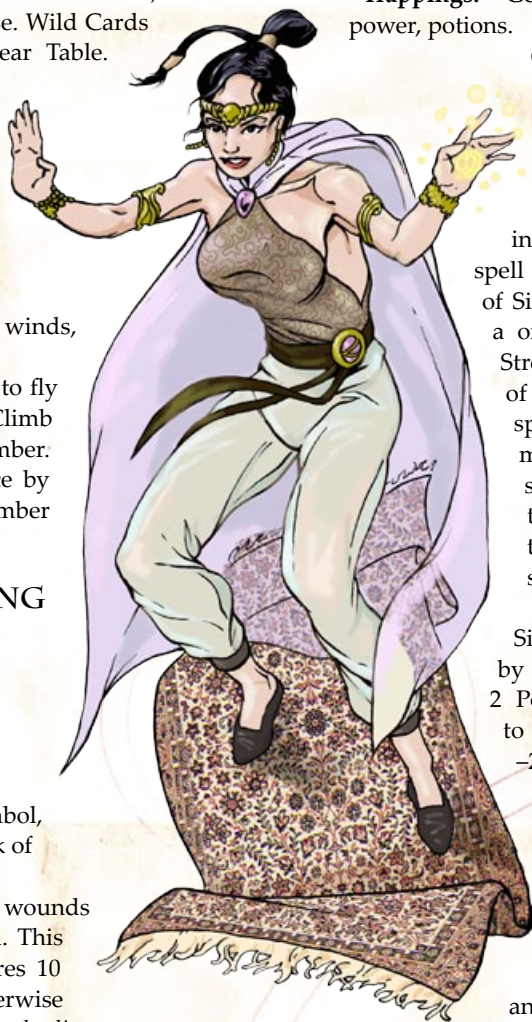
- **Trappings:** Gestures, words of power, potions.

Growth doubles the overall size of the target. The subject gains +1 Size for each 2 Power Points invested when the spell is cast. Each step of Size grants the target a one step increase to Strength and a point of Toughness. This spell may be cast multiple times on the same target, though the caster must track each casting separately.

Shrink reduces the Size of the subject by one step for each 2 Power Points, down to a minimum of Size -2 (approximately the size of a rat). Each level of Size reduction reduces the target's Strength by one die type (minimum of d4) and his Toughness by 1 (minimum of 2).

Subjects from Size +4 to +7 have the Large ability and fill a 2" square on a tactical battlemat. From Size +8 to +10, they are Huge and occupy an area 3" square. If the target is +11 or more, he is considered Gargantuan and occupies a 4" square area. Creatures of Size -2 have the Small ability.

For unwilling targets, the caster's arcane skill roll is opposed by their Spirit.





HAVOC

- **Rank:** Seasoned
- **Power Points:** 2–4
- **Range:** Smarts x 2
- **Duration:** Instant
- **Trappings:** Whirlwind, chaotic poltergeists, repulsion field.

While unpredictable, this spell allows a wizard to change the field of battle in an instant as targets are thrown every direction.

With a success, the caster places a Medium Burst Template anywhere within range. Any character touched by the template must make a Strength roll (at –2 if the caster gets a raise). Any target that fails is knocked 2d6" in a random direction (roll a d12 and read the result as a clock facing) and becomes prone. If the target strikes an inanimate object, he is Shaken as well. Targets with cover may subtract the cover modifier from the total distance moved (to a minimum of 0), and flying targets suffer an additional –2 to their Strength roll. Additionally, roll a d6 to see if the flyer is moved toward the ground (1–2), stays level (3–4), or is moved away from the ground (5–6).

Additional Effects: For double the Power Points, *havoc* affects a Large Burst Template.

HEALING

- **Rank:** Novice
- **Power Points:** 3
- **Range:** Touch
- **Duration:** Instant
- **Trappings:** Laying on hands, touching the victim with a holy symbol, prayer.

Healing repairs recent bodily damage. It must be used within the "golden hour," though, for it has no effect on wounds more than one hour old.

For Wild Cards, each use of the *healing* spell removes a wound with a success, two with a raise. The roll suffers a penalty equal to the victim's wounds (in addition to any the caster might be suffering himself).

For Extras, the GM must first determine if the ally is dead (see *Aftermath* in *Savage Worlds*). If so, no healing may be attempted.

If not, a successful arcane skill roll returns the ally to the game Shaken.

Healing can also cure poison and disease if used within 10 minutes of the event.

INTANGIBILITY

- **Rank:** Heroic
- **Power Points:** 5
- **Range:** Touch
- **Duration:** 3 (2/round)
- **Trappings:** Ghost form, body of shadow, gaseous transformation.

With a successful arcane skill roll, the user becomes incorporeal. He is unable to affect the physical world, and it in turn cannot affect him. He can travel through walls, and non-magical weapons pass straight through him. Any items carried at the time of casting are also incorporeal.

While incorporeal, the mage may affect other incorporeal beings (including himself), and he is still susceptible to magic attacks, including physical powers, such as *bolt*, and magic items.

The character may not become corporeal while within someone or something. If that occurs, the caster is instantly shunted to the nearest open space, and he is Shaken.

INVISIBILITY

- **Rank:** Seasoned
- **Power Points:** 5
- **Range:** Self
- **Duration:** 3 (1/round)
- **Trappings:** Powder, potion, iridescent lights.

Being invisible is a powerful aid in combat and useful for spying on maidens' changing rooms as well.

With a success, the character is transparent, but a vague outline is visible. A character may detect the invisible presence if he has a reason to look and makes a Notice roll at -4. Once detected, he may attack the foe at -4 as well. With a raise, the character is completely invisible. The penalty to Notice or hit him is -6.

In either case, the power affects the character and his personal items. Anything

picked up after the power was cast remains visible.

JET

- **Rank:** Novice
- **Power Points:** 2
- **Range:** 12"
- **Duration:** Instant
- **Trappings:** Lightning bolt, battering ram of pure force, rolling ball of fire.

Jet creates a damaging stream that shoots out from the caster. Measure a straight line 1" wide and 12" long starting from the character's position (a 12" ruler works perfectly for this). If successful, targets within this area must make an opposed Agility roll versus the arcane skill roll or suffer 2d10 damage.

LEGERDEMAIN

- **Rank:** Novice
- **Power Points:** 1
- **Range:** Smarts
- **Duration:** Instant
- **Trappings:** Mimicking action, briefly summoned spirit, astral bi-location.

Legerdemain allows the character to perform a single action at range he would normally be capable of doing in person. If the action would require a Trait roll, then the caster rolls the lower of that Trait or his arcane skill to both activate the power and determine the results of the action. If the action does not require a Trait roll, then his arcane skill is used normally.

Casting *legerdemain* is a normal action, but the action performed through the use of it is considered a free action (existing free actions like speaking are unchanged). However the caster is still limited to not duplicating the same action in a round, so it is impossible to cast another spell via *legerdemain*.

The power does not create or duplicate the effects of any gear or magical effects upon the caster, but in all other ways, the action is treated exactly as if the caster were performing the action himself at the location. For example, a Fighting attack does his normal unarmed Strength damage, even if the caster is holding a dagger with *smite* on it.

LIGHT

- **Rank:** Novice
- **Power Points:** 1
- **Range:** Touch
- **Duration:** 10 minutes (1/minute)
- **Trappings:** Different colors, floating globes, glowing palms, enchanted staffs.

The ability to create light is a pretty simple one as magical spells and powers go, but a party trapped in the dark with loathsome undead is happy to have an ally with this ability. *Light* must be cast on an inanimate object, such as a coin, a sword, a shield, or even someone's clothing. Clever casters often cast light on a foe's clothes or weapon to make him easier to see — ignore any penalties for illumination when attacking such an affected target.

The *light* is as bright as a torch and provides clear illumination in an area equal to a Large Burst Template.

OBSCURE

- **Rank:** Novice
- **Power Points:** 2
- **Range:** Smarts
- **Duration:** 3 (1/round)
- **Trappings:** Darkness, unnatural fog.

This power does exactly what its name implies — creates an area of obscurement equal to a Large Burst Template. Attacks into, out of, or through the area of effect suffer the standard penalty for blindness of -6.

PUMMEL

- **Rank:** Seasoned
- **Power Points:** 2
- **Range:** Cone Template
- **Duration:** Instant
- **Trappings:** Rippling earth, buffeting winds, rushing waters.

Pummel allows a character to knock down multiple foes in a single spell. The caster makes an arcane skill roll and then places a Cone Template in front of him. Any character touched by the template must make a Strength roll (at -2 if the caster gets a raise). Any target that fails is knocked back 2d6" and becomes prone. If the target strikes an inanimate object, he is Shaken as well. Targets

with cover may subtract the cover modifier from the total distance moved (to a minimum of 0), and flying targets suffer an additional -2 to their Strength roll.

PUPPET

- **Rank:** Veteran
- **Power Points:** 3
- **Range:** Smarts
- **Duration:** 3 (1/round)
- **Trappings:** Glowing eyes, trance-like state, a swaying pocketwatch, voodoo dolls.

Sometimes it pays to persuade others to do your fighting for you. Some do this by blatant mind control, others do it by manufacturing visual and auditory illusions.

Puppet is an opposed roll of the character's arcane skill versus the target's Spirit. The user must score a success and beat the target's roll to gain complete control. The victim will attack friends and even commit suicide, though such acts allow the victim another opposed Spirit roll to break the spell.

Villainous types may have other versions of *puppet* that allow them to control subjects for much longer periods of time — perhaps even permanently. Such versions usually require a personal belonging.

QUICKNESS

- **Rank:** Seasoned
- **Power Points:** 4
- **Range:** Touch
- **Duration:** 3 (2/Round)
- **Trappings:** Blurred motion, hyperactivity.

Super-speedster heroes and the warrior-friends of battle mages are the most frequent recipients of this power. With success, the target has two actions per round instead of the usual one (at no multi-action penalty). With a raise, the recipient can also discard and redraw any initiative cards lower than 8 each round.

SHAPE CHANGE

- **Rank:** Special
- **Power Points:** Special
- **Range:** Self
- **Duration:** 1 minute (1/minute)
- **Trappings:** "Morphing," talismans, tattoos.

Many cultures have legends of shamans or wizards who take on the shape of animals. This power does just that. This version of the power only allows a user to transform into mundane animals, but more bizarre transmutations may be found.

A character may learn this spell while of Novice Rank but cannot transform into the more powerful creatures until he attains the appropriate Rank. The cost in Power Points depends on the type of creature the character wishes to change into. Use the Shape Change table as a guideline for unlisted creatures.

Weapons and other personal effects are assumed into the animal's form and reappear when the power ends, but other objects are dropped.

While transformed, the character retains his own Smarts, Spirit, and linked skills (though he may not be able to use them since he cannot speak). He gains the animal's Agility, Strength, and linked skills and cannot use most devices. He has no capacity for speech and cannot use powers, though he may continue to maintain powers previously activated. Vigor is the higher of the caster's or the creature's.

The GM has final say on what an animal can and cannot do. A shaman in dog-form might be able to pull the trigger on a shotgun, for instance, but would use a default skill roll of d4-2 as the animal has no Shooting score of

its own. The shaman's Persuasion functions normally, but might suffer a -4 or worse penalty without speech, depending on what he tries to accomplish.

SHAPE CHANGE

Cost	Rank	Animal Types
3	Novice	Hawk, rabbit, cat
4	Seasoned	Dog, wolf, deer
5	Veteran	Lion, tiger
6	Heroic	Bear, shark
7	Legendary	Great white shark

SLUGGISH REFLEXES

- **Rank:** Seasoned
- **Power Points:** 4
- **Range:** Smarts x 2
- **Duration:** 3 (2/round)
- **Trappings:** Tying a knot in a piece of string, slowing time, distracting invisible ghost monkey.

Skilled fighters and monsters with fast reflexes can strike before lesser beings have time to blink. Slowing their reflexes reduces their advantage.

The caster makes an arcane skill roll opposed by the target's Spirit. With a success, movement becomes an action, giving the target a multi-action penalty if he wants to move and act in the same round. With a raise, the target must redraw initiative cards above 10, except Jokers.

A victim who usually draws multiple initiative cards discards only those with a value higher than the spell allows.



SLUMBER

- **Rank:** Seasoned
- **Power Points:** 2
- **Range:** Smarts x 2
- **Duration:** 1 minute (1/minute)
- **Trappings:** Sing lullaby, gestures, blow powder or sand at targets.

Blasting a hoard of enemies into tiny pieces may be popular with some mages, but those who favor stealth or have a pacifistic bent are drawn to this spell.

The caster picks where he wants to center the spell and places a Medium Burst Template. He then makes an arcane skill roll. Any living creature (not undead or constructs) within the area must make a Spirit roll, at -2 if the caster scored a raise. Those who fail fall asleep.

Loud noises awaken the sleepers as if they were a normal sleeper. When the duration expires, the sleepers naturally wake up.

SMITE

- **Rank:** Novice
- **Power Points:** 2
- **Range:** Touch
- **Duration:** 3 (1/round)
- **Trappings:** A colored glow, runes, sigils, crackling energy, barbs grow from the blade.

This power is cast on a weapon of some sort. If it's a ranged weapon, it affects one entire magazine, 20 bolts, shells, or arrows, or one full "load" of ammunition (the GM may have to determine the exact quantity for unusual weapons). While the spell is in effect, the weapon's damage is increased by +2 or +4 with a raise.

SPEAK LANGUAGE

- **Rank:** Novice
- **Power Points:** 1
- **Range:** Touch
- **Duration:** 10 minutes (1/10 minutes)
- **Trappings:** Words, pictures, hand motions.

This power allows a character to speak, read, and write a language other than his own. The language must be of an advanced form — not animalistic. A raise on the arcane

skill roll allows the user to project a particular dialect as well.

SPEED

- **Rank:** Novice
- **Power Points:** 1
- **Range:** Touch
- **Duration:** 3 (1/round)
- **Trappings:** Blurred motion, "floating," acrobatics.

Warriors who need to close with their foes quickly often use this power, as do those who sometimes need to outrun things Man Was Not Meant to Know.

Speed allows the target of the power to move faster than usual. With a success, the recipient's basic Pace is doubled. With a raise, running becomes a free action, so he may ignore the usual -2 running penalty.

STUN

- **Rank:** Novice
- **Power Points:** 2
- **Range:** 12/24/48
- **Duration:** Special
- **Trappings:** Bolts of energy, stun bombs, sonic booms, burst of blinding light.

Stun shocks those within a Medium Burst Template with concussive force, sound, light, magical energy, or the like.

If the arcane character scores a success, targets within the area of effect must make Vigor rolls or be Shaken. With a raise, victims must make Vigor rolls at -2.

SUCCOR

- **Rank:** Novice
- **Power Points:** 1
- **Range:** Touch
- **Duration:** Instant
- **Trappings:** Prayer, laying on hands, curative tonic.

Succor removes one Fatigue level, two with a raise. It can also remove a character's Shaken status.

Succor may be used to restore consciousness to those who have been Incapacitated due to wounds as well, though the wounds remain.

It does not stop bleeding or otherwise stop mortal wounds from worsening, however.

SUMMON ALLY

- **Rank:** Novice
- **Power Points:** 3+
- **Range:** Smarts
- **Duration:** 3 (1/round)
- **Trappings:** Call elemental, ghostly dog, dimensional double.

This power allows the character to summon an Extra completely loyal to the caster. On a success, the ally is placed at any point within the range of the power. On a raise, the ally is more durable and gains the Hardy ability. A summoned ally acts on the initiative card of the caster and gets an immediate action as soon as it is summoned.

A character may learn this spell while of Novice Rank, but he cannot summon more powerful allies until he attains the appropriate Rank. The cost in Power Points depends on the type of ally the character wishes to summon. Use the Summon Ally table as a guideline for unlisted creatures.

A caster of sufficient Rank to summon more powerful allies may instead choose to summon additional lower Rank allies instead at the same cost. For each decrease in Rank, he gains one additional ally. For example, a Veteran caster could spend 5 Power Points to summon one Veteran-Rank-allowed ally, two Seasoned-Rank-allowed allies, or three Novice-Rank-allowed allies. Allies summoned by a single casting must all be of the same type.

SUMMON ALLY

Cost	Rank	Ally Types
3	Novice	Bodyguard, experienced soldier
4	Seasoned	Dire wolf, ogre
5	Veteran	Elemental (any kind)
6	Heroic	Sentinel
7	Legendary	Mirror self

BODYGUARD

A bodyguard is a humanoid soldier made of stone (or equally tough material).



Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 10 (4)

Gear: Long sword (Str+d8)

Special Abilities:

- **Armor +4:** Stone skin.
- **Construct:** +2 to recover from being Shaken; no additional damage from called shots; constructs do not suffer from poison or disease.
- **Fearless:** Bodyguards are immune to fear and Intimidation.

SENTINEL

A sentinel is a larger and more powerful version of a bodyguard.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+3, Vigor d10

Skills: Fighting d10, Intimidation d10, Notice d8

Pace: 8; **Parry:** 6; **Toughness:** 14 (4)

Gear: Great sword (Str+d10; Parry -1)

Special Abilities:

- **Arcane Bond:** Sentinels count as having Arcane Resistance for anyone other than their summoner.
- **Armor +4:** Stone skin.
- **Construct:** +2 to recover from being Shaken; no additional damage from called shots; constructs do not suffer from poison or disease.
- **Fearless:** Sentinels are immune to fear and Intimidation.
- **Improved Sweep:** Sentinels may attack everyone adjacent to them as a single action.
- **Size +3:** Sentinels are 8-9 feet tall and very dense.

MIRROR SELF

This is an ally that appears identical to the caster but with the following differences. The ally is an Extra as normal for the power. The duplicate has half the total Power Points of the caster, and all of the duplicate's Traits are one die type less than the caster's Traits (to a minimum of d4). The duplicate has identical physical equipment, but none of it has any magical qualities of the original.

TELEKINESIS

• **Rank:** Seasoned

• **Power Points:** 5

• **Range:** Smarts

• **Duration:** 3 (1/round)

• **Trappings:** A wave of the hand, magic wand, steely gaze.

Telekinesis is the ability to move a single object or creature (including one's self) with arcane will. The weight a caster can lift is equal to 10 pounds times his Spirit die type, 50 pounds times his Spirit with a raise.

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

Occasionally a victim might manage to grab onto something solid to prevent itself from being lifted. When this happens, the victim may make an opposed Strength roll versus the caster's arcane skill. If the victim is successful, he manages to grab onto whatever was available and is not moved, bashed, or otherwise affected that round.

Telekinetic Weapons: A caster can use *telekinesis* to wield a weapon. When this occurs, the weapon's Fighting is equal to his arcane skill, and its damage is based on the caster's Spirit instead of his Strength. A sword that does Strength+d6 damage, for example, does Spirit+d6 when wielded by *telekinesis*. The weapon otherwise functions normally, including granting bonus damage when it strikes with a raise.

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

Victims who are bashed into walls or other solid objects suffer the caster's Spirit+d6 as damage. If a caster with a d12 Spirit smashes an orc into a wall, for example, the orc suffers d12+d6 damage.

TELEPORT

- **Rank:** Seasoned
- **Power Points:** 3+
- **Range:** Special
- **Duration:** Instant
- **Trappings:** A cloud of smoke, “phasing” out, change into a bolt of lightning.

Teleport allows a character to disappear and instantly reappear up to 10” distant for each 3 Power Points spent, or 15” with a raise. This counts as his movement for the round. Adjacent opponents do not get a free attack against the teleporting character. If the hero wishes to teleport somewhere he can’t see, he must make a Smarts roll at -2. If it is an unknown area he has never seen, the roll is at a -4 penalty.

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

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

Carrying Others: The hero can carry other beings with him, but this automatically causes one level of Fatigue per additional “rider.” More than two may be carried at once, but causes instant Incapacitation. One Fatigue can be regained for each full hour of rest.

WALL WALKER

- **Rank:** Novice
- **Power Points:** 2
- **Range:** Touch
- **Duration:** 3 (1/round)
- **Trappings:** A crushed spider, bit of web, piece of tentacle.

Spellcasters are frequently targeted in combat because of their arcane prowess and high-utility spells such as this are great for getting the caster safely out of harm’s way. Of course, it has countless other uses too.

Wall walker allows the recipient to function much like a human spider. He can stick to any surface, allowing him to climb walls and even hang from the ceiling. With a success,



the character can move along such surfaces at half his normal Pace. With a raise, he may move at full Pace and even run.

WARRIOR'S GIFT

- **Rank:** Seasoned
- **Power Points:** 4
- **Range:** Touch
- **Duration:** 3 (1/round)
- **Trappings:** Gestures, prayer, whispered words, concentration.

Even combat mages cannot afford to spend all their time learning new combat maneuvers and martial skills. For those who enjoy the thrill of melee or want to improve their companions’ skills, this spell provides a quick solution to a lack of training.

With a successful arcane skill roll, the recipient gains the benefits of a single Combat Edge chosen by the caster. The caster (not the recipient) must be one Rank higher than the

Rank requirement of the Edge but ignores other requirements, even those requiring other Edges. For the duration of the spell, the recipient gains all the benefits of the Edge.



Edges gained through this power provide no additional benefit if the character already has the Edge.

ZOMBIE

- **Rank:** Veteran
- **Power Points:** 3/Corpse
- **Range:** Smarts
- **Duration:** Special
- **Trappings:** Carving symbols on corpses, throwing bones, graveyards, “leather” books.

This power is considered evil in most settings, and so is typically used only by villainous nonplayer characters such as necromancers, evil scientists, dark cultists, and the like.

When cast, *zombie* raises a number of dead specified by the character when he spent his Power Points. The undead are immediately obedient, though perhaps a bit mischievous and literal-minded in their duties.

Corpses aren’t summoned by this ability, so there must actually be a supply of bodies available for the power to have any effect. The bodies don’t have to be fresh—*zombie* can raise servants that have been waiting patiently for centuries. Graveyards, morgues, and battlefields can all serve this purpose.

With a success, the dead remain animated for 1 hour. With a raise, they remain animated for 1d6 hours. With two raises, they remain animated for an entire day.

Certain powerful necromancers may have improved versions of this power that are cheaper to cast and create permanent undead. The GM has the zombie’s statistics.



TREASURE

This chapter deals with monetary and magical rewards for brave adventurers. It can be used to randomly stock a “dungeon” or to create treasure from random encounters.

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

Each magic item is described by name with a short description (where necessary) of its power.

PLACING TREASURE

Treasure in fantasy adventures is often found in a “dungeon,” whether that be an ancient tomb, a sorcerer’s tower, or an orc lair. Give some thought to the placement of treasure in your adventure—an orc chief might have valuable pieces of art littered around his lair as a display of his powers, but his minions are more likely to hide their loot to prevent it being stolen by jealous rivals. Ancient tombs especially are rich treasure-troves, but are usually protected by traps and fearsome beasts. If an intelligent foe has an artifact, he’ll use it against the characters, not leave it lying in a chest.

COST

After each magic item is a “Cost.” This is a gauge of how valuable the device is in a typical swords and sorcery campaign. Adjust this for your setting and as you see fit. Rarely should such items be available for sale, but a rare shop or “Bazaar of the Bizarre” might have one or two such treasures among scores of fakes.

Items can typically be sold for half the listed cost value, plus 10% with a successful Persuasion roll, or +20% with a raise. Dealers of such goods are usually only found in large cities or out-of-the-way shops.

DETECTING MAGIC

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

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

Depending on your style of setting, there are three easy solutions to this. First, an arcane spellcaster can deduce the powers within an item simply through study. How long it takes is up to you, but a few minutes for a potion (given some basic testing equipment or a more dangerous taste test) and an hour for other items is usually enough.

Second, you can allow *detect arcana* to reveal the powers of any object the spellcaster is touching when he casts the spell. There is a narrower focus for the spell, and means a mage might need to cast it twice (once to detect magic and once to scrutinize), but it’s a low cost power. In either case, until the characters know the powers of a particular relic, you’ll need to keep track secretly.

The third option is simply to reveal the relic’s powers as soon as it is discovered. It’s not very flavorful, but it’s your game and it gets things moving quickly.

USING MAGIC ITEMS

Artificer items (those granting Edges or bonuses to Skills or Damage) require no activation roll. They grant the user a flat bonus to an appropriate skill. The user receives the bonus whenever he makes the skill roll. For example, a warrior need only swing his longsword to receive any bonus to his Fighting roll.

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

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

Active items are relics which only function when required, such as a wand of fireballs. In these cases, an appropriate

skill roll is required. Most wands, for example, require a Shooting roll.

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

Magic items of any sort are considered Wild Cards, and so get a Wild Die when activating. If a non-Wild card picks up a magic item, he does get a Wild Die. This applies to Artificer devices as well — an Extra swinging a lowly +1 damage dagger receives a Wild Die to his Fighting roll.

Magic items have wounds like Wild Card characters, so an enchanted sword is tougher than an ordinary weapon.

A character with the Quick Draw Edge may activate an item that requires an action but no Trait roll to use without the multi-action penalty.

LOOT

Whenever you need to generate a treasure cache roll on the table below. The percentage listed under Magic Item is the percentage chance a magical item is present. If there is, roll again on the Magic Item Table to determine which sub-table to follow from there.

Monsters in the Bestiary have a Treasure rating corresponding to an entry on the table. Intelligent creatures use any special Treasure they have if possible, or may have it stored in their hideout somewhere if it's not immediately useful to them (a good reason to take prisoners). Creatures of animal intelligence don't usually hoard treasure, but may have dragged former victims to their lair. Their possessions remain there, so a Tracking roll might lead the party to the thing's lair — and long-lost treasures.

TREASURE TABLE

Treasure	Silver & Gold	Magic Item
Treasure Trove	1d10 x \$1000	100%
Rich	1d10 x \$500	50%
Worthwhile	1d10 x \$100	25%
Meager	1d10 x \$10	1%

MAGIC ITEM TABLE

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

TABLE 1: ARMOR & SHIELDS

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

TABLE 1A: ARMOR TYPE

d20	Type
1-14	Armor (Table 1B)
16-19	Shield (Table 1D)
20	Roll on the Named Armor & Shields Table (Table 1J)

TABLE 1B: ARMOR

Roll a d20 to determine the exact armor type, then roll on Table 1C to determine the specific bonus. The majority (01-85%) are designed for average-sized humanoids, with less being available for Small (86-95%) and Large (96-100%) beings.

Magical barding is particularly rare and should be inserted into an adventure rather than randomly rolled.

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

TABLE 1C: ARMOR BONUS

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

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

TABLE 1D: SHIELD TYPE

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

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

TABLE 1E: SHIELD BONUS

d20	Cost	Bonus
01-10	+\$6000	+1 Parry (Block)
11-16	+\$8000	+2 Parry (Imp Block)
20	—	Special (roll again on this table for Parry bonus then roll on Table 1F; reroll if this result comes up again)

TABLE 1F: SPECIAL ARMOR & SHIELDS

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

d20	Cost	Type
1-9	\$1000	1d6 skill bonuses (Table 1G)
10-13	Var	1d3 Edges (Table 1H)
14-16	+\$3500*	Minor Artifact: 1d2 powers (Table 1I)
17-18	+\$2000**	Major Artifact: 1 power (Table 1I)
19	+\$3000**	Major Artifact: 1 power with raise; (Table 1I)
20	—	Roll twice, ignoring this result a second time

*Plus \$1000 per spell Rank.

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

TABLE 1G: SKILL BONUSES

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

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

TABLE 1H: EDGES

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

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



TABLE 1I: POWERS

Powers are rolled or chosen from Table 1I. Powers which can affect multiple aspects (such as boost trait) must have a single, fixed aspect chosen during creation. This cannot be changed. Unless otherwise stated, magic items that cast powers have an arcane skill of d8 and 10 Power Points.

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

TABLE 1J: NAMED ITEMS

Below are a few named suits of armor or shields that can be dropped into a game immediately and may help you figure out names and trappings for items created by the tables above.

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



NAMED ITEMS

Assassin's Armor: This suit of leather armor grants +2 Toughness to the wearer and is a minor artifact with the *invisibility* power.

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

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

Dragon Slayer's Armor: This chain hauberk is designed to resemble the scales of a dragon. It grants +4 Armor, +5 against the attacks of a dragon. It is also enchanted to resist a dragon's fiery breath — the wearer receives a +2 bonus to Agility rolls to avoid dragon breath.

Hauberk of the Mage Slayer: Crafted from finest Dwarven steel, the hauberk provides +3 Armor against mundane weapons. It provides an additional +4 Armor when hit by damage-causing arcane powers, and adds +4 to the wearer's trait rolls when resisting opposed powers. Even friendly arcane powers must subtract this modifier to affect the wearer.

Helm of the General: This steel helmet comes with a horsehair mane dyed a deep crimson. When worn, the helmet grants the wearer +2 to all Knowledge (Battle) rolls and the Command edge.

Thief's Jerkin: Reputedly created to order for a thieves' guild, these suits of leather armor have a chameleonic effect, granting the wearer a +2 bonus to Stealth rolls.

HOW MUCH CAN I WEAR?

The characters emerge from the dungeon armed with sacks of relics and start equipping themselves. Then comes the inevitable question, "Can I wear four magic rings?"

The simple answer is, it's up to you as GM to set sensible limits on how much magic a character can use at once. To help you out, here's some guidelines.

A character may only wear one piece of armor and carry one shield (or two if he doesn't want to use a weapon). If he wants to gain any benefit from magic weapons, the most he can use at once is what he can sensibly wield in his hands (typically one melee weapon per hand and one ranged weapon requiring both hands). The same goes for wands.

Miscellaneous Items of clothing or jewelry should be limited to one per body area or type. So, if a character has a cap of concentration, he can't wear a headband of intelligence as well. The same goes for his arms and feet, as well as cloaks.

As for rings, that's trickier. Most characters have ten fingers and could theoretically wear a ring on each. Exactly what limit you place is up to you.

TABLE 2: MELEE WEAPONS

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

TABLE 2A: MELEE WEAPON TYPE

d20	Cost	Type
2-4	\$200	Axe
5-6	\$300	Battle Axe
7-10	\$25	Dagger
11	\$200	Flail
12-13	\$500	Great Axe
14-15	\$400	Great sword
16	\$250	Halberd
17	\$1000	Katana
18-19	\$300	Long sword
20	Var	Named Item (Table 2G)
21-23	\$300	Long sword
24	\$500	Lance
25	\$400	Maul
26-27	\$40	Pike
28-29	\$150	Rapier
30	\$200	Saber
31-34	\$200	Short sword
35-36	\$250	Spear
37-39	\$10	Staff
40	\$250	Warhammer

TABLE 2B: DAMAGE BONUS

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

TABLE 2C: FIGHTING BONUS

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

TABLE 2D: SPECIAL WEAPONS

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

d20	Cost	Type
1-13	Var	1d3 Edges (Table 2E) Variable
14-16	+\$3500*	Minor Artifact: 1d2 powers (Table 2F)
17-18	+\$2000**	Major Artifact: 1 power (Table 2F)
19	+\$3000**	Major Artifact: 1 power with raise (Table 2F)
20	—	Roll twice, ignoring this result a second time

*Plus \$1000 per spell Rank.

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

TABLE 2E: EDGES

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

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

TABLE 2F: POWERS

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

Unless otherwise stated, magic items that cast powers have an arcane skill of d8 and 10 Power Points.

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

TABLE 2G: NAMED WEAPONS

Below are a few named weapons or shields that can be dropped into a game immediately and may help you figure out names and trappings for items created by the tables above.

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

NAMED WEAPONS

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

Duelist's Blade: This ornately worked rapier is very popular with duelists. It grants +2 to Fighting, +1 damage, and increases the wielder's Parry by +2.

NAMING WEAPONS

In fantasy settings—as well as throughout Earth's history and mythology—magical weapons, especially swords, are viewed almost as living entities. King Arthur carried Excalibur, Roland (a knight serving Charlemagne) had Durandal, which reputedly belonged to Hector (of Trojan War fame), and Sigurd (a Teutonic hero) carried Gram. Whether you choose to give magic weapons names or not is left in your hands.

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

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

You choose.

Fearmonger: Crafted by a wizard who preferred to scare his foes, Fearmonger is a dagger with +1 damage and +1 Fighting. If the user wishes, he may use the dagger's arcane skill of d10 to generate *fear* as per the power with a raise. This takes the form of an unearthly howl, as if the gates of Hell had been opened. Because the weapon is a major artifact, the wielder may do this each round.

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

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

Orcbane: Orcbane is a slim, elvish long sword with +1 damage and +1 Fighting. Against orcs, it inflicts +3 damage.

Pathblocker: Pathblocker is a spear with a +2 damage bonus. The wielder gains a free attack against each and every foe who moves adjacent to him. This does not cost the user his go if he is on Hold or has not yet acted during the round.

TABLE 3: RANGED WEAPONS

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

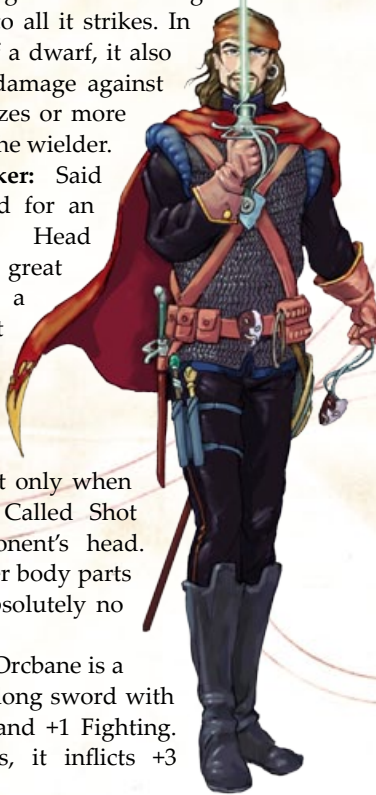


TABLE 3A: STANDARD FANTASY

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

TABLE 3A: BLACKPOWDER FANTASY

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

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

TABLE 3B: DAMAGE BONUS

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

TABLE 3C: SHOOTING BONUS

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

TABLE 3D: SPECIAL WEAPONS

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

d20	Cost	Type
1-13	Var	1d3 Edges (Table 3E)
14-16	+\$3500*	Minor Artifact: 1d2 powers (Table 3F)
17-18	+\$2000**	Major Artifact: 1 power (Table 3F)
19	+\$3000**	Major Artifact: 1 power with raise (Table 3F)
20	—	Roll twice, ignoring this result a second time

*Plus \$1000 per spell Rank.

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

TABLE 3E: EDGES

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

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

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

TABLE 3F: POWERS

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

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

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

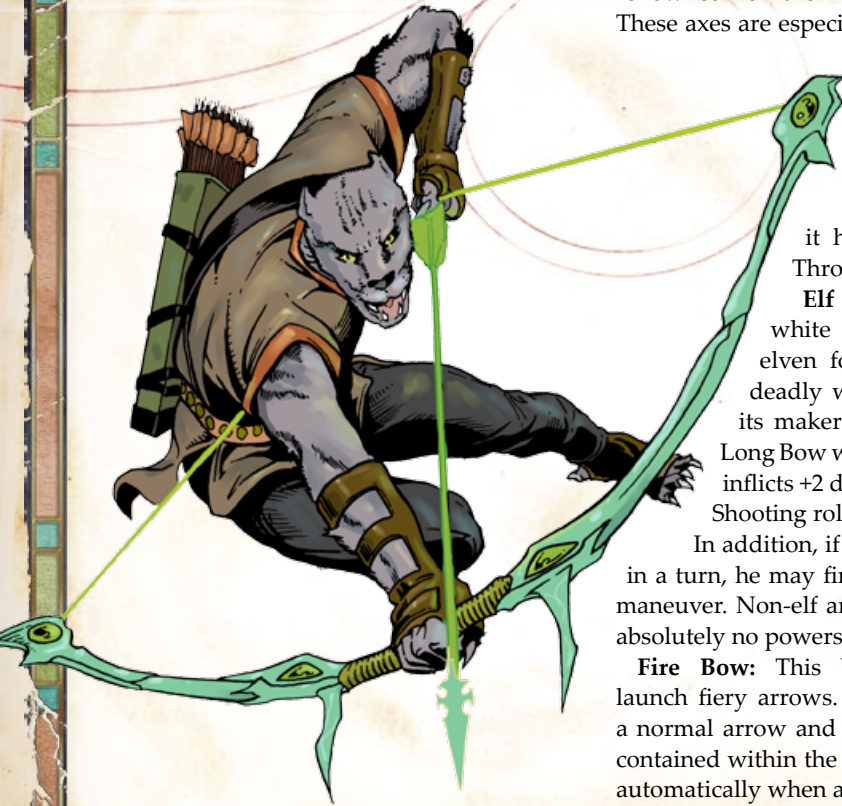
Unless otherwise stated, magic items that cast powers have an arcane skill of d8 and 10 Power Points.

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

TABLE 3G: NAMED RANGED WEAPONS

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

d20	Cost	Type
1-2	\$10,500	Crossbow of Many Bolts
3-5	\$2,925	Dagger of Pinning
6-8	\$2,075	Dwarven Throwing Axe
9-10	\$7,200	Elf Bow
11-13	\$5,250	Fire Bow
14-17	\$550	Javelin of the Gods
18-19	\$3,250	Nomad's Bow
20	\$9,250	Target Seeker



NAMED RANGED WEAPONS

Crossbow of Many Bolts: This magical relic does not fire standard bolts—it fires magical ones. It can fire up to three bolts per

round with no multi-action penalty at the standard range of 15/30/60. Each bolt inflicts 2d6 damage.

Dagger of Pinning: When thrown normally, the dagger has no bonuses. The thrower can, however, elect to use the dagger's special power. Instead of inflicting damage, the dagger splits into a swarm of miniature daggers, which pin an opponent's limbs, as *entangle*. When the target breaks free, the swarm of daggers vanish, leaving only the original weapon behind. Despite being a minor artifact, the dagger has just 2 Power Points, enough to use the power every two hours. It has a d8 arcane skill, which replaces the user's Throwing skill when using *entangle*.

Dwarven Throwing Axe: Dwarves are renowned for their use of throwing axes. These axes are especially useful against orcs, a known enemy of the dwarven people. The axe functions as a normal axe unless thrown against orcs or goblins, in which case it has +2 damage and +2 Throwing.

Elf Bow: Carved from white wood grown only in elven forest, the elf bow is a deadly weapon in the hands of its makers. It acts as an English Long Bow with a range of 30/60/120, inflicts +2 damage, and grants +2 to Shooting rolls in the hands of an elf. In addition, if the firer does not move in a turn, he may fire as if he took the Aim maneuver. Non-elf archers find the bow has absolutely no powers.

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

Javelin of the Gods: This elegant throwing spear is engraved with runes of fire and destruction. When it strikes a target, it explodes in a Medium Burst template for 3d6 damage as an Area Effect weapon. The spear

is consumed in the explosion and thus cannot be reused.

Nomad's Bow: Created by shamans of the nomadic steppe horsemen who bind spirits into their weapons to produce magical effects, this bow has +1 damage and grants the user +1 to Shooting rolls. When used on horseback, the firer suffers no penalties for being on an "unstable platform."

Target Seeker: There are many stories of archers splitting rivals' arrows, or shooting a piece of fruit off of someone's head at great distance. Few archers could pull off such tricks without the aid of a Target Seeker. Made by elven craftsmen, these bows actually make subtle adjustments to their shape to account for the user's style of shooting, his weight, and so on. This bow grants +1 damage and ignores up to -2 Shooting penalties. If a character uses the bow for two weeks or more, it provides the Improved Trademark Weapon Edge.

TABLE 4: MISCELLANEOUS MAGIC

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

Exactly what the item is depends on you, but should be something like an item of clothing, minor jewelry, figurines, decks of cards, or even musical instruments.

TABLE 4: ITEM TYPE

d20	Type	d20	Type
1	Pendant	11	Card deck
2	Figurine	12	Key
3	Cloak	13	Whistle
4	Boots	14	Horn
5	Shirt	15	Coin
6	Hat	16	Cup
7	Musical Inst.	17	Tool
8	Artwork	18	Container
9	Dice	19	Belt
10	Scabbard	20	Cape

TABLE 4A: ITEM POWERS

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

d20	Cost	Type
1-6	Var	Skill
7-13	Var	1d3 Edges
14-16	+\$3500*	Minor Artifact: 1d2 powers
17-18	+\$2000**	Major Artifact: 1 power
19	+\$3000**	Major Artifact: 1 power with raise
20	—	Roll twice, ignoring this result a second time

*Plus \$1000 per spell Rank.

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

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

Edges: Pick or roll on Table 4D once for each Edge.

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

Note: Relying on totally random rolls may produce rather strange results. For instance, you may end up with an item granting +1 Boating and Streetwise, or with +2 Lockpicking and the Charismatic Edge. Rather than just reroll these "oddities," see if you can make them work. The first item might, for instance, be a pirate's eyepatch or maybe even a magic parrot. The parrot could shout out instructions to the owner and sit in bars listening to gossip. Unless the combination is truly odd, having an unusual set of powers makes the item more unique, so give it a cool name and go with it.

TABLE 4B: SKILL

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

TABLE 4C: SKILL BONUS

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

TABLE 4D: EDGES

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

*If you roll this Edge twice, gain the Improved version and double the cost.

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

TABLE 4E: POWERS TABLE

Unless otherwise stated, magic items that cast powers have an arcane skill of d8 and 10 Power Points.

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

TABLE 4F : NAMED ITEMS

Roll a d20 on the Named Item Table below, then roll on the appropriate subtable. Item descriptions are listed alphabetically after the tables. For items with a Cost of "Var," roll on Table 4C to determine the bonus.

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



TABLE 4G: CLOTHING 1

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

TABLE 4H: CLOTHING 2

d20	Cost	Type
1	\$9000	Cloak of Etherealness
2-3	\$12K	Cloak of Invisibility
3	\$17K	Cloak of Invisibility, Greater
5-7	\$5000	Cloak of Protection
8	\$7000	Cloak of Protection, Greater
9-10	\$2000	Cloak of Regal Bearing
11-12	\$5000	Cloak of Shadows
13	\$7000	Cloak of Shadows, Greater
14	\$5900	Cloak of Teleportation
15-16	\$13500	Cloak of the (Animal)
17	\$5500	Cloak of the Small Folk
18-19	Var	Courtier's Robes
20	\$2000	Elf Goggles

TABLE 4I: CLOTHING 3

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

TABLE 4J: CLOTHING 4

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

TABLE 4K: CLOTHING 5

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

TABLE 4L: JEWELRY 1

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

TABLE 4M: JEWELRY 2

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

TABLE 4N: MISCELLANEOUS 1

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

TABLE 4O: MISCELLANEOUS 2

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

TABLE 4P: MISCELLANEOUS 3

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

TABLE 4Q: MISCELLANEOUS 4

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

NAMED MISCELLANEOUS MAGIC

Adventurer's Tinderbox: In this waterproof box is a flint and steel. When struck against a flammable object, the sparks instantly raise the temperature of the material to its conflagration point, resulting in an instant roaring fire. If used against a flammable creature (requires a successful Touch Attack), the resulting flames cause 1d10 damage per round. Check to see if the fire spreads as normal. Each use of the power drains 2 Power Points.

Adventurer's Torch: Invented to provide light to adventuring parties without tying up a hand, the adventurer's torch floats six feet off the ground and sheds permanent light equal to that of a regular torch in a Large Burst Template. The torch stays within 2 yards of the last person to touch it.

Anklet of Agility: This silver anklet is engraved with tiny images of cats. It grants the wearer a one-die increase to his Agility.

Armbands of Strength: Fashioned from iron and engraved with runes of power, the wearer receives a one-die increase to his Strength.

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

On the round the bag is activated, place the edge of a Large Burst Template next to the bag. Each round the bag remains opens another Template is added. Place subsequent templates in a straight line pointing away from the bag. The fog can move against the wind.

If the bag is closed, the fog cloud



disperses 3 rounds later. Attacks into, out of, or through the fog suffer a -6 penalty.

Bag of Marbles: When opened and the command word spoken (requires an arcane skill roll), a Cone Template of marbles flows forth. If the arcane skill roll was successful, anyone moving through the Template acts as if they were in Difficult Terrain. With a raise, movement becomes an action (so walking up to Pace and fighting would incur a multi-action penalty — running would incur two multi-action penalties if the mover wanted to perform another action as well).

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

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

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

Each section of the barrier may be destroyed by an attack that equals its Toughness of 10. Physical walls are treated exactly like inanimate objects; they are considered to have a Parry of 2 (ranged attacks work as normal), but raises on the attack roll do not grant bonus damage nor do damage dice Ace.

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

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

The listed price is per staff.

Battlefield Map: This large, vellum map unfolds to an area one yard to a side. If used on a battlefield with more than one hundred combatants in total, tiny representations of

the units and the terrain appear on the map. The maximum size of the battlefield displayed is 2 miles per bonus the relic bestows. As the combatants move in the real world, their actions are duplicated on the map. A general using the map gains a bonus to his Knowledge (Battle) rolls — the bonus varying with the power of the item.

Beads of Knowledge: Each bead of knowledge is made of colored glass and has a hole drilled through the center, allowing them to be worn as a necklace. When worn in this fashion, each bead grants the wearer a bonus to one Knowledge skill, as determined by the GM when they are found. Beads are engraved with small pictorial representations of the skill they confer — a bead increasing Knowledge (Engineering) may have an image of a bridge, for example.

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

Other variations, such as wolf's teeth and snake's fangs, also exist.

Bearskin Cloak: When worn, this thick bearskin cloak provides total protection against all forms of background cold, including blizzards and subzero temperatures. Cold attacks, such as icy bolts, inflict normal damage against the wearer.

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

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

Attacking a victim allows them a Spirit roll to escape enthrallment as a free action. When

the duration expires, affected creatures return to their senses,

The bone is a minor artifact. Each use of the power costs 3 points and it has a Duration of 3 (1/round).

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

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

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

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

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

Belt of Strength: A wide leather belt with a buckle formed from two bulls interlocking horns, this major artifact increases the wearer's Strength by two die steps.

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

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

ADVANCEMENTS

Normally, you can increase two skills lower than the linked attribute or one equal to or higher than the attribute when you level up, but what if your attribute is enhanced by magic, such as a headband of intelligence? There are several possible solutions.

First, anyone with an increased attribute when he levels up may treat his attribute as being the higher level. This lets a character who is only 1 Experience Point off leveling to borrow a relic, up his attribute, get the Experience Point, and gain the benefit.

Second, you could rule the character must wear the item the whole time between levels. A character with 5 Experience Points would have to wear it continually between 6 and 10 Experience Points to gain the bonus.

Third, you can rule the item grants no bonus with regard to leveling, and the character must use his own attribute level.

Exactly how you decide to handle the situation depends on the role of magic in your setting. Once you make a ruling, however, keep it consistent.

If successful, the magic causes the victim to lose concentration. All the victim's trait rolls are made at -2 for the duration, -4 on a raise. Each use of the power costs 4 Power Points with a Duration of 3 (1/round).

Boots of Speed: Crafted from finest deer hide and laced with dog sinew, the wearer of these boots has his base Pace doubled.

SINGLE USE ITEMS

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

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

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

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

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

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

The magic is good for just nine uses—the tenth "death" is guaranteed.

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

Bracers of Agility: These wrist guards are decorated with images of striking serpents.

The wearer gains a two-die increase to his Agility.

Bracers of the Mule: Decorated with images of mules, these thick leather wristbands allow the wearer to carry to 8x his Strength.

Brooch of Confidence: The wearer of this finely decorated silver brooch gains a one-die increase to his Spirit.

Brooch of Fitness: Made from iron and cast in the shape of a bull, the brooch grants the wearer a one-die increase to Vigor.

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

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

Each brooch comes with 2d6 gems. The listed price is per gem.

Brooch of Rapid Recovery: Shaped like a caduceus (two serpent coiled around a staff), this gold brooch allows the wearer to add +2 to Vigor rolls when checking for natural healing.

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

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

Brooch of Resistance, Greater: These brooches are more powerful versions of the brooch of resistance. Armor and trait modifiers are increased to +4.

Bull's-Eye Pendant: Worn around the neck, the pendant is crafted from concentric circles of bronze, silver, and gold. The wearer receives a bonus to his Throwing skill dependant on the strength of the relic.

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

Cap of Concentration, Greater: Functions as the cap of concentration, except the bonus increases to +4.

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

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

Each use of the power costs 1 Power Point per target, with an Instant Duration.

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

Captain's Plume: This elegant red feather plume must be worn atop a helmet to function. When so worn, all allied characters (including Wild Cards) within 5" of the wearer gain a +2 bonus to recover from being Shaken.

Chalk of Spirit Warding: Found in groups of 1d6 sticks, this relic resembles a stick of normal chalk engraved with the holy symbol of the god of death. Each stick can create a single circle equal in radius to a Medium Burst Template. It can be used to draw a smaller circle, but the magic contained in each piece of chalk is good for one use only.

Spirits wishing to cross the barrier must make an opposed Spirit check (no pun intended) against the drawer's Spirit. If they

fail, they cannot pass the barrier while the spell remains active.

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

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

Charm of the Warrior: This charm is worn around the neck on a leather strap. Usually made of iron, it is carved in the shape of two crossed swords hanging downward toward the heart. The wearer receives a +2 bonus to recover from being Shaken.

Circlets of Safe Return: These gold bands, each a yard wide, work in pairs. One circlet is placed in a safe location (such as a wizard's laboratory), and the other carried. Matched pairs are easily identifiable as they are engraved with identical runes of power. When created, each wizard adds a unique rune to prevent the possibility of someone appearing in his sanctum in error if their other runes match. When the user needs a quick escape, he simply drops the circlet he is carrying on the ground and speaks the command word (make an arcane skill roll).

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

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

These minor artifacts contain 20 Power Points. Each use drains the entire reserve.

Cloak of Bridging: Knitted from gray wool with runic stitching along the hem, the cloak of bridging appears to be a normal foul-weather cloak. To function, it must be waved

over a ditch, chasm, or other gap, and the command word spoken (an arcane skill roll).

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

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

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

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

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

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

Direct fire attacks, such as a fiery blast, inflict damage as normal, however.

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

The user may cast magic, however, and is still susceptible to magic attacks, including

physical powers, such as bolt, and magic items.

Should the wearer become corporeal “inside” someone or something, both he and his victim suffers damage. A hand causes 1 wound to each, an arm causes 2 wounds, both arms cause 3 wounds, and the whole body causes 4 wounds.

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

Cloak of Invisibility, Greater: These are advanced versions of the cloak of invisibility. The wearer becomes completely invisible, and the penalty to Notice or hit him rises to -6.

Cloak of Protection: Valued by warriors and wizards alike, a cloak of protection grants the wearer +2 Armor.

Cloak of Protection, Greater: Greater cloaks of protection functions like their lesser cousin above, but grant a +4 Armor bonus.

Cloak of Regal Bearing: Made from purple velvet and edged with ermine, the cloak of regal bearing is an item fit for a king. The wearer receives a +2 bonus to his Charisma.

Cloak of Shadows: Woven from darkest thread and stitched with mystic runes, this voluminous cloak seems to flicker and shift form, making the wearer’s outline indistinct, whether he is moving or stationary.

Opponents attacking the user find it hard to pinpoint his exact position and suffer a -2 penalty to their attack rolls.

Cloak of Shadows, Greater: This advanced version of the cloak of shadows causes foes attacking the wearer to suffer a -4 penalty.

Cloak of Teleportation: By wrapping himself in the cloak and uttering the command word (make an arcane skill roll), the wearer can disappear and instantly reappear up to 10” distant for each 3 Power Points spent, or 15” with a raise. This counts as his movement for the round. Adjacent opponents do not get

a free attack against the teleporting character. If the hero wishes to teleport somewhere he can't see, he must make a Smarts roll at -2. If it is an unknown area he has never seen the roll is at a -4 penalty.

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

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

The cloak is a minor artifact but has 12 Power Points.

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

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

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

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

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

A character in dog-form might be able to pull the trigger on a crossbow, for instance,

STACKING BONUSES

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

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

Artificer items do not stack with other artificer items granting a similar bonus—use the highest bonus. A sword with +2 Fighting and gloves of fighting +3 only provide a +3 bonus.

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

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

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

but would use a default skill roll of $d4-2$ as the animal has no Shooting score of its own.

The wearer's Persuasion functions normally, but might suffer a -4 or worse penalty depending on what he tries to accomplish without speech.

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

Cloak of the Small Folk:

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

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

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

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

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

Coachman's Whip: This coachman's whip provides a bonus to the characters Driving skill dependent on its power.

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

When placed around the neck of a friendly animal, it allows the character who placed the collar to spend bennies for the beast, but not

to control its actions. It does not make hostile animals friendly.

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

Attaching it to an unwilling creature requires a Called Shot to the head with a Fighting roll.



Courtier's Robes:

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


Crook of the Tomb

Guard: This small crook (3' long) is banded with gold and lapis, and engraved with runes of death and servitude. When waved over a corpse and the command word spoken, the corpse is possessed by a foul

spirit and becomes a Guardian Mummy (see the Bestiary for details) under the dominion of the one who created it.

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

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



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

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

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

Doppelganger Prism: By angling the prism to create a rainbow pattern, any sentient user can create duplicates of himself. One duplicate is created for a success and for each raise on the arcane skill roll. The copies retain all the original's traits, Edges, Hindrances, and special abilities, but are Extras.

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

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

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

Each use of this minor artifact drains 5 Power Points from its pool. The doppelgangers' duration is 3 (1/round).

Dragon's Teeth: Prized by necromancers, dragon's teeth are enchanted bits of bone— not necessarily from a dragon—inscribed with dark runes. When thrown on the floor, they

transform into a skeleton under the thrower's command.

The undead serve their master for 1 hour before crumbling to dust or until destroyed, whichever occurs first. They are usually found in batches of 1d6, and each tooth is good for one use. The listed price is per tooth.

Dust of Levitation: This fine powder comes in sealed leather pouches containing 2d6 pinches. The listed price is per pinch. Each pinch can cover a 2-yard square area and affects everything in the area. Objects weighing 200 pounds or less begin rising off the ground at the rate of 8" per round. Scattering multiple pinches in the area increases the weight of objects that may be lifted by an additional 200 pounds per pinch.

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

After 3 rounds, the magical effects wear off, sending levitated objects crashing to the floor. Affected objects, and creatures, suffer falling damage as usual.

Dust of Reanimation: Made from the ground bones of the dead and enchanted with necromantic energy, dust of reanimation returns the dead to life—as undead. Each pinch animates a corpse, either as a zombie or skeleton, depending on how much flesh remains.

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

The dust is usually found in skin bags containing 1d6 doses. Listed prices are per dose.

Elf Goggles: These thick, green lenses are joined by a metal frame and tied around the head with a leather strap. When the lens are lowered over the eyes, the wearer ignores

penalties for poor lighting except in pitch darkness.

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

Executioner's Hood: This black cloth hood, as worn by executioners, covers the wearer's entire head save for his eyes. When donned, the hood bestows a bonus to the wearer's Intimidation skill.

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

On impact, they explode for 3d6 damage in a Large Burst Template as an Area Effect weapon.

These stones are usually found in batches of 1d4. The listed price is per stone.

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

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

Flute of the Shepherd: Carved from the bone of an animal (many varieties exist, but all have the same power), this relic allows the user to guide the actions of nature's beasts. It works only on creatures with animal intelligence, not humanoids. Nor does it

work on conjured, magical, or otherwise "unnatural" animals.

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

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

Swarms may also be controlled. Small swarms cost 3, Mediums 5, and Large 8. Thus a single rat costs 3 to control, as does a small swarm of the creatures. Most of these minor artifacts have 10 Power Points, but far more powerful versions are said to exist.

Flying Carpet: Popular among desert cultures, flying carpets allow for aerial travel. Despite being no faster than a person on foot, they allow travelers to avoid difficult

terrain and eliminate fatigue from long marches.

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

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

To use the carpet, it need only be laid flat on a solid surface and ordered to rise. Directional control is by verbal command. Only passengers may give the carpet instructions (so a foe on the ground cannot order it to crash).



Gauntlets of Poltergeists: These white leather gloves allow the wearer to move objects at a distance through hand actions. The weight a user can lift is equal to 10 pounds times his Spirit die type, or 50 pounds times his Spirit with a raise on the casting roll. The powers operate within a range of the wearer's Smarts in game inches.

Lifting Creatures: Living targets may resist with an opposed Spirit roll. If the roll is greater than the relic's skill total, the target is unaffected. If the victim loses, however, it is lifted as usual and does not get another attempt to break free. Occasionally a victim might manage to grab onto something solid to prevent itself from being lifted. When this happens, the victim may make an opposed Strength roll versus the gauntlets' arcane skill. If the victim is successful, he manages to grab onto whatever was available and is not moved, bashed, or otherwise affected that round.

Telekinetic Weapons: A caster can use the gauntlets to wield a weapon. When this occurs, the weapon's Fighting is equal to the relic's arcane skill, and its damage is based on the gauntlet wearer's Spirit instead of his Strength. A sword that does Strength+d6 damage, for example, does Spirit+d6 when wielded by this relic. The weapon otherwise functions normally, including granting bonus damage when it strikes with a raise.

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

Victims who are bashed into walls or other solid objects suffer the caster's Spirit+d6 as damage. If a caster with a d12 Spirit smashes an orc into a wall, for example, the orc suffers d12+d6 damage.

The gauntlets are minor artifacts with 15 Power Points. Each use of their power costs 5 points, with a Duration of 3 (1/round).

Gem of Desire: The gem of desire looks like a piece of green costume jewelry. When

its power is activated, however, sentient beings within range of its power see it as a priceless emerald and become intent on possessing it — at any cost. The gem is usually thrown (range 3/6/12) or fired from a sling. To activate the gem, the owner simply speaks the command word. All sentient beings within a Medium Burst Template centered on the gem must make a Spirit roll opposed by the gem's arcane skill.

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

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

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

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

Giantskin Cloak: Crafted from the skin of giants (or other Large humanoids), the cloak allows its wearer to alter his size, though only upward. To activate the power, the wearer need only fasten the clasp and speak the command word. Each success and raise on the arcane skill roll increases the wearer's Size by one step. Each step of Size increase gains the target a one step increase to his Strength and a point of Toughness.

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

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

Girdle of Endurance: This broad leather belt is carved with images of bulls. The wearer gains a two dice increase to his Vigor,

Glasses of Rapid Reading: This pair of reading glasses is popular with wizards and priests needing to research material from musty tomes. The glasses bestow a bonus to the wearer's Investigation skill.

Gloves of Fighting: These black gloves are engraved in the back with a pair of silver swords crossed beneath a shield. When worn, they grant the user a bonus to his Fighting skill.

Goblin Goggles: These red-lensed goggles allow the wearer to see in the infrared spectrum—meaning he can “see” by detecting heat. The wearer halves penalties for bad lighting (round down) when attacking living creatures.

Goggles of Revealing: These blue-tinted goggles are highly-favored by tomb raiders for their power to detect supernatural persons, objects, or effects within sight. This includes invisible foes, enchantments on people, magical wards or items, and so on.

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

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

Goggles of Translation: Popular with academics and tomb robbers, these magical goggles allow the wearer to read any text as if it was written in his native language. This relic does not allow illiterate characters to read.

Gossip's Coin: No matter what country they are found in, these old coins are always of the highest denomination. They grant the bearer a bonus to his Streetwise rolls. The possessor need not actually hand over the coin to gain the bonus, but he must have it in plain site to gain the bonus.

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

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

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

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

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

Grave dust is found in batches of 1d4 doses. Listed prices are per dose.

Headband of Action: This leather headband has a single ruby in the center. The wearer draws an additional action card in combat and acts on the best of the draw.

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

The wearer draws two additional action cards in combat and acts on the best of the draw.

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

Headband of Intelligence: This leather headband has a single sard (a semiprecious stone) in the center. When worn, it raises the wearer's Smarts by one die type.

Hero's Banner: This war banner is emblazoned with a heraldic motif of a unicorn and lion clutching a shield. When attached to a spear or staff and carried into battle, the bearer gains two additional bennies. These may be used for himself or for any troops under his command.

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

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

Each use of the horn costs 2 Power Points, with a Duration of Instant.

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

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

Jester's Hat: A three-pronged cap complete with bells, the jester's hat grants the wearer a bonus to his Taunt skill.

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

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

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

Placing hot coals, for example, would summon forth a fire elemental with a

blackened, humanoid shape, swamp water would result in a foul-smelling water elemental, and so on.

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

Left Handed Glove: Unlike most magical gloves, this red velvet glove is worn without a matching partner. The wearer may use his off-hand without incurring the usual -2 penalty.

Lucky Dice: Said to be carved from the bones of dead gamblers, these dice grant the user a bonus to his Gambling rolls. In order to gain the bonus, the user must have them on his person for 24 hours. In this way, they can be used in dice games without giving a bonus to all the players.

Mage's Key: Many people have things they do not wish others to find.

When used to lock a door, chest, or other item, the key imbues its

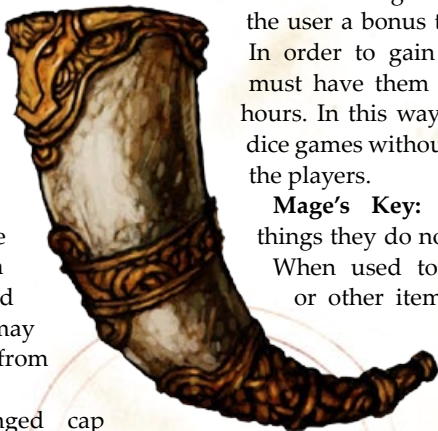
magic to the lock. All attempts to pick the lock suffer a -2 penalty.

In addition, the locked object gains +2 Toughness.

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

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

Its primary use is to aid parties mapping out "dungeons" and other ruins. Aside from being waterproof, the map contains a far more useful feature. If the user taps a symbol



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

Each use of the map costs 2 Power Points with a Duration of 3 (1/round).

Mana Stone: A mana stone is a small gem engraved with runes of magic and recharge. Each one contains 1d6+2 Power Points, which the holder may use as if they were his own. Power Points recharge at the rate of one per hour.

Manual of the Wilds: This leather-bound tome is just the right size to fit into a deep pocket. Each chapter deals with surviving in a particular climate. The manual grants a bonus to the reader's Survival skill if he opens it to the correct chapter.

Mariner's Sextant: This ornately carved mariner's sextant grants a bonus to Boating rolls when navigating.

Mariner's Shoes: These canvas shoes appear identical to those worn by mariners and have a nonslip sole marked with runes of stability. The wearer does not suffer penalties for Fighting on an "unstable platform."

Mask of Beauty: Carved from fine porcelain and decorated with cosmetics made of crushed gems, this magical mask represents an androgynous face. When placed against the face, it disappears beneath the skin and alters the features of the wearer to be more appealing. It grants a +2 Charisma bonus.

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

Mask of Beauty, Greater: This more-potent version of the mask of beauty increases Charisma by +4.

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

The mask allows the wearer to breathe, speak, and move at his full Pace while underwater.

Medal of Honor: Issued by various realms to honor their heroes, these badges grant the wearer a bonus to Guts rolls.

Mermaid's Scales: This delicate armband is made from mermaid's scales and coral. It grants the wearer a bonus to his Swimming rolls and increases his Pace by +2 (regardless of the bonus to Swimming) while underwater.

He may also "run" underwater, using a d6 as his running die.

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

The wearer gains a bonus to his Notice roll when listening. If the user is completely deaf, the necklace does not grant him the ability to hear.

Nomad's Saddle: This saddle is decorated with engravings of prancing horses. When placed on the back of a beast of burden, it grants the user a bonus to his Riding skill.

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

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

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



Those who fail immediately cease all hostile actions for the duration of the effect. They do not become friendly, just nonviolent. They may use still Intimidation and Taunt, as these are nonviolent activities. Should the user run away, those who oppose him may follow but will not try to physically bar his passage.

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

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

Pendant of the Wolf: This large silver disc is embossed with the image of a wolf's head. When worn around the neck, it grants a bonus to Tracking rolls.

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

No matter how often they are used, the contents never diminish in quantity or quality.

Picks of the Master Thief: These golden lockpicks allow the user to instantly open any lock requiring a key, no matter how complex or secure it is. If locked by a mage key, the picks cancel the spell but do not unlock the door. They do not disarm traps placed on the lock, however, nor can they open combination or puzzle locks.

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

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

Each use costs 2 Power Points and has a Duration of 1 minute (1/minute). When the

effect expires, the sleepers automatically awaken.

Pocket Bestiary: This near complete listing of beasts and monsters covers everything from air elementals to zombies, giving details on special abilities, lairs, likely treasure, and so forth. Using the book grants a bonus to Knowledge (Monsters) rolls.

Purse of Unlimited Wealth: Despite its name, the relic will not make the possessor rich overnight. When found, the purse contains \$100. At the start of each week, another \$1 appears in the purse for each \$1 of the previous week's money taken out. If no money is removed, no new money is gained.

Rabbit Skin Boots: Crafted from rabbit fur and stitched with rabbit sinew, the wearer of these boots doubles his jumping distances, including extra distance gained from making a Strength roll.

Rabbit's Foot: The owner of this preserved rabbit's foot gains one extra benny at the start of each session.

Rabbit's Foot, Greater: The owner of this preserved rabbit's foot gains two extra bennies at the start of each session.

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

Rope of Climbing: This thin rope is said to be made from the hair of elf maidens. Whatever the truth, it is strong, flexible, and grants a bonus to Climbing rolls. It is usually found in 10-yard lengths.

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

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

The winder is also mentally linked to the rat's senses—whatever it sees, hears, smells, tastes, or touches is relayed to the winder as if he were sensing it himself. The rat can only use “natural” senses—it cannot see through walls, hear sounds beyond it's range of hearing, and so on.

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

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

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



Each use costs 2 Power Points and has a Duration of 3 (1/round).

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

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

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

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

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

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

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

Skullcap of Intellect: This silver skullcap is engraved with runes of knowledge. The wearer gains a two step increase to his Smarts.

Slaver's Shackles: These sturdy metal wrist and ankle shackles are joined by a thick chain. When placed on a victim, his Pace is automatically halved and movement at base Pace or less becomes an action. In addition, the victim must redraw action cards higher than 10, except Jokers, which work as normal.

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

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

The pellets are usually found in batches of 1d6 and are good for one use. Listed prices are per pellet.

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

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

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

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

Spider Boots: These knee-high leather boots are decorated with a spider's web pattern of silver thread. The boots allows the wearer to function much like a human spider. He can stick to any surface, allowing him to climb walls and even hang from the ceiling. The character can move along such surfaces at his normal Pace and may even run.

Spiderweb Mask: Although made of spiders' webs, the magic placed in this mask makes it tougher than steel. The wearer can spit sticky webs at foes. The arcane skill roll is opposed by the target's Agility. Success indicates partial restraint so that the target

suffers a -2 penalty to Pace and skills linked to Agility and Strength. A raise restrains the target fully. He cannot move or use any skills linked to Agility or Strength. Each following round, an entangled target may make a Strength or Agility roll to break free. Other characters may also attempt to free the ensnared person by making a Strength roll at -2. For 2 Power Points, the web targets a single opponent. For 4 points it affects everyone in Medium Burst Template.

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

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

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

Standard of the Forlorn Hope: The forlorn hope are usually the first into battle, though they can also be the soldiers left behind to hold the line while the main army retreats. Either way, it isn't a pleasant posting. When held aloft, the standard grants all allied characters within 5" a +1 bonus to recover from being Shaken and +1 Toughness.

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

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

A gout of flame the size of a Cone Template erupts from the staff. Targets within the template may make Agility rolls versus the staff's Shooting skill of d8 to avoid the blaze. Those who fail suffer 2d10 damage. This

counts as a Heavy Weapon. The staff can fire multiple bursts per round at a standard multi-action penalty.

Anyone but the character who planted it who tries to pull the staff from the ground requires a Strength check. Once removed, the staff becomes dormant.

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

Roll on the table below to determine the type of stone and the attribute it affects. Check table 4C to determine the roll bonus.

STONE TYPE

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

Swordsman's Scabbard:

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

Tabard of the Holy

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

supernaturally evil sources, including arcane powers and the weapons, teeth, or claws of such creatures.

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

Thieves' Picks: This set of lockpicks grants the user a bonus to his Lockpicking rolls.

Torc of Authority: This large golden neck band grants the wearer a two step increase to his Spirit.

Viper Tooth Gloves: Crafted from the skin of venomous snakes, the wearer of these gloves delivers a deadly touch.

Upon command (make an arcane skill roll), the gloves exude a deadly contact poison. The user can deliver the poison with a successful Fighting roll — against unarmored foes a Touch Attack (+2 to Fighting) suffices.

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

Window Chalk:

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

When the circle is complete, the user can see through up to 2 yards of solid matter as if it were a pane of glass for 3 rounds. It



grants no special powers to communicate with creatures behind the barrier, nor can the viewer reach through — the obstacle remains solid to the touch. Creatures on the other side of the intervening barrier cannot see through the “window” — it is one-way only.

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

Wolfskin Boots: These finely crafted wolfskin boots grant the wearer a +2 bonus to Pace and increase his running die by one step.

TABLE 5: POTIONS

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

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

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

3d20	Cost	Type
3	\$450	Armor
4	\$675	Armor with raise
5	\$450	Boost Agility
6	\$675	Boost Agility with raise
7-8	\$450	Boost Smarts
9	\$675	Boost Smarts with raise
10-11	\$450	Boost Spirit
12	\$675	Boost Spirit with raise
13-14	\$450	Boost Strength
15	\$675	Boost Strength with raise
16-17	\$450	Boost Vigor
18	\$675	Boost Vigor with raise
19-20	\$450	Boost skill (GM’s choice)
21	\$675	Boost skill with raise (GM’s choice)
22	\$100	Detect Arcana
23	\$550	Env. Pro.* - cold
24	\$550	Env. Pro.* - heat
25	\$550	Env. Pro.* - water
26	\$500	Fly (Pace 6)
27	\$650	Fly (Pace 12)
28	\$500	Greater Healing (wounds only)
29	\$1000	Greater Healing (injuries or wounds)
30-34	\$150	Healing
35-36	\$225	Healing with raise
37-38	\$700	Invisibility
39	\$1050	Invisibility with raise
40	\$550	Puppet
41-42	\$900	Quickness
43	\$1350	Quickness with raise
44-45	\$600	S. C.** (Novice animal)
46-47	\$650	S. C.** (Seasoned animal)
48	\$700	S. C.** (Veteran animal)
49	\$750	S. C.** (Heroic animal)
50	\$800	S. C.** (Legendary animal)
51-52	\$500	Speak Language
53-55	\$400	Speed
56-57	\$600	Speed with raise
59	\$700	Telekinesis
60	\$150	Teleport (10” range)

*Environmental Protection

**Shape Change

TABLE 6: RINGS

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

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

TABLE 6A: LESSER RINGS 1

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

TABLE 6B: LESSER RINGS 2

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

TABLE 6C: LESSER RINGS 3

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

TABLE 6D: GREATER RINGS

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

NAMED RINGS

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

Arcane Resistance, Greater: This is a more powerful version of the ring of arcane resistance. Armor and trait modifiers are increased to +4.

Archer: The wearer of this silver ring etched with runes of accuracy may fire as if he took the aim maneuver if he does not move in the same turn he fires.

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

Avoidance, Greater: This more powerful version of the ring of avoidance causes attackers to subtract 2 from their attack rolls and grants a +2 bonus to avoid area effect weapons when allowed.



Bonding: The wearer of this gold ring marked with runes of friendship may give his bennies to any other character wearing one of these rings. If the wearer cannot communicate with another character wearing a similar ring, he cannot share his bennies.

Brawn: The wearer of this copper ring gains more muscle mass and improved fitness. He adds +1 to his Toughness. In addition, he may carry 8x his current Strength.

Dampening: Marked with runes of counter-magic and resistance, these gold rings are enchanted to ward off magical backlash. A mage wearing one does not suffer a magical backlash if they roll a 1 on their Spellcasting die.

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

- **Air:** The caster can create lesser air currents to blow out a candle, fan a flame, lift a skirt, or cool his body in oppressive heat (+1 to a single Fatigue roll caused by heat).
- **Earth:** A wave of the hand can open a one-foot square hole in soft earth (or half that in stone), or cause a spray of sand that might blind an opponent (+1 to a Trick roll).
- **Fire:** The caster can snap his fingers to create a small flame (about the size of a hot match). With existing fire, he can urge it to spread (+1 to see if a fire spreads), cause it to flare up (perhaps as part of a Trick maneuver), or slowly ignite an object over the course of a few rounds by increasing its temperature as if holding a match to it.
- **Water:** The caster can conjure up to a pint of water somewhere within his sight (not “inside” objects or people). A wave of his hand also purifies one gallon of water, whether it be poisoned or simply saltwater. Those who have been poisoned within the last minute also get a second chance to resist any remaining effects.

Fire Protection: Made of red gold and etched with runes of fire and warding, this ring protects its wearer from the effects of heat and fire. The wearer suffers no damage from background sources of heat, including walking through lava or surviving the heat of the desert. Against direct attack spells with a fire or heat trapping, the wearer has 4 points of Armor. In addition, he receives a +2 bonus to trait rolls to avoid such spells when allowed (such as *burst*).

Force: Forged from silver and decorated with a bull’s head motif, these rings project a wave of stunning force.

When activated, place the thin end of a Cone Template in front of the character. All creatures within the template must make a Vigor roll or be Shaken. With a raise, victims must make Vigor rolls at -2. Each use costs 2 Power Points.

Hammerhand: This copper ring is etched with a rune of destruction. The wearer receives a +2 bonus to damage rolls with any melee weapon he wields in the hand on which the ring is worn.

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

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

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



RING OR MISCELLANEOUS?

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

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

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

Invisibility, Greater: These rings are advanced versions of the ring of invisibility. The wearer becomes completely invisible, and the penalty to Notice or hit him rises to -6.

Light: On command (no arcane skill roll necessary), this ring emits light in a Large Burst Template, centered on the wearer. The light is as bright as a torch but generates no heat. Turning off the light requires only the command word to be spoken again. Activating the ring or turning it off is a free action.

Magical Warding: These silver bands contain a single topaz, a stone renowned for its properties in warding off evil magic. Rings created by mages are engraved with runes of

counter-magic, those by priests have symbols of the god of magic.

When the wearer is directly targeted by a spell, the character may activate the ring as a free action. He must make an arcane skill roll opposed by that of his attacker.

If the attacking magic is of a different type (magic vs. miracles), the wearer suffers a -2 penalty to his roll. If the wearer beats his opponent's roll, the spell is negated (though it still costs the caster Power Points).

Each use of the ring costs 3 Power Points. More powerful versions of this ring containing the Arcane Resistance Edge (which adds a bonus to the negation roll) are rumored to exist.

Mastery: The wearer of this diamond-encrusted gold ring uses a d10 for his Wild Die with regard to one trait, chosen during the creation process. The GM should determine the trait.

Pain Resistance: This silver ring is etched with runes of endurance. The wearer may ignore 1 point of wound penalties.

Pain Resistance, Greater: The wearer may ignore 2 points of wound penalties.

Power Surge: These unusual rings and marked with runes of magic and chaos. They allow the wearer to benefit from surges in the natural magical fields by channeling magical energy. When dealt a Joker, the wearer recovers 2d6 Power Points. He may not exceed his usual limit.

Protection: These platinum rings are inscribed with a rune of protection. They grant the wearer +2 Armor.

Protection, Greater: These powerful relics grant the wearer +4 Armor.

Rapid Recharge: Etched with runes of power and magic, an arcane spellcaster wearing one of these rings regains 1 Power Point every 30 minutes.

Rapid Recharge, Greater: This powerful relic allows an arcane spellcaster to regain 1 Power Point every 15 minutes.

Second Hand: This iron band is engraved with the image of a hand clutching a sword. To function, it must be worn on the "off-hand." When attacking with two weapons, the

hero ignores the usual multi-action penalty. Unless he is ambidextrous, he still suffers the usual -2 off-hand penalty.

Shielding: This iron ring is engraved with a small shield motif. When the command worn is spoken (make an arcane skill roll), a shield of mystical energy forms in front of the wearer. On a success, opponents suffer a -2 penalty to attack the wearer. With a raise, the modifier becomes -4 . Each use costs 2 Power Points with a Duration of 3 (1/round).

Storing: These rare and unusual rings contain a single arcane power. An arcane spellcaster wearing a ring of storing may use the power as if it was part of his repertoire, even if he does not meet the Rank requirement.

Casting the power thus requires the wearer to use his own arcane skill and expend his own Power Points. The GM should determine which spell the ring contains.

Swordsman: Forged from gold and stamped with the crest of a martial academy or fencing school, these magic rings are highly prized by swordsmen. They must be worn on a hand holding a weapon to be effective. When so worn, they make the wearer's weapon move with such speed he appears to be wielding two weapons.

The wearer adds $+1$ to his Fighting rolls versus an opponent with a single weapon and no shield. In addition, opponents subtract 1 from any "gang up" bonuses they would normally get against the hero as his flashing blade parries their blows.

Teleportation: The wearer of this silver band can disappear and instantly reappear with an unlimited range. This counts as his movement for the round. Adjacent opponents do not get a free attack against the teleporting character. If the hero wishes to teleport somewhere he can't see, he must make a Smarts roll at -2 . If it is an unknown area he has never seen, the roll is at a -4 penalty.

Failure of either roll means the teleporter has hit an object of some sort. He returns to

where he came from and is Shaken. A roll of 1 on the casting die (regardless of the Wild Die) indicates a more serious disaster — in addition to being Shaken he also suffers 2d6 damage.

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

The hero can carry other beings with him, but this automatically causes one level of Fatigue per additional rider. More than two may be carried at once, but causes instant Incapacitation. One Fatigue can be regained for each full hour of rest.

Time Control: True control over time is only possible through true relics. This ring allows only minor influence of the timestream, and then only effecting the wearer. The effects are not always beneficial to the wearer, however.

When worn in combat, the ring "freezes" the wearer in a certain part of the timestream. In game terms, he keeps whatever action card he first uses for combat while wearing the ring. For example, a character drawing a 7 would keep that card in front of him during the entire fight. The wearer can adjust his position in time, but to do so he must first remove the ring (an action). On the round after removing the ring, he draws a new action card as normal. If he likes it, he can place the ring back on (as an action), and "freeze" it. This works with Jokers as well — the GM still shuffles the deck, but without the Joker being replaced.

Water Walking: The wearer of this silver ring engraved with runes of water and earth can walk upon the very surface of the water as if it were solid ground. Lakes, becalmed seas, and other calm waters may be traversed normally. Rough seas count as Difficult Ground as the mage must run up and down waves. While wearing the ring, the character walks as if in a shallow puddle. He cannot go beneath the surface any more than he can go beneath that of the earth.



TABLE 7: SCROLLS

Roll on the table below to determine the type of scroll found, and then roll 3d20 on Table 7B to determine the power.

TABLE 7A: ARCANES TYPE

The user must have the proper Arcane Background to use the scroll.

d20	Type
1–13	Arcane Background (Magic)
14–20	Arcane Background (Miracles)

To activate a scroll, the reader must use his own arcane skill. The Power Points contained in a standard scroll are listed after the power name — the reader cannot use his own Power Points to maintain the power.

The user may end a power before it expires. In this case, all unused Power Points are lost.



At your discretion, scrolls may have more or fewer Power Points than listed. The caster need not meet the usual Rank requirement to cast the spell—a Novice character can cast greater healing without difficulty. Scrolls are good for one use only. After the power expires, the writing fades and the scroll crumbles to dust.

TABLE 7B: POWERS

3d20	Cost	Type
3–6	\$450	Armor (9 PP)
7	\$500	Barrier (10 PP)
8	\$1000	Beast Friend (20 PP)
9–10	\$300	Blast (6 PP)
11–13	\$300	Bolt (6 PP)
14–15	\$450	Boost/Lower Trait (9 PP)
16	\$850	Burrow (17 PP)
17–18	\$100	Burst (2 PP)
19–20	\$450	Deflection
21–23	\$100	Det/Con Arcana (2 PP)
24–25	\$150	Dispel (3 PP)
26	\$50	Elemental Manipulation (1 PP)
27–28	\$300	Entangle (6 PP)
29–31	\$550	Environ Protection (11 PP)
32	\$100	Fear (2 PP)
33	\$750	Fly (15 PP)
34	\$1000	Greater Healing (20 PP)
35–37	\$150	Healing (3 PP)
38	\$600	Invisibility (12 PP)
39–41	\$500	Light (10 PP)
42–43	\$450	Obscure (9 PP)
44	\$500	Puppet (10 PP)
45–46	\$1100	Quickness (22 PP)
47	\$800	Shape Change (16 PP)
48–49	\$450	Smite (9 PP)
50–51	\$500	Speak Language (10 PP)
52–53	\$400	Speed (8 PP)
54–55	\$100	Stun (2 PP)
56–57	\$600	Telekinesis (12 PP)
58–59	\$600	Teleport (12 PP)
60	\$600	Zombie (12 PP)

TABLE 8: TOMES

Tomes bestow no direct powers, but are instead learning tools for mages and priests.

Any character with an Arcane Background can use a tome, so long as he meets the Rank requirement for the spell and has the same Arcane Background as the writer. If he does, he must spend 1d6 hours per Rank of the spell in quiet study. At the end of this time, he must make a Smarts roll. If successful, the reader may add the spell to his repertoire. With a failure, the character must begin the study process from scratch.

Tomes are valuable in game mechanic terms because they allow an arcane spellcaster to learn a new power without taking the New Power Edge.

Roll on Table 7B to determine the power written in the tome or choose one.

TABLE 9: WANDS & STAVES

For convenience, wands are minor artifacts requiring an arcane skill roll and the expenditure of Power Points to function—staves are major artifacts and require only touching the target or a Shooting roll as detailed in the item description. Ranges, where fixed, are based on the creator's Smarts die, arbitrarily set at a d8.

Roll a d20 on Table 9A to determine the type of relic found, then roll on the appropriate subtable. Item descriptions follow the tables and are presented alphabetically.

All wands and staves with powers are treated as if they were arcane spellcasters. That is, each power may only be used once per turn. Relics containing multiple powers may be activated with a multi-action penalty if the holder wishes to invoke different powers in the same round.

A rare few wands and staves are created by artificers, granting their bonuses to all who wield the relic.

TABLE 9A: RELIC TYPE

d20	Type
1–2	Staves (Table 9B)
3–20	Wands (Table 9C)

TABLE 9B: STAVES

Staves typically made of wood, 4 to 7 feet in length with a diameter of 1 to 3 inches, and are tipped with a gem or arcane rune.

d20	Cost	Type
1–3	\$13K	Earthquakes
4–6	\$27K	Fiery Doom
7–10	\$23K	Mage Lord
11–12	\$18K	Necromancer
13–14	\$9000	Puppetry
15–16	\$18K	Tempests
17–20	\$9000	Warrior's Blessing

TABLE 9C: WANDS

Wands are typically made of wood, measure 12 to 24 inches from end to end and an inch diameter, and are tipped with a gem or arcane rune.

2d20	Cost	Type
2–3	\$4500	Blade Wand
4–5	\$5500	Dragon Breath
6	\$7500	Draining
7–9	\$5900	Fireballs
10–13	\$4500	Healing
14–16	\$5500	Heroes
17–18	\$6900	Lightning
19–20	\$4500	Luck
21–25	\$4900	Mini-Fireballs
26–27	\$5500	Misfortune
28	\$6500	Petrification
29	\$5500	Shrinking
30–31	\$6500	Sluggish Reflexes
32–33	\$6500	Spirit Banishing
34	\$7500	Time Control
35–36	\$4500	Tongue Tied
37–38	\$4500	Vines
39–40	\$5500	Viper



NAMED WANDS

Blade Wand: This thick, stout wand actually looks like a wooden sword hilt, though it is marked with a rune of destruction. When activated (make an arcane skill roll), a magical blade of blue energy extends from the top of the hilt to a distance of 3 feet. The wielder may now use the wand as a melee weapon, using his Fighting skill to attack as normal. The wand's damage is Str+d6, or Str+d10 on a raise. Each use of the power costs 2 Power Points, with a Duration of 3 (1/round).

Dragon Breath: This wand has a bronze dragon head at the business end. When activated (make an arcane roll), the dragon's mouth opens and spits a blast of fire. When cast, place the thin end of the Cone Template at the character's front. Targets within the template may make Agility rolls versus the caster's arcane skill roll to avoid the blaze. Those who fail suffer 2d10 damage. This counts as a Heavy Weapon.

Victims have a 1 in 6 chance of catching fire as well (see the Fire rules in *Savage Worlds*). Each use costs 2 Power Points.



Draining: Capped with a silver end marked with runes of draining and magic, this wand is feared by arcane spellcasters who know of its power.

The caster picks a single target within 8" and makes an arcane skill roll versus the attribute linked to the target's arcane skill (Smarts for magic, Spirit for miracles). With success, he drains a number of Power Points equal to half the wand's arcane skill die from the victim. On a raise, the victim loses a number equal to the caster's arcane skill die.

The victim cannot be reduced below zero Power Points. Drained Power Points are not taken by the caster — they are simply lost to the victim. Drained Power Points recharge as normal.

The spell works only on creatures with an Arcane Background — it has no effect on magic items or the Monstrous Abilities of creatures, even those that use Power Points.

Earthquakes: This staff is unusual in that it is made of stone. When the butt is struck against rock or stone, it causes a tiny but powerful earthquake that can crush foes and level buildings. It works only upon solid earth — not sand, water, wood, floors, or any other substances. The area of effect is a Large Burst Template centered within the user's Smarts x 2.

Victims within the template must make an Agility roll or fall into the hole where they are crushed by earth and stone for 2d10 damage. Those who make the roll cling to the sides and may climb out on their next action.

Those who succeed with a raise jump free and may act normally on their next action. Walls crumble and are breached with this spell, opening a hole as wide across as the earthquake.

Fireballs: Like many wands, this one is enchanted to spew fire. When activated, a globe of fire shoots out. The arcane skill roll is used to target the fireball, which has a range of 12/24/48. On impact, the fireball explodes for 2d6 damage in a Medium Burst Template. Targets caught in the firestorm have a chance of igniting combustible materials (see Fire

in *Savage Worlds*). The base cost is 2 Power Points. For double points, the user can deliver a 3d6 damage fireball or have it fill a Large Burst Template. For triple points, it can do both.

Fiery Doom: Considered by many mages to be the ultimate weapon, the staff of fiery doom can unleash destruction on a truly terrifying scale. It can either launch fiery bolts or large fireballs. The bolts can inflict 2d6 or 3d6 damage, as the user wishes, and he may fire up to 3 per round, incurring no multi-action penalty. The fireball is much more powerful. At the user's whim, it can inflict 2d6 or 3d6 damage and fills either a Medium or Large Template. Both powers have a chance of igniting combustible materials (see *Fire in Savage Worlds*).

The wielder uses his Shooting skill to target either power and may use both powers in the same round with a multi-action penalty. Both powers have a range of 12/24/48.

Healing: To use this willow wand, the wielder need only touch his target and utter the command word (make an arcane skill roll). With success, the wand heals one wound taken in the last hour, two with a raise. It has no effect on wounds over one hour old or crippling injuries. Each use costs 3 Power Points.

Heroes: This wand contains two powers, which may be activated in the same round. Both require an arcane skill and the wand to be touched to the recipient of the power. The first power increases the target's Strength by one die step, 2 on a raise. The second power works the same way, but affects Vigor. Each use costs 2 Power Points and has a Duration of 3 (1/round).

Lightning: This silver birch wand is tipped with an iron spike. When the wand is activated, a bolt of lightning surges down from the heavens, striking an area equal in size to a Medium Burst Template anywhere within a range of 16". Everything in the Template suffers 2d10 damage. Each use drains 6 Power Points. The wand has a store of 12 points. The wand works equally well underground or indoors.

Luck: This wand has a small, silver horseshoe at the end. To activate it, the wielder points it at a single target within 8". With a success on the arcane skill roll, the target may make one re-roll during the duration of the spell, exactly as if he had a free benny. On a raise the target may make two re-rolls.

Each use of this power costs 4 Power Points with a Duration of 3 (1/round). The effects of this spell may be stacked, though the user must keep track of individual durations.

Mage Lord: This powerful relic is a major boon to mages. So long as it is held, it allows the carrier to recharge his Power Points at the rate of one per 15 minutes. It also contains a mana stone (p. 74) with 10 Power Points — which also recharges at 1/15 minutes. Finally, the staff grants the holder a +3 bonus to his Spellcasting rolls.

Mini-Fireballs: This sleek wand is tipped with a ruby. When pointed at a foe and the command word spoken, fiery bolts shoot forth. The wielder uses the wand's arcane skill to target the bolts. The bolts have a range of 12/24/48.

Each bolt fired drains 2 Power Points and inflicts 2d6 damage. The wielder may fire up to 3 per round, incurring no multi-action penalty. For double the cost, the bolts inflict 3d6 damage. The wand holds 12 Power Points.

Because they are composed of fire, the bolts have a chance of igniting combustible materials (see *Fire in Savage Worlds*).

Misfortune: To use this wand, the caster need only point it at a single target within 8" and utter a curse. He then makes an arcane skill roll opposed by the victim's Spirit. On a success, the victim suffers a mishap if his next Trait die rolls a natural 1, regardless of Wild Die. With a raise, the victim suffers a mishap on a 1 or 2 (again regardless of Wild Die).

The exact nature of the misfortune is left to the GM's imagination, but it should cost the victim his entire turn at the very least. Examples are dropping a weapon, slipping, striking an adjacent ally, or maybe suffering a pulled muscle (Fatigue level).

Necromancer: This feared relic is carved from gnarled, black wood with a withered human hand at the “working end.” The hand clutches a clear orb filled with a myriad of souls trapped in eternal torment.

The staff has two powers. When a command word is uttered (no arcane skill roll) and the wielder points to a spot within his Smarts x 2, the spirits in the orb swarm forth to fill an area the size of a Large Burst Template centered on the chosen spot and begin howling in anguish.

Any creature within the template must make a Guts check. Wild Cards who fail roll on the Fear Table (see *Savage Worlds*). Extras are Panicked instead. The spirits remain out as long the user desires — he can even redirect them to a new area simply by gesturing with the staff.

The staff also grants the holder the power to animate corpses. To do so, the orb must be touched to a corpse and the wielder make a Spirit roll. On a success, a spirit from the orb then enters the corpse, bringing it to “life” as a skeleton or zombie, depending on how much flesh remains, for one day. The undead is under the staff wielder’s command.

Petrification: This wand has a medusa’s head carved at the end. When pointed at a single target within 16”, the medusa’s eyes open and emit a beam of green light.

The target must make a Spirit roll opposed by the wand’s arcane skill. Those who fail are completely paralyzed for the duration of the power and have a Parry of 2. Each use costs 3 Power Points and has a Duration of 3 (1/round).

Puppetry: The staff of puppetry is an insidious relic, enabling the user to control minds. To use the power, the wielder needs only point it at a target within 12” and make an opposed Spirit roll. The user must score a success and beat the target’s roll to gain complete control. The victim will attack friends and even commit suicide, though such acts allow the victim another opposed Spirit roll to break the spell.


Because the power is invested in a staff, there is no set duration—the target is enslaved as long as the staff holder wills it.

Shrinking: To wield the power of the wand, the user simply picks a target with 8” and makes an arcane skill roll. Unwilling recipients may make a Spirit roll opposed by the arcane skill.

Each success and raise reduces the Size of the victim by one step, down to a minimum of Size -2 (approximately the size of a rat). Each level of Size reduction reduces the target’s Strength by one die type (minimum of d4) and his Toughness by 1 (minimum of 2). Items carried or worn by the target shrink with him.

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





Sluggish Reflexes: This wand has an iron tip, decorated with runes of stasis. The user makes an arcane skill roll opposed by the target's Spirit. With success, the target must discard and redraw action cards above 10, except Jokers. On a raise, he must redraw cards above 7. A victim who usually draws multiple initiative cards discards only those with a value higher than the spell allows.

Each use drains 2 Power Points and has a Duration of 3 (1/round).

Spirit Banishing: This wand holds the power to banish ghosts and other spirits from the material world. The user must pick a single target within 8" and make an arcane skill roll opposed by the target's Spirit. The user must score a success and beat the target's roll to succeed in the banishing. The wand has no effect on physical beings, but does affect spirits who have become corporeal through use of Monstrous Abilities. Each use costs 3 Power Points.

Tempests: This staff can be used to create or dispel storms. Each use requires the character to spend four rounds working his magic and then make a Smarts roll. In areas where storms do not typically exist, such as a desert, the Smarts roll is made at -4 and may be attempted only once per day.

If the roll is successful, an existing storm dissipates or a new tempest appears overhead with supernatural speed. The size of the tempest affected is 10 miles in diameter. The power only works outdoors.

When a tempest is created, the accompanying rain reduces visibility (treat as Dark Lighting), extinguishes most normal fires within 1d10 rounds, and only volatile materials have a random chance of igniting from fire-based attacks. Tempest conditions inflict a -1 penalty to most actions due to slipping, difficulty hearing, and so on. The Game Master must decide if any actions are unaffected.

If the character scores a raise when summoning the tempest, he has created a monstrous storm. Visibility is reduced to just 12" (and still subject to Dark Lighting) and the ground turns into a quagmire. Any

character running must make an Agility roll or fall prone and become Shaken. Non-game effects include flash floods and lightning strikes, possibly damaging nearby buildings, drowning livestock, and flattening crops. Summoned tempests last 2d6 hours.

Time Control: This wand is etched with runes of time and stasis. It does not grant true control over time, but it does alter the passage of time for one individual.

The user must point the wand at one individual within 8" and make an arcane skill roll. Unwilling recipients may use Spirit to oppose this.

If successful, the target becomes "frozen" in a certain part of the timestream. In game terms, he keeps whatever action card he currently has in front of him for the duration of the effect. This works with Jokers as well—the GM still shuffles the deck, but without the Joker being replaced.

Each use drains 4 Power Points, with a Duration of 3 (1/round).

Tongue Tied: This wand has a silver face at the end with its hands clasped over its mouth.

The user must point it at one target within 16" and make an arcane roll opposed by the victim's Smarts. With success, the victim loses the ability to speak properly, producing random sounds whenever he tries to speak. This is especially useful against verbal spellcasters, as it removes their ability to work magic.

Each use drains 2 Power Points and has a Duration of 3 (1/round).

Vines: This short wand is carved with images of creeping vines along its length and tipped with jade.

When commanded, vines shoot forth to engulf foes. The arcane skill of the relic is opposed by the target's Agility. Success indicates partial restraint so that the target suffers a -2 penalty to Pace and skills linked to Agility and Strength. A raise restrains the target fully. He cannot move or use any skills linked to Agility or Strength.

Each following round, an entangled target may make a Strength or Agility roll to break free. Other characters may also attempt to free

the ensnared person by making a Strength roll at -2.

For 2 Power Points, the vines target a single opponent. For 4 points, they affect everyone in a Medium Burst Template.



Viper: This wand is carved to resemble a striking viper. The user must pick one weapon within 16" and make an arcane skill roll. With a success, the weapon transforms into a venomous serpent. The serpent is not under the character's control, and attacks the nearest target (usually the poor person holding the weapon), acting on the caster's Initiative. On a raise the serpent is particularly dangerous and is treated as a Wild Card.

When the duration passes or if the snake is killed, whichever comes first, the snake reverts back to being a weapon.

Each use costs 3 Power Points with a Duration of 3 (1/round).

Warrior's Blessing: Said to have been created by priests of the god of war, this staff has the ability to grant combat prowess to anyone it touches.

With a successful Smarts roll, a single recipient touched by the staff gains the benefits of a single Combat Edge as chosen by

the caster. The caster (not the recipient) must meet the usual Rank requirement of the Edge but ignores all other requisites, even those requiring other Edges.

For the duration of the effect, the recipient gains all the benefits of the Edge. The staff wielder can choose to cancel the effects anytime as a free action.

Edges gained through this power provide no additional benefit if the recipient already has the Edge, even if they grant a flat die bonus.

TABLE 10: CURSED RELICS

Cursed items come in two types—those with deliberate flaws, such as placing *lower trait* in a helmet to affect the wearer's Smarts, and those which result from failed magical creation attempts.

The first, while obviously debilitating, are easily thwarted by not using the item once you know of its negative effects.

The second, the result of unfortunate accidents, are more difficult to get rid of—once donned or wielded (as appropriate), they can only be removed by a successful *dispel* power cast by a mage of at least Heroic Rank or the death of the wearer. Cursed relics have a d10 arcane skill.

The use of cursed items in a setting is one of personal choice. True cursed items cannot be deliberately manufactured, and any sensible mage would destroy the relic once he identified the flaw. Still, some may be stolen or deliberately sent into the world by mad or evil mages.

If you want to place a cursed item in your adventure, pick one or roll 2d20 on the table below. Note that cursed items have no prices—no one in their right mind would pay for one. Item descriptions follow and are listed alphabetically.

You can make very quick cursed items, especially armor and weapons, simply by using the appropriate tables and reversing modifiers (a sword of -1 Fighting, for example) and suitable Hindrances (such as Anemic, Bad Luck, Lame, or Yellow).

2d20	Type
2-3	Anklet of Clumsiness
4	Anklet of Clumsiness, Greater
5-7	Boots of Lameness
8-10	Brooch of Sickness
11-12	Brooch of Weak Will
13	Brooch of Weak Will, Greater
14-15	Gauntlets of the Weakling
16	Gauntlets of the Weakling, Greater
17-18	Girdle of Ill Health
19	Girdle of Ill Health, Greater
20-21	Gloves of the Pacifist
22-23	Goggles of Blinding
24-25	Goggles of Foggy Vision
26-27	Goggles of Illiteracy
28	Headband of Phobias
29-30	Headband of Stupidity
31	Headband of Stupidity, Greater
32	Helm of Naivete
33	Mask of Ugliness
34-35	Ring of Delusions
36	Ring of Ill Fortune
37	Sword of Slaying
38-40	Unlucky Rabbit's Foot

CURSED RELICS

Anklet of Clumsiness: This thin silver chain is marked with runes of gracefulness, but actually lowers the wearer's Agility by one die type (minimum of d4). Skills are not affected, but the wearer is generally clumsier.

Anklet of Clumsiness, Greater: This powerful cursed relic lower the wearer's Agility by two die types (minimum of d4).

Boots of Lameness: When placed on the feet, the boots shrink, crushing the wearer's foot and causing him great difficulty when walking. His Pace is reduced by 2 (to a minimum of 1) and his running die is reduced one step (minimum of d4.)

Brooch of Sickness: Despite being engraved with runes of vitality, this relic makes the wearer prone to sickness and environmental effects. The wearer subtracts 2 from all Vigor rolls made to resist Fatigue checks, poison, disease, and the like.

Brooch of Weak Will: Etched with runes of willpower and self-confidence, the wearer

actually suffers a one die type decrease in his Spirit (minimum of d4).

Brooch of Weak Will, Greater: The wearer suffers a two die type decrease in his Spirit (minimum of d4).

Gauntlets of the Weakling: Although identical to gauntlets of strength, these relics bestow a one die type decrease in the wearer's Strength (minimum of d4).

Gauntlets of the Weakling, Greater: The wearer of this fine gauntlets finds his Strength reduced by two die steps, to a minimum of d4.

Girdle of Ill Health: This foul relic drains the wearer of vitality and stamina, reducing his Vigor by one die step (minimum of d4).

Girdle of Ill Health, Greater: Etched with runes of endurance, vigor, and stamina, the wearer actually suffers a two dice decrease in his Vigor (minimum of d4).

Gloves of the Pacifist: These black, velvet gloves have silver and gold stitching on the back forming runes of martial prowess and bravery. When donned, however, their curse takes effect, turning the wearer into a pacifist.

The character won't fight living creatures under any circumstances. He may defend himself, but won't do anything to permanently harm sentient, living creatures. Note that undeniably evil creatures, undead, demons and the like, are fair game.

The character may fight with nonlethal weapons, such as his fists, but only when directly threatened.

Goggles of Blinding: When donned, the red crystal lenses of these goggles turn black, effectively blinding the wearer. Until removed, the character suffers a -6 penalty to all physical tasks requiring vision — which is most everything — and -2 to most social tasks as he can't "read" those he's interacting with as well as others.

Goggles of Foggy Vision: These cursed goggles resemble goggles of blinding, but are not as powerful. Rather than blinding the wearer, they act as if he were seeing through fog, giving him a -2 to Notice rolls based on sight.

Goggles of Illiteracy: Although these relics resemble goggles of translation, they actually produce the opposite effect — the wearer finds himself completely unable to read or write any language. When he tries, all he produces are meaningless squiggles. The character may not use scrolls, and labeled potions pose a potentially dangerous problem.

Headband of Phobias: This leather headband has a lapis lazuli in the center, a stone renowned for his properties of courage and bravery. In spite of this, it actually causes the wearer to suffer a powerful phobia — one directly related to his profession.

A warrior might become afraid of weapons, a mage may find that magic (even relics) scares him witless, while a thief may suddenly develop a phobia about money. Whenever the character is in the presence of his phobia, he suffers a -4 to all Trait roles.

Headband of Stupidity: The unfortunate victim of this relic suffers a one die drop in his Smarts (minimum of d4). While his skills linked to the attribute are unaffected, his grasp of Common Knowledge is affected.

Headband of Stupidity, Greater: This is a more powerful version of the headband of stupidity. The wearer's Smarts is lowered by two die steps (minimum of d4).

Helm of Naivete: Although related to the headband of stupidity, this cursed relic does not directly affect the wearer's Smarts. Instead, it affects Smarts-linked skills, giving the unfortunate victim a -2 penalty.

Mask of Ugliness: This relic is identical to a mask of beauty, but has the opposite effect. When placed on the face, it sinks beneath the skin and twists and contorts the wearer's face to be uglier. The wearer suffers -4 Charisma.

Ring of Delusions: This insidious ring warps the wearer's perceptions. Exactly how is left to the imagination of the GM, but here are a few examples.

The wearer becomes paranoid, convinced that his closest friends are out to steal his treasure or kill him when he sleeps. The ring wearer believes the ring contains a magical power which activates when he wears it (roll on table 7B for the apparent power). The wearer becomes convinced the ring is intelligent and speaks to him, telling him to do terrible deeds (gain the Bloodthirsty Hindrance).

In all cases, the wearer totally believes the delusion. There is no roll to resist its vile effect.

Ring of Ill Fortune: The wearer suffers a mishap if his trait die rolls a natural 1, regardless of Wild Die. He may not spend a benny to reroll.

The exact nature of the mishap is left to the GM's imagination, but it should cost the victim his entire turn at the very least. Examples are dropping a weapon, slipping, striking an adjacent ally, or maybe suffering a pulled muscle (Fatigue level).

Sword of Slaying: This longsword is cursed with bloodlust, which it imparts on the holder. The character gains the Berserk Edge, but also the Bloodthirsty Hindrance.

No matter how hard he tries, the possessor cannot resist its power — he must use it in every combat.

He cannot leave it behind, refuse to use it, or throw it away for long. Each day he does not use it to slay a prisoner or innocent victim, he gains a Fatigue level. Fatigue gained this way is only removed by taking the life of a defenseless person — one life removes one level of Fatigue. The sword has no wish to slay its owner, and the character can never become Incapacitated through Fatigue gained from not using the sword.

It functions as a regular longsword, but grants no benefits to damage or Fighting.



Unlucky Rabbit's Foot: Though supposedly a symbol of good luck, the wearer receives one less benny at the start of each session, to a minimum of zero.

TABLE 11: INTELLIGENT RELICS

Intelligent relics are second only to true relics in rarity. Those that exist are always permanent (i.e. non-alchemical) items.

If you decide to allow intelligent relics in your setting, these rules cover their creation and provide a few examples.

Making an intelligent relic requires a little more work than other relics. Intelligent relics should be treated as player characters, not just magic items with brains. For ease, you should allow the character possessing them to run the relic, though there are times when it may decide not to cooperate.

First, decide whether a relic is intelligent or not. If you want to roll randomly, then roll a d20. On a roll of 20, the item is intelligent. Proceed to the tables below to determine its intelligence, skill, personality, and goals.

TABLE 11A: TRAITS

Intelligent relics are treated as Wild Cards and receive a Wild Die and two bennies, which they can generally use only for themselves. They can be affected by arcane powers affecting the mind, such as *puppet*, and are also subject to Tests of Will.

Roll a d20 on the table below to determine the overall intelligence of the relic.

Attributes: Determines how many dice the relic has to spread between its Smarts and Spirit. Attributes begin at d4. Unlike player characters, relics may have attributes in excess of d12. Each additional die over d12 becomes a single "plus," such as d12+1 or d12+2.

Skills: This column lists how many skill points the relic has. These are spent in the same way as for making regular characters, with one exception – skills may go over the linked attribute without paying double cost.

The GM should either pick skills from Table 11B or roll randomly. How skills work

for intelligent relics is explained under Using Skills (p. 95).

Personality: Intelligent relics have a distinct, and sometimes powerful, personality. Roll as many times as indicated on Table 11C.

Goals: Roll on table 11D for the relic's goal.

d20	Att	Skills	Per	Goals
1–3	1	7	1	1
4–8	2	9	1	1
9–13	3	11	2	1
14–16	4	13	2	1
17–18	6	15	3	2
19	8	17	3	2
20	10	20	4	3

TABLE 11B: SKILLS

Every time a skill is rolled, the relic increases its knowledge of that skill a die type. So, if a relic rolled Taunt for the first time it would gain d4, rising to d6, d8, and so on if the skill were rolled again.

d20	Skill
1	Boating
2	Climbing
3	Gambling
4	Guts
5	Healing
6	Intimidation
7	Investigation
8–9	Knowledge (Specific skill)
10–11	Knowledge (Language)
12	Lockpicking
13	Notice
14	Persuasion
15	Stealth
16	Streetwise
17	Survival
18	Swimming
19	Taunt
20	Tracking

Knowledge: The GM should pick a Knowledge skill based on the relic's powers and its Edges and Hindrances. A ring of invisibility might have been owned by several thieves, and may have Knowledge (Thieves'

Guilds), whereas a sword owned by a noble might reasonably have Knowledge (Battle).

Language: Each roll on the Language entry gives the relic basic knowledge of one language (at d4) or an increase to a language it already knows. Most fantasy games have a “common tongue” – the relic begins with a d6 in that language.

TABLE 11C: PERSONALITY

Intelligent relics are more than just smart objects—they have distinct personalities, goals, drives, and feelings.

How you choose to interpret their personality traits is left to you. A happy relic may sing or whistle, even at inappropriate times, whereas a Cowardly one may try to convince its possessor not to enter dangerous situation. Even a relic with Smarts of d12 can be clueless, lacking common sense and knowledge outside its area of expertise.

If you roll a duplicate result, that personality trait becomes stronger—much stronger. A suspicious relic may become paranoid, or a lazy one refuse to function unless cajoled, bribed, or threatened.

d20 Personality	d20 Personality
1 Cruel	11 Heroic
2 Happy	12 Insane
3 Gung Ho	13 Bloodthirsty
4 Lazy	14 Optimistic
5 Manipulative	15 Pessimistic
6 Crude	16 Suspicious
7 Clueless	17 Talkative
8 Mysterious	18 Helpful
9 Creative	19 Contrary
10 Cowardly	20 Aloof

TABLE 11D: GOALS & AMBITIONS

Every intelligent relic has a goal or ambition—some have more than one. For each goal the relic has, roll once on the table below. The goals are only given brief descriptors—the GM must decide exactly what form the goal takes and how the relic intends to achieve it.

d20	Goal
1–2	Promote a religion
3–4	Oppose a religion
5–6	Overthrow tyranny
7–8	Overthrow a just ruler
9	Become a ruler
10–11	Avenge some slight
12–13	Acquire fame and glory
14–15	Destroy a certain race
16–17	Aid a certain race
18–19	See the world
20	Gain a permanent body or be destroyed

BATTLE OF WILLS

As stated before, intelligent relics are not slaves to the whim or their possessor. Sure, they can’t run away, but they can try to force the user to do things he rather wouldn’t.

For the most part, intelligent relics are generally content to go along with their possessor, so long as it does not directly go against their personality or goal.

When the relic and its possessor have different opinions over a course of action, a battle of wills ensues.

To resolve the battle of wills, the relic makes a Spirit roll opposed by that of the possessor. If the relic wins, it gains control of the user for one hour plus one per raise. A relic may instigate a battle of wills only once per day, whether or not it is successful.

During this time, the character’s personality is suppressed by the relic, which can use the body as if were its own. The relic uses its own Smarts and Spirit and its own skills, but can use the owner’s Edges.

If the relic tries to do something the character finds abhorrent, such as killing his friends, the character may make another Spirit roll to free itself of the domination.

RELIC POWERS

Intelligent relics have limited control of the powers contained within the relic they inhabit. While they cannot activate them (an intelligent wand of fireballs cannot fire itself, for instance), they can prevent them from working. Even “always on” items are affected.

The owner can force a recalcitrant relic to allow him access to the power, but he must win a battle of wills.

USING SKILLS

How can a talking ring use Boating or Swimming? It can't, at least not directly. The only skills a relic can use by itself are Guts, Intimidation, Knowledges, Persuasion, and Taunt.

It can use its other skills to give its possessor advice based on its own knowledge. Treat this as a Cooperative Roll (see *Savage Worlds*).

Giving advice takes time, especially when you don't have any way of physically demonstrating what you mean. For this reason, relics should never have combat skills—the last thing you want in a fight is a talking relic telling you how to swing your blade, anyway.

The GM has the final word on a when a relic can and can't assist its possessor.

FEAR

While intelligent relics can't run away or suffer heart attacks, they are still susceptible to fear. If they fail a Guts check, they become Panicked. They cannot use any of their skills and automatically attempt a battle of wills (even if they have used their one attempt that day).

If they win, they force their owner to flee. When the Panic ends, the artifact usually returns control of the body to its rightful owner.

SENSES

Relics with the Notice skill can see and hear as if they were a human. Those without the skill receive only vague impressions of what is going on around them—typically they can sense living creatures approaching within 2 yards, but can't make out specifics, such as race.

When donned or held, as appropriate to the relic, it can see and hear everything the owner does. Relics with Notice may use their own skill or that of their possessor.

Those without it are totally reliant on their owner's abilities—if a character has sensory-

GAINING INTELLIGENCE

If you choose to use intelligent relics in your setting, you need to choose the source of their intelligence. Placing a consciousness, no matter how primitive, into a relic is generally beyond the ken of mortals, especially player characters.

Perhaps they are demonic or angelic spirits, sent into an item by a deity for some purpose unfathomable to mortals, or maybe a mage of awesome power, transferred his consciousness into a relic rather than die, or perhaps they are imbued with the memories of a famous former owner, a sort of spiritual shadow.

affecting Edges or Hindrances, then the relic is also affected by them.

INTELLIGENT RELICS

Every intelligent relic is a unique item. However, here are a few examples you can use verbatim or take as templates for building your own relics.

ETHILEIL

- **Base Item:** Elven Gloves +2
- **Attributes:** Smarts d6, Spirit d10
- **Skills:** Boating d6, Gambling d6, Knowledge (Dwarvish) d4, Knowledge (Orcish) d6, Knowledge (Ports) d8, Streetwise d6, Swimming d4
- **Personality:** Insane (Strong)
- **Goal:** Acquire fame and glory

Ethileil once belonged to an elven pirate by the name of Ethileil Bowbreaker, who plagued the shipping lanes long ago. Back then, the glove was just an ordinary relic. When Ethileil went to the bottom of the sea, so did his glove. There it lay for centuries, attached to the unshriven corpse of the pirate lord.

As the corpse rotted, the soul of the pirate sought refuge from the fiery eternity that awaited it. Through an act of willpower, the soul of Ethileil became part of his magic glove. While the bonding worked, it also drove Ethileil insane.

The glove was dragged from the sea by fisherman, who took it back to land and sold it as a curiosity. Since then, the glove has had several owners. It seeks to rebuild its corsair fleet, and owners who refuse to follow its goal are dominated, then drowned.

ORCBANE

- **Base Item:** Dagger +2 damage, +2 Fighting
- **Attributes:** Smarts d4, Spirit d10
- **Skills:** Guts d8, Intimidation d8, Knowledge (Orcish) d6, Taunt d8
- **Personality:** Bloodthirsty, Gung Ho
- **Goal:** Destroy orcs

Orcbane is a dagger with a purpose — to slay as many orcs as possible. Orcbane actually contains the spirit of a vengeful dwarf, who became trapped in the blade as a result of an orc shaman's spell.

Whenever Orcbane sees or hears an orc, it automatically tries to dominate its owner, forcing them to enter combat using the dagger.

SALIZMAR

- **Base Item:** Ring of Fire Protection
- **Attributes:** Smarts d6, Spirit d6
- **Skills:** Knowledge (Deserts) d6, Persuasion d6, Survival d8, Tracking d6
- **Personality:** Manipulative
- **Goal:** Gain permanent body

The intelligence of this relic was once a desert nomad. While exploring the deep desert, he became separated from his caravan. As his water ran out and the vultures gathered overhead, Salizmar found a sealed copper jar. Inside was not water or dates, but a genie.

It offered Salizmar one wish, and in his desperation, the nomad wished to be immune to the effects of the desert sun and never thirst for water again. The genie was only too happy to help, and bound the spirit of the nomad into a ring of fire protection.

Salizmar wants only have his spirit returned to a mortal body. While he lacks the willpower to dominate an owner for long, he is very manipulative, offering his services in return for his eventual freedom.

RELICS

Relics are the most powerful magic items known. They are unique items, possessed of fabulous, often dangerous, power.

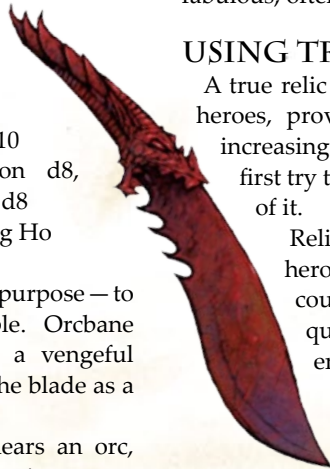
USING TRUE RELICS


A true relic serves as a quest hook for the heroes, providing a series of adventures increasing in difficulty as the characters first try to locate it and then gain control of it.

Relics don't have to be there for the heroes to use — an entire campaign could revolve around the heroes quest to find and destroy a relic endangering their world.

PURPOSE

All true relics have a purpose. This may be as simple as destroying the races of giants or more complex, such as uniting the fractured kingdoms into a single state or overthrowing





a religion. Relics created by deities usually have a purpose firmly in line with their particular faith.

DISCOVERING ARTIFACTS

Artifacts should never be placed as random treasure or found after searching an orc lair. These powerful magic items have a destiny to fulfill, and only the worthy may find them.

Use foreshadowing techniques to hint at the existence of a true relic, perhaps placing obscure references on walls of an ancient temple or ghost-stories told in remote, wayside taverns. Unless the relic has a definite reason to exist in your setting, don't introduce one.

Once the characters know of the relic, they can begin questing for it. Relic quests should be lengthy and fraught with danger. Many are protected by deadly guardians or traps, their location concealed by cunning riddles and complex clues.

If you allow the heroes to simply walk in and take it without great risk, the relic will be reduced to the status of a regular magic item. To gain great power, the party should experience great hardship and loss.

POWERS

True relics have powers far in excess of those found in standard magic items. Artificer-style relics grant bonuses over +3 or contain 3 Edges, and those that mimic arcane powers have a greater range, duration, and effect.

True relics should have whatever abilities you feel they need, and in any number. If you want a sword that grants a +5 bonus to damage and Fighting and contains 6 Combat Edges, then build it. But don't start complaining when your characters start slaying your villains with ease.

Remember, though, true relics have a purpose. They may not let the wielder use the powers on anything he likes. As major items, there is very little the character can do but go along with the relic.

DRAWBACKS

Even relics created by the powers of good have drawbacks, usually tied in to their purpose. A sword dedicated to slaying dragons might only work when fighting dragons, or it may compel the wielder to seek them out and destroy them.

Possession of an evil relic is often a drawback in itself. They tend to be domineering, forcing the user (more often a victim), to wield their power for evil purposes.

DESTROYING A RELIC

True relics can be destroyed, but never through simple means. Battering at them with axes or casting blast, even against the weakest relic, won't cause a scratch. Every relic should have a unique means of destruction, quite possibly involving another quest. Even discovering the means of destruction could be the basis for an entire campaign.

SAMPLE TRUE RELICS

Here are a few example relics to show their versatility and campaign potential.

CROWN OF BONES

It is said, in hushed whispers, that the Crown of Bones once belonged to the Liche-King, a necromancer of unsurpassed power. Though he was defeated centuries ago, it is said that his crown still exists, hidden away from the gods of light, to whom it is an affront.

Possessed with a malevolent lust to corrupt the living, any sentient being entering within 12" of the relic must make a Spirit roll opposed by the crown's Spirit of d12+2. Those who fail become fixated with possessing and donning the crown. The lust is so intense the victim will actively try to slay those who oppose him, even his friends. The crown can attempt this as many times as it wants in a turn with no multi-action penalty.

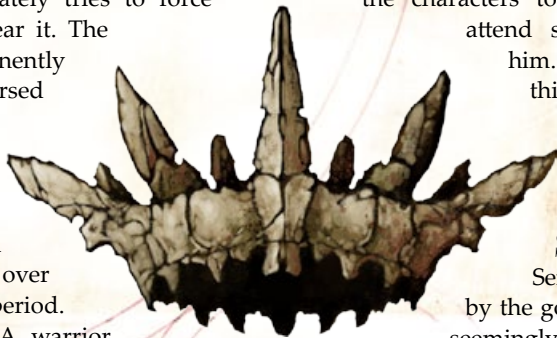
Even when the victim is dragged away from the crown, his lust continues. Each week he does not see the crown, he may make another Spirit roll to break free of its influence.

The crown immediately transforms the wearer into a liche, altering his attributes

and skills to match those of the foul creature and granting him the liche's Special Abilities (see page 131). He retains his own Edges and Hindrances. The victim, for that is what he has become, becomes a GM character.

Removing the crown is impossible while the wearer still lives. On the wearer's death, the crown immediately tries to force those nearby to wear it. The only way to permanently destroy the accursed relic is to have a priest of Legendary Rank of each major good deity perform a rite of purification over it within a 24 hour period.

Campaign Use: A warrior of some skill discovered the crown and has become a new liche-king. His undead legions are slowly encroaching on the land the heroes call home. Killing him is only half the quest. Unless the crown is destroyed, it will find a way to ensnare another victim.



GEM OF UNLIMITED WEALTH

Depending on who tells the tale, the Gem of Unlimited Wealth is a diamond, emerald, or ruby of enormous size. All agree, however, that the gem has the ability to produce smaller versions of itself each month, granting the owner unlimited wealth.

So perfect is the gem, that all who see it must make a Spirit roll at -2 or desire to possess it. Characters with the Greedy Hindrance suffer a further -2 for the Minor version, -4 for the Major version. The latter will also kill to get their hands on the gem (whether they make the roll or not).

The gem does indeed produce a smaller version of itself each month. Each gem is worth \$5000. The actual Gem is priceless.

Unfortunately, the gem is cursed. After possessing it for a month, the owner gains the Greedy (Major) Hindrance. Each month thereafter he becomes meaner and more miserly, refusing to spend his wealth and spending hours talking to it and caressing

it. He loses 1 point of Charisma each month after the first, to a minimum of -10.

The character's only friends are those he buys, and they desire the gem. As word of the owner's wealth spreads (and it spreads quickly), he becomes the target of thieves.

Campaign Use: A rich merchant hires the characters to be his friends and attend social functions with him. When he is killed by thieves, they learn the secret of his wealth, but not his curse.

HEALER'S STAFF

Sent to the mortal world by the goddess of healing, this seemingly ordinary wooden staff is imbued with part of her divine essence. It instantly cures the wounds or effects of poison or diseases of those it touches. It even corrects permanent injuries and physical impairments gained through Hindrances, such as Blind or Lame.

The wielder instantly becomes a total pacifist, however. He will never harm a living creature, nor allow one to be harmed, whether through direct action (stabbing an orc) or inaction (letting a villain drown), even at the expense of his own life. The only creature the character will not try to save is himself!

The character may use only nonlethal force, whether through arcane powers or more physical means. When defending another creature, a successful hit with the staff affects the target as if he hit by the stun power, except his Vigor roll is made at -6.

If the wielder ever deliberately and knowingly harms a living creature (causes a Shaken effect or wound through physical means), he receives a permanent Crippling Injury (roll randomly) as a reminder of his duty to protect others. Nothing can cure this injury. Should he kill such a creature, all the ills the staff has cured are inflicted upon him — permanently. Chances are he's going to die.

The staff can be destroyed by striking it against a demon lord. While the staff purges the entity of its sins and redeems its soul, the backlash blows it apart, causing 5d10 damage in a Large Burst Template.

Campaign Use: A terrible and virulent plague is sweeping the land. The only hope of stopping its spread is to find the legendary Healer's Staff.

SOULDRINKER

Said to be one of seven legendary blades created by the lords of Hell for their most trusted mortal lieutenants, Souldrinker is a great sword which inflicts +8 damage and grants the user a +4 bonus to Fighting.

Whenever a foe is Incapacitated by damage caused by the blade, the victim must make a Vigor roll or have his soul sucked out. The wielder of the blade may then transfer the soul to himself, as a free action, gaining a special power as he does.

He may replace one of his own traits with that of the victim, or gain one of the victim's Edges (any Edge, even if he doesn't meet all the requirements).

Of course, the blade exudes a corrupting influence on its user. When the first soul power is gained, the user also gains the Bloodthirsty Hindrance. If he already has it, his desire to kill goes beyond just executing prisoners — every living creature becomes fair game for his lust.

For each subsequent life taken, the wielder must make a Spirit roll at -4 or gain the vampiric weaknesses of Invitation Only, Holy Water, Weakness Holy Symbol, and finally Sunlight. He gains one each time he fails the roll, in the order they are presented. The user does not actually become a vampire, he just acquires their weaknesses.



Destroying the blade requires it to be plunged into the heart of the sun. Whether this is to be taken literally or is a metaphor for something else remains to be seen.

Campaign Use: An evil villain has possession of the blade, and is slowly killing the heroes of the realm. Naturally, the characters are on his list. Once they slay him, they discover the secret of his awesome power.

WELL OF KNOWLEDGE

Said to be located in the heart of an ancient temple, now buried deep beneath the earth, the Well of Knowledge is believed to grant anyone who drinks from it unlimited knowledge.

Actually, that isn't entirely true. Anyone who drinks a cup of water from the well may immediately raise his Smarts to a d12+4. The problem is, the well produces only one cup of water a century. If that water isn't drunk, no more is produced (i.e. the well only ever has one use per century).

Knowledge comes at a price, however. The well grants an increase in common knowledge, but drains specific knowledge. If the drinker draws an action card of 5 or lower, he must make a Spirit roll at -2 or lose one die type from a Knowledge skill of the character's choice, two die steps if he rolls a 1 on his Spirit die (regardless of Wild Die). If a skill is reduced to zero, the character becomes unskilled.

Should the drinker have no Knowledge skills, he suffers no effects until he gains at least a d4 in one.

The well can be destroyed by pouring in the blood of a being that knows everything there is to know in the universe.



BESTIARY

No fantasy setting is complete without an assortment of strange beasts and fantastic creatures! Below is a compilation of those most often encountered as well as a few unique creatures to place in the darkest corners of your world. We've also added the some of the most common fantasy creatures from the core book so you won't have to flip back and forth between them.

NEW MONSTROUS ABILITY

This Toolkit introduces demons as a potential new foe for your characters to encounter. Demons have a new Monstrous Ability, entitled Demon, and an associated weakness.

DEMON

- **Immunity:** Demons are immune to poison and disease.
- **Infernal Stamina:** Demons gain a +2 bonus to recover from being Shaken.
- **Resistant to Normal Weapons:** Demons suffer only half-damage from non-magical attacks except for cold iron.
- **Weakness (Cold Iron):** Demons take normal damage from pure iron weapons.

ARACHNAURS

Arachnaurs are a mix of human and spider in the same way centaurs are part human, part horse. They live in dense woodlands, spinning webs to catch unwary intruders. Despite being a sentient race, they have no qualms about eating the flesh of other sentients.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Climbing d12, Fighting d8, Guts d6, Intimidation d10, Notice d8, Shooting d10, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 8 (1)

Treasure: Meager per 3 arachnaurs

Gear: Leather armor (+1), long sword (Str+d8)

Special Abilities:

- **Bite:** Str+d4.
- **Poison (-2):** The bite of an arachnaur causes instant paralysis for those who fail their Vigor roll. It lasts for 1d6 rounds.
- **Size +1:** Arachnaurs measure 7' in length.
- **Webbing:** Arachnaurs can cast webs from their thorax that are the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Anything in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4.

ASSASSIN

Assassins are hired killers. They may be mysterious loners or belong to an organized guild. What they have in common is a lack of scruples about killing for money.

ASSASSIN

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d8, Guts d6, Intimidation d6, Notice d8, Stealth d8, Shooting d6, Streetwise d6, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: Various

Edges: Alertness, First Strike, Thief

Treasure: Meager

Gear: Leather armor (+1), short sword (Str+d6), throwing knives (Range: 3/6/12, Damage: Str+d4)

Special Abilities:

- **Poison:** The quickest way to kill someone is with poison. A typical poison requires a Vigor roll at -2 or take an automatic wound.

MASTER ASSASSIN

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d12, Guts d10, Intimidation d8, Notice d10, Shooting d6, Stealth d12, Streetwise d8, Throwing d10

Pace: 6; **Parry:** 9; **Toughness:** 6 (1)

Hindrances: Various

Edges: Acrobat, Alertness, Block, First Strike, Marksman, Level Headed, Quick Draw, Thief

Treasure: Meager

Gear: Leather armor (+1), short sword (Str+d6), throwing knives (Range: 3/6/12, Damage: Str+d4)

Special Abilities:

- **Poison:** Master assassins use more deadly venoms in their trade. Victims must make a Vigor roll at -2 or die in 2d6 rounds.

BANDIT'S

Bandits are outlaws, earning a living by raiding small settlements or waylaying travelers. Not all bandits are necessarily evil. Some may have been wrongly outlawed or forced to flee their homes by an invading force. Others may be Robin Hood-type figures, fighting against an unjust system.

The bandits presented here are the standard ruffian sort, out to get what they can by whatever means necessary.

BANDIT

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Guts d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Greedy, Mean

Edges: —

Treasure: Meager per 5 bandits

Gear: Leather armor (+1), various weapons

MAKING MONSTERS

We'd like to tell you there's a set of tables or a magic formula for making monsters, but there isn't. Creating a new monster requires just two things: imagination and a modicum of common sense. Don't worry too much about balancing the monsters, but keep in mind how tough it will be.

You don't need to give a monster a high Toughness for it to be a challenge — assigning it a few nifty Special Abilities is just as good. Imagine a goblin-like creature who can turn ethereal. It may be puny physically, but now it can leap out of solid walls to attack or vanish into the floor if the fight turns against it.

You could use the statistics for a common viper, give it wings, and create a deadly flying snake. There are already a number of tools available to help making monsters easy — use existing monsters as templates, look through the Special Abilities listing in the rulebook, or check out powers attributed to mythological beasts.

There's no need to sweat buckets when you're creating a new beast. Chances are your group is either going to kill it or run away, depending on its strength. They're very unlikely to perform a detailed anatomical study or work out its migratory patterns or mating habits.

VILLAINS

A villain can be anything from a lowly pickpocket street urchin to a dragon criminal mastermind. He may be an incidental character in an adventure or lie at the heart of your Plot Point.

Creating a villain is no different from creating a monster—come up with an idea and assign suitable traits, Hindrances, Edges, and Special Abilities.

Special Abilities? Sure, even a human can have a Special Ability like Hardy or Poison. All you need is a plausible reason for him to possess the talent. A Hardy villain may have been blessed by a deity or drank an excess of magical potion as a baby resulting in a permanent change. A foe with Poison may have been cursed, much in the same way as King Midas. Rather than turn things to gold, his touch kills them.

The important thing to remember with villains is not to build them as regular characters. Heck, you don't even have to worry about meeting Edge requirements if you don't want. If you want an Agility d6 gypsy princess to have First Strike, give it to her. Savage Worlds is more about telling cool stories than it is about worrying about minor rules.

If you want to give your villain a backstory to help round out his personality and place in the world, then that's fine. Just remember though, he's a villain and the characters will probably be more interested in killing him than hearing about how he was orphaned at a young age and forced into a life of crime.



BANDIT CHIEF

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d10, Guts d8, Intimidation d8, Notice d6, Riding d8, Shooting d10, Stealth d8, Throwing d8

Charisma: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 8 (2)

Hindrances: Greedy, Mean

Edges: Block, Combat Reflexes, Command

Treasure: Worthwhile

Gear: Chain mail (+2), various weapons

BASILISK

Called the king of serpents because of its head crest, the gaze of the basilisk can instantly kill. Even its blood is deadly to the touch. The cockatrice is a form of basilisk, but lacks the poisonous blood.

Attributes: Agility d8, Smarts d6(A), Spirit d12+2, Strength d6, Vigor d8

Skills: Fighting d6, Notice d10, Stealth d10

Pace: 6; **Parry:** 5; **Toughness:** 4

Treasure: Worthwhile around lair

Special Abilities:

- **Death Gaze:** Victims of the basilisk do not have to meet its gaze to be affected by its deadly power. As an action, the basilisk can stare at any creature it can see. Opponents must make a Vigor roll opposed by the basilisk's Spirit or suffer an automatic wound.
- **Poison Blood:** A basilisk's blood is highly toxic. When it receives a wound, every adjacent creature must make an Agility roll to avoid the deadly spray. Those who fail take a wound.
- **Size -2:** Basilisks measure only 12" in length.
- **Small:** Opponents must subtract -2 from attack rolls against the basilisk due to its small size.

BARGEST

Bargest are huge, black dogs. It is said that anyone who sees a bargest is destined to die soon.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d8

Skills: Guts d8, Fighting d8, Intimidation d8, Notice d6

Pace: 10; **Parry:** 6; **Toughness:** 7

Treasure: None

Special Abilities

- **Bite:** Str+d6.
- **Curse:** The first time the characters see an individual bargest, they must make a Spirit roll at -2 or suffer a curse. Those who fail lose all their bennies and cannot earn any more for the remainder of the session. If a character has no bennies left when he sees the bargest, he suffers a -2 penalty to all trait rolls for the rest of the session instead.
- **Go for the Throat:** Bargests instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.
- **Fleet-Footed:** Bargests roll a d10 instead of d6 when running.
- **Size +1:** Bargests average 7' in length and stand as much as 4' high.

BEE, GIANT

Giant bees are considerably larger than regular bees but fortunately do not form large swarms.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Guts d6, Notice d8

Pace: 3; **Parry:** 5; **Toughness:** 4

Treasure: Meager, in lair

Special Abilities:

- **Flight:** Giant bees have a Flying Pace of 6" and Climb of 3".
- **Poison:** Any creature Shaken or wounded by a sting attack must make a Vigor roll or take a wound.
- **Size -1:** Giant bees are 3' long.
- **Sting:** Str+d4.

BIRD OF PREY

Birds of prey may not be big, but their talons can rip through flesh with ease. The bird of prey could be used for eagles, hawks, and any hunting birds.

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d4, Vigor d6

Skills: Fighting d6, Guts d6, Notice d12+4, **Stealth** d8

Pace: —; **Parry:** 5; **Toughness:** 3

Treasure: None

Special Abilities:

- **Blind:** When attacking large prey (such as characters), birds of prey go for the eyes. If the bird scores a raise on its Fighting roll, it has hit the character's face. The character must make an Agility roll. On a failure, he suffers the One Eye Hindrance until his wounds heal. A roll of 1, regardless of the Wild Die, he suffers the Blind Hindrance instead.
- **Claws:** Str+d6.
- **Flying:** Flying Pace 8".
- **Size -2:** Birds of prey measure up to 2' in height.
- **Small:** Attackers suffer a -2 penalty to attack rolls because of the beast's size.

BOAR

Wild boars are hunted for their rich meat. They are tenacious fighters, especially when wounded.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d8, Vigor d10

Skills: Fighting d6, Guts d8, Notice d6, **Stealth** d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Treasure: None

Special Abilities:

- **Berserk:** When a boar is Shaken, it goes berserk. It gains +2 to all Fighting and Strength rolls and its Toughness, but Parry is reduced by 2.
- **Gore:** If a boar can charge at least 6" before attacking, it adds +4 to damage.
- **Tusks:** Str+d4.

BORDER ELEMENTALS

The borders of the elemental realms are not strictly defined, and in places they overlap to produce a mixture of two elements. Dwelling within this area are elementals known as border elementals. These creatures are sometimes called para-elementals, miximentals, and sub-elementals.

ENCOUNTER DIFFICULTIES

This advice first appeared in *50 Fathoms*. However, it applies to all settings, so we're printing it again.

You might wonder about the difficulty of the encounters listed throughout this book. Are they intended for characters of Novice Rank? Seasoned? Legendary?

The answer is none of the above. The encounters are created to reflect the natural organization of the characters or creatures listed. That means your group had best be warned that this isn't like certain other games that automatically set the challenge level to something they can deal with. Sometimes a dragon needs to be avoided, or clever tactics or hired swords are needed to defeat it.

We do this because it's more natural, it's more of a challenge, and any system we created would have a difficult time fitting the nature of your characters. If the player characters hire 40 veteran mercenaries, it doesn't make sense that every group of bandits and orcs suddenly grows exponentially to defeat them. That means that just as in real life, exploring the world with a larger party is much safer. Of course it also means the heroes have to feed the extras and provide them a share of the Treasure (or pay) as well. They also get to contend with the many mutineers and other troublemakers who are likely to infiltrate their army. There are bad apples in every bunch, as the old saying goes.

All that said, the GM should tweak encounters to fit the nature of his party. If they truly are walking around in a group so large nothing is a threat, feel

free to up the difficulty of encounters that make sense—such as orc tribes or a hunting party of giants. You'll have a good handle on what your party can handle after a few sessions without the need for some sort of formula. And don't worry if the heroes lose a few extras along the way. Even famous heroes rarely make it to the finale of their adventure with all their loyal men.

ENCOUNTERS

Each day the party spends exploring outside of a town, draw a card from your action deck. If the card is a face card, an encounter occurs. Decide what the party runs into or roll on a Encounter Table for that area you have previously set up to see exactly what the party has run into. If a Joker comes up, roll twice or pick two—the group has run into two things at once. Reshuffle the deck after every encounter. Think about the encounter a bit before setting it up. A few minutes' pause before you hit the heroes with some terrible beast or dire storm can make a "random encounter" a very memorable experience.

If your heroes are crossing the mountains and you pick "Bandits," for example, just tell them they see campfire smoke in the distance. It's up to them whether they want to approach or not. The same goes with monsters. A blood flea attack in a swamp shouldn't just be a quick roll. Describe the first few pests biting the heroes and causing giant welts. Let them take some action then adjust the encounter accordingly.

LAVA BORDER ELEMENTAL

Composed of fire and earth, these creatures have a stony skin overlaying a body of molten rock. They look similar to earth elementals, but have fiery eyes, a mouth that looks like the centre of an active volcano when opened, and smoking, blackened, rocky skin.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+3, Vigor d10

Skills: Fighting d8, Shooting d8

Pace: 4; **Parry:** 6; **Toughness:** 10 (3)

Treasure: None

Special Abilities:

- **Armor +3:** Rocky hide.
- **Bash:** Str+d6.
- **Burrow (6''):** Lava elementals can meld into and out of the ground.
- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Flame Strike:** Lava elementals can spit a searing blast of flame using the Cone Template. Characters within the cone must beat the elemental's Shooting roll with Agility or suffer 2d10 damage, plus the chance of catching fire.

MUD BORDER ELEMENTAL

Mud elementals bridge the realms of earth and water. They resemble earth elementals in shape, but are fluid like their water elemental kin.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12+1, Vigor d10

Skills: Fighting d8

Pace: 5; **Parry:** 6; **Toughness:** 7

Treasure: None

Special Abilities:

- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Immunity:** The semisolid body of a mud elemental gives it limited resistance to attacks. Nonmagical attacks of any sort cause half-damage.
- **Seep:** Mud elementals can squeeze through small gaps as if it were Difficult Ground. Unlike water elementals, they cannot travel through porous substances — there must be

an actual hole through the obstacle (such as a keyhole).

- **Slam:** Str+d6, nonlethal damage.
- **Smother:** If a mud elemental scores a raise on a grapple attack it has enveloped its target. Escaping requires an opposed Strength roll. Each round the victim remains smothered, he suffers a Fatigue level.

SAND BORDER ELEMENTAL

Sand elementals inhabit the dusty border between the realms of earth and air. They manifest as sandy humanoids, but can turn into whirling clouds of flying dust and grit.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12, Vigor d8

Skills: Fighting d8, Shooting d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Treasure: None

Special Abilities:

- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Immunity:** Half-damage from all non-magical attacks.
- **Sand Blast:** Sand elementals can send directed blasts of air at foes using the Cone Template and a Shooting roll. Foes may make an opposed Agility roll to avoid the blast. The damage is 2d8.
- **Seep:** Sand elementals can squeeze through small gaps as if it were Difficult Ground. Unlike water elementals, they cannot travel through porous substances — there must be an actual hole through the obstacle (such as a keyhole).
- **Slam:** Str+d4.
- **Whirlwind:** As long as the elemental does not move that turn it may attempt to pick up a foe. Make an opposed Strength check. If the sand elemental wins, its foe is pulled into the swirling maelstrom of its sandy body. While trapped, the target is at -2 on all rolls (including damage, to hit, and Strength rolls to free himself), and suffers 2d6 damage per round. The elemental cannot move as long as it wants to keep foes trapped inside its form.

STEAM BORDER ELEMENTAL

The last of the common border elementals are those inhabiting the overlap of the realms of fire and water. They manifest as clouds of swirling steam.

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Shooting d8

Pace: — ; **Parry:** 6; **Toughness:** 6

Treasure: None

Special Abilities:

- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Flight:** Steam elementals fly at a rate of 6" with a Climb rate of 4". They may never "run."
- **Immunity:** Steam elementals suffer no damage from non-magical attacks.
- **Steam Blast:** Steam elementals can send directed blasts of superheated air at foes using the Cone Template and a Shooting roll. Foes may make an opposed Agility roll to avoid the blast. The damage is 2d10 and ignores nonmagical Armor.
- **Seep:** Steam elementals can squeeze through any gaps or porous surfaces as if they were Difficult Ground.
- **Whirlwind:** As long as the elemental does not move that turn it may attempt to pick up a foe. Make an opposed Strength check. If the elemental wins then its foe is pulled into the swirling maelstrom of its steamy body. While trapped, the target is at -2 on all rolls (including damage, to hit, and Strength rolls to free himself), and suffers 2d6 damage per round. The elemental cannot move as long as it wants to keep foes trapped inside its form.

CAVE MAN

"Cave man" is a generic term used to describe a member of a primitive, non-technological society. Some cave men actually live in caves, whereas others inhabit deserts, jungles, or swamps, living in mud or reed

huts. They lack an organized society, typically being led by a chief who is advised by one or more shamans.

Cave man culture focuses on hunting and warring with rival tribes—the latter being typically for females. Some tribes fear outsiders, using force to drive them away. Others welcome limited contact, swapping furs and meat for metal tools. Some are cannibals, openly welcoming strangers, only to turn on them and eat them.

WARRIOR

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Climbing d6, Fighting d8, Guts d8, Intimidation d8, Notice d4, Stealth d6, Throwing d8

Charisma: -2; **Pace:** 6; **Parry:** 6/7; **Toughness:** 7

Hindrances: All Thumbs, Mean

Edges: Combat Reflexes

Treasure: Meager for every 5 cavemen

Gear: Club (Str+d4) or flint spear (Str+d6; Parry +1; Reach 1)

**CHIEFTAIN**

Cave men communities are often led by a chieftain. Typically, he is the largest and strongest individual in the tribe.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Climbing d6, Fighting d10, Guts d8, Intimidation d10, Notice d4, Stealth d6, Throwing d8

Charisma: -2; **Pace:** 6; **Parry:** 7/8; **Toughness:** 8

Hindrances: All Thumbs, Mean

Edges: Brawny, Combat Reflexes, Sweep

Treasure: Meager

Gear: Club (Str+d4) or flint spear (Str+d6; Parry +1; Reach 1)

SHAMAN

Most cave man tribes have at least one shaman in their number. He communes with the spirits and foretells the omens.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d6, Guts d8, Healing d8, Intimidation d8, Notice d4, Spellcasting d8, Stealth d6

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: All Thumbs, Mean

Edges: —

Treasure: Meager

Gear: Flint spear (Str+d6; Parry +1; Reach +1)

Special Abilities:

- **Powers:** Cave men shamans have 15 Power Points and know the following powers: *bolt*, *boost/lower trait*, *fear*, and *telekinesis*.

CENTAUR

Centaur have the upper body of a human and the lower body of a horse. In some settings they are reclusive philosophers. In others, they are nomads, wandering the plains and forests in herds.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d8, Notice d8, Shooting d8, Stealth d6, Survival d8

Pace: 8; **Parry:** 7; **Toughness:** 9 (1)

Treasure: Meager per 3 centaurs

Gear: Leather armor (+1), spear (Str+d6, Parry +1, Reach 1), bow (Range 12/24/48, Damage 2d6)

Special Abilities:

- **Fleet Footed:** Centaurs roll a d8 when running, instead of a d6.
- **Hooves:** Str.
- **Size +2:** Centaurs are the same size as riding horses.

CENTIPEDE, GIANT

Measuring up to eight yards in length and covered in black chitinous armor, giant centipedes are predominantly found underground or in tropical jungles. Their powerful mandibles can pierce most armor and deliver a lethal poison.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d6, Guts d8, Notice d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 13

Treasure: Meager, in lair

Special Abilities:

- **Armor +3:** Thick chitinous armor.
- **Bite:** Str+d8, AP 4.
- **Large:** Attackers add +2 when attacking a giant centipede due to their size.
- **Poison:** Victims must make a Vigor roll at -2 or suffer an automatic wound.
- **Size +4:** Giant centipedes grow up to 24' long.

CHIMERA

A chimera has the head of a lion, the body of a goat, and the tail of a dragon, complete with a dragon's head at the tip. The creature's leonine head can breathe fire. A few chimera can also breathe fire from their dragon-headed tail.

Attributes: Agility d8, Smarts d6(A), Spirit d10, Strength d12, Vigor d8

Skills: Fighting d8, Guts d10, Notice d8

Pace: 8; **Parry:** 6; **Toughness:** 8

Treasure: Meager, in lair

Special Abilities:

- **Bite/Claw:** Str+d6.
- **Fiery Breath:** Chimeras breathe fire using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d10 damage and must check to see if they catch fire. A chimera may not attack with its claws or bite in the same round it breathes fire.
- **Improved Frenzy:** If a chimera does not use its Fiery Breath Ability, it may make an additional Fighting attack with no penalty.
- **Size +2:** Chimera weigh over 500 pounds.
- **Two Fisted:** A chimera may attack with its claws and bite in the same round with no multi-action penalty.

CITIZEN

“Citizens” covers everything from farmers to crafters.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Guts d4, Knowledge (Trade) d6, Notice d6, Shooting d4, Stealth d6

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: —

Edges: —

Treasure: Meager for every 5 citizens, Worthwhile for crafters, merchants, and the like

Gear: Knife (Str+d4), improvised weapons (Str+d4)

**CRAB, GIANT**

Giant crabs live on beaches, hiding under the sand ready to leap out at passing prey.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d10, Vigor d8

Skills: Fighting d8, Guts d6, Notice d8, Stealth d10, Swim d8

Pace: 8; **Parry:** 6; **Toughness:** 10 (3)

Treasure: Meager, in lair

Special Abilities:

- **Armor +3:** Giant crabs have thick shells.
- **Claws:** Str+d6.
- **Size +1:** These creatures weigh over 400 pounds.

CROCOTTA

The crocotta looks like a wolf except for its jaws, which are as long as a crocodile's. Its jaws are powerful enough to bite through almost any material.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Guts d6, Notice d10

Pace: 8; **Parry:** 5; **Toughness:** 4

Treasure: Meager, in lair.

Special Abilities:

- **Bite:** Str+d10, AP 10.
- **Fleet Footed:** The crocotta rolls a d10 when running instead of a d6.
- **Size -1:** A crocotta is the same size as a dog.

CYCLOPS

Cyclopes are a race of one-eyed giants. Despite raising herds of goats, they have a taste for human flesh. In some legends, they crafted lightning bolts for the gods.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+3, Vigor d8

Skills: Fighting d8, Guts d6, Intimidation d8, Notice d6, Throwing d8

Pace: 8; **Parry:** 6; **Toughness:** 8

Treasure: Meager

Gear: Big club (Str+d10)

Special Abilities:

- **Lightning Bolts:** A cyclops may throw a lightning bolt as an action. Range: 5/10/20; Damage: 3d6; Small Burst Template.
- **One Eye:** -2 to all trait rolls involving depth perception, such as Throwing.
- **Size +2:** Cyclopes stand over 8' tall.

DEMON/DEVIL

Demons and devils (the term is interchangeable) may be minions of Hell or servants of evil gods, depending on your setting. They are supernatural evil beings completely devoid of positive qualities, though some feign good virtues to lure unwary prey to their doom.

Demons speak many languages, including a demonic tongue rarely spoken by mortals not involved with the dark arts. Whether they bother to talk to lowly mortals is a matter of personal choice.

BLACK KNIGHT

Clad in jet-black plate armor and armed with weapons swathed in balefire, black knights are the elite troops of the demon lords. Beneath their armor is a mummified corpse with burning green eyes.

They most often serve as unit commanders in demonic armies, but can sometimes be found as bodyguards for powerful, evil wizards and priests. Many ride nightmares.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d10, Guts d12, Intimidation d10, Knowledge (Battle) d10, Riding d10

Pace: 6; **Parry:** 9; **Toughness:** 11 (3)

Treasure: None

Special Abilities:

- **Arcane Resistance:** +2 Armor against damage-causing powers and +2 on trait rolls to resist opposed powers.
- **Armor +3:** Black plate armor and a closed helm.
- **Balefire Weapons:** Great sword (Str+d10) and lance (Str+d10), if mounted. Anyone struck by a weapon, whether injured or not, has a chance of catching fire.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except for cold iron.
- **Elite Soldiers:** Black knights have the following Combat Edges: Combat Reflexes, Improved Block, Improved Frenzy, Improved Sweep, and Level Headed.
- **Size +1:** Black knights stand over 7' tall.

- **Summon Reinforcements:** Once per day a black knight can summon forth 1d6 demonic soldiers per success and raise on a Spirit roll. The minions appear within 6" of the knight.

- **Weakness (Cold Iron):** Demons take normal damage from cold iron weapons.

CHANGELING

In their natural form, changelings resemble skinless humans devoid of any distinguishing features, save for their gruesome appearance. Changelings have the ability to assume the exact form of their victims, taking on their mannerisms and retaining their memories.

Regardless of the form they assume, they keep their own attributes. Thus, a changeling who assumes the form of a human with a d10 Strength may look physically impressive but lacks the muscle power of the original. However, a changeling absorbs its victim's memories. It gains all its victim's skills at one die type lower (minimum d4) unless its own skills are higher — in which case it retains its own levels.

Changelings are used as infiltrators and assassins.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d8, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 5

Treasure: None

Gear: As last victim

Special Abilities:

- **Change Form:** A changeling can assume the form of the last person it has killed. This requires an action and a Smarts roll at -2. Changing back to their natural form requires a Smarts roll. Changelings only assume the physical form — clothing and equipment must be taken from the corpse.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except for cold iron.
- **Fear -2:** Anyone who sees a changeling in its natural form must make a Guts check at -2.
- **Weakness (Cold Iron):** Demons take normal damage from cold iron weapons.



COLLECTOR

Mortals sometimes make deals with powerful demon lords in the hope of accruing power — sometimes they try to renege on the deal. When this happens, the demon lords despatch a demon whose task it is to drain souls and return them to Hell. Collectors are sometimes used as common assassins, but they are at best halfhearted in this role, finding it beneath them.

Although powerful, they are not interested in wanton destruction — all that matters to them is their quarry. Of course, any creature foolish enough to stand in its way is slaughtered without mercy.

Collectors always wear black, heavy cowls. They reveal their face only to those they are hunting, for it is said that to gaze on one is to lose one's soul.

Beneath their cowls, collectors resemble bipedal vultures with rotting flesh. Their eyes are empty hollows, in which a vortex of balefire swirls.

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d12, Vigor d12

Skills: Fighting d10, Intimidation d12, Notice d8, Stealth d12, Tracking d12+2

Pace: 8; **Parry:** 7; **Toughness:** 9

Treasure: None

Special Abilities:

- **Claws:** Str+d6. The claws of a collector ignore all mundane and magical Armor.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except for cold iron.
- **Fear -2:** Collectors exude an aura of terror. Anyone seeing one must make a Guts roll at -2.
- **Improved Arcane Resistance:** +4 Armor against damage-causing powers and +4 on trait rolls to resist opposed powers.
- **Single Minded:** Collectors are not easily swayed from their goal. They receive a +2 bonus to resist Tests of Will.
- **Size +1:** These cowed demons stand over 7' tall.
- **Soul Drain:** The uncowed stare of a collector can literally rip the soul from a living being. Fortunately, they usually reserve this fate for their quarry. To use this Ability, the collector must grapple its foe, at which point it removes its cowl and forces its prey to stare into its demonic eyes. The victim must make an opposed Spirit roll or die instantly.
- **Unnatural Senses:** A collector can *detect arcana* as if it were part of its normal vision. It also ignores all penalties for bad lighting, including complete darkness.
- **Weakness (Cold Iron):** Demons take normal damage from cold iron weapons.

DEMONIC SOLDIER

Making up the bulk of the legions of Hell are demonic soldiers, small, feral creatures with sharp teeth and claws and only a limited capacity for reasoning. They attack with berserk fury, ripping their prey to shreds with howls of glee. Demon lords use them in "human-wave" tactics and rarely bother to provide them with armor or weapons.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Guts d4

Pace: 6; **Parry:** 5; **Toughness:** 5

Treasure: None

Special Abilities:

- **Berserk:** Demonic soldiers can go berserk at will.
- **Bite/Claws:** Str+d6.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except for cold iron.
- **Size -1:** Demonic soldiers are rarely larger than 4' tall.
- **Weakness (Cold Iron):** Demons take normal damage from cold iron weapons.

IMP

Imps are small, winged demons. They are often sent to the material world to serve as familiars to honored wizards. Although they aid their new masters, they also report back to their demonic overlords and are thus useful spies.

Attributes: Agility d10, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d4, Notice d10, Spellcasting d8, Stealth d8

Pace: 4; **Parry:** 5; **Toughness:** 4

Treasure: None

Special Abilities:

- **Arcane Resistance:** +2 Armor against damage-causing powers and +2 on trait rolls to resist opposed powers.
- **Claws:** Str+d4.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except for cold iron.
- **Powers:** Imps have 20 Power Points and know the following powers: *bolt*, *detect/conceal arcana*, *entangle*, *invisibility*, *obscure*, and *shape change*.
- **Lending:** An imp can share its Power Points with its master. It cannot be forced to share its power.
- **Size -1:** Imps are the size of small children.
- **Weakness (Cold Iron):** Demons take normal damage from cold iron weapons.

LASHER

Lashers are demonic taskmasters, using their barbed whips to keep lesser demons in line. Considerably larger than humans, they resemble an unholy giant bat with blackened, iron scales. They can be summoned into the world through dark rituals, but are usually only employed when a number of lesser demons need controlling.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d12+3, Vigor d12

Skills: Fighting d10, Guts d10, Intimidation d12, Knowledge (Battle) d6, Notice d8

Pace: 8; **Parry:** 7; **Toughness:** 14 (3)

Treasure: None

Special Abilities:

- **Arcane Resistance:** +2 Armor against damage-causing powers and +2 on trait rolls to resist opposed powers.
- **Armor +3:** Iron scales.
- **Barbed Whip:** Str+d8, Reach 2. Anyone struck by the whip, whether they are injured or not, must make a Vigor roll or be Shaken by the immense pain caused by the barbs. They cannot attempt to recover for 1d6 rounds after the attack.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except for cold iron.
- **Fear -2:** Anyone seeing a lasher must make a Guts roll at -2.
- **Flight:** Lashers have a Flying Pace of 12" and a Climb of 6".
- **Infravision:** Lashers halve penalties for poor lighting against living targets.
- **Size +3:** Lashers stand 9' tall and weigh over 1000 pounds.
- **Sweep:** By whirling its whip round, a lasher can attack all opponents within 2" at no penalty.
- **Weakness (Cold Iron):** Demons take normal damage from cold iron weapons.

SUCCUBUS/INCUBUS

Succubi and incubi resemble beautiful females and males respectively. This form is illusory, however, and in their natural form they are winged demons with grotesque

faces, leathery skin, and long claws. They use their illusory looks to lure unsuspecting victims into their deadly embrace.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d8

Skills: Fighting d8, Guts d8, Notice d6, Persuasion d12+2

Charisma: +6; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Treasure: None

Special Abilities:

- **Claws:** Str+d4.
- **Demon:** +2 to recover from being Shaken; Immune to poison and disease; Half-damage from non-magical attacks except for cold iron.
- **Life Drain:** These foul creatures have more than one way to kill. If a succubus or incubus kisses a victim, they must make a Vigor roll opposed by the demon's Spirit or lose one die of Vigor. If Vigor drops to zero, the demon has sucked out the victim's life force, killing him. Assuming the victim survives, lost Vigor returns at the rate of one die per day.
- **Lure:** Sometimes good looks aren't enough to lure prey to their doom. These demons can use the *puppet* power using their Spirit as their arcane skill. They have 20 Power Points for this purpose.
- **Very Attractive:** Succubi and incubi resemble stunningly beautiful creatures in their illusory form. They can assume the shape of any sentient being. Their illusory appearance gives them +6 Charisma. A *detect arcana* spell can penetrate the illusion.
- **Weakness (Cold Iron):** Demons take normal damage from cold iron weapons.

DIRE WOLF

Dire wolves are very large and feral wolves often used by orcs as attack dogs. They may also be found roaming in packs in the deepest, darkest woods.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

Skills: Guts d8, Fighting d8, Intimidation d8, Notice d6

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

Treasure: None

Special Abilities

- **Bite:** Str+d6
- **Go for the Throat:** Wolves instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly-armored location.
- **Fleet-Footed:** Dire wolves roll d10s instead of d6s when running.

DISSOLVER

These vile terrors are black, amorphous blobs whose secretions are highly acidic. Their favorite tactic is to grapple their prey, subjecting them to constant attack.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d8

Skills: Fighting d6

Pace: 2; **Parry:** 5; **Toughness:** 6

Treasure: Meager

Special Abilities:

- **Acid:** Roll a d6 every time a weapon is used to strike a dissolver. On a 6, the weapon is dissolved by the acidic secretions.
- **Camouflage:** When lying still, dissolvers gain +4 to Stealth rolls.
- **Envelope:** If a dissolver succeeds in a Fighting roll it has enveloped part of its target. Each round the victim remains enveloped, he suffers 2d6 damage. All equipment permanently loses 1 point of Toughness (Protection for armor) per round until it reaches zero, at which point it is destroyed. Trying to escape from a grapple requires a Strength roll at -6. A dissolver may only envelope one foe at a time, regardless of its size.
- **Pseudopod:** A dissolver can extend a single pseudopod out to 1". Damage 2d6.

DRAGON

This dragon is the standard fire-breathing variety common to European mythology. If you want to use different types of dragons in your game, the Variant Dragons sidebar contains some ideas on how to make them different.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+9, Vigor d12

VARIANT DRAGONS

Not all dragons—or even all drakes—need to be fire-breathing monsters. These dragon variants use the standard dragon stats with only slight modifications.

- **Death Dragons:** Death dragons also have the Undead Ability. Their breath is necromantic, corroding flesh and bone.
- **Ice Dragon:** Ice dragons breathe a Cone of frigid air. In addition to the regular damage, the ground beneath the template is icy. Creatures entering the template must make an Agility roll or fall prone. If they roll a 1 (regardless of Wild Die), they are Shaken as well. The template remains for 3 rounds.
- **Magic:** Dragons are intelligent, so they could learn magic—even miracles. An adult dragon might have Spellcasting d10, 30 Power Points, and ten powers.
- **Sand Dragon:** Common to hot desert regions, sand dragons breathe a Cone Template of abrasive sand from a special stomach.
- **Storm Dragon:** Storm dragons prefer to live high in the mountains, venturing to the plains only during thunderstorms. They breathe a Cone of lightning. Targets in the Cone suffer 2d10 damage, and those adjacent to the Cone suffer 1d10 damage from arcing strands of lightning.
- **Swamp Dragon:** Inhabiting dank swamps and fetid marshes, swamp dragons breathe a noxious mix of swamp gas and corrosive liquid. The corrosive liquid inflicts a further 2d6 damage the round after it was breathed, then it neutralizes.
- **Wing Buffet:** Aside from nasty breath, claws, and teeth, dragons have wings. A wing buffet can only be used in a round in which the dragon makes no other attacks. Place a Cone Template facing forward from each wing. Every creature in a template must make an Agility roll, -2 if caught in both Templates. On a failure, the creature is blown back 1d4" and falls prone.

Skills: Fighting d10, Guts d12, Intimidation d12, Notice d12

Pace: 8; **Parry:** 7; **Toughness:** 20 (4)

Treasure: Three Treasure Troves in lair

Special Abilities:

- **Armor +4:** Scaly hide.
- **Claws/Bite:** Str+d8.
- **Fear -2:** Anyone who sees a mighty dragon must make a Guts check at -2.
- **Fiery Breath:** Dragons breathe fire using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d10 damage and must check to see if they catch fire. A dragon may not attack with its claws or bite in the round it breathes fire.
- **Flight:** Dragons have a Flying Pace of 24", with an Acceleration of 6".
- **Hardy:** Dragons do not suffer a wound from being Shaken twice.
- **Huge:** Attackers add +4 to their Fighting or Shooting rolls when attacking a dragon due to its massive size.
- **Improved Frenzy:** If a dragon does not use its Fiery Breath Ability, it may make two Fighting attacks with no penalty.
- **Level Headed:** Dragons act on the best of two cards.
- **Size +8:** Dragons are massive creatures. This version is over 40' long from nose to tail, and weighs well over 30,000 pounds.
- **Tail Lash:** The dragon can sweep all opponents in its rear facing in a 3" long by 6" wide area. This is a standard Fighting attack and damage is equal to the dragon's Strength-2.

DRAGON MEN

Dragon men are bipedal dragons, slightly taller than an average human. Scholars have long debated whether they are a natural species, a mutated dragon embryo, or the result of some ancient arcane experiment. The race consists of two castes — warriors and sorcerers.

They are sometimes found working with true dragons, and it seems beyond coincidence that the color of their scales usually matches that of their dragon lord. If you are using the Variant Dragon options, dragon men can also have different breath weapons.

WARRIOR

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Climbing d6, Fighting d8, Guts d10, Intimidation d8, Notice d8, Shooting d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 8 (2)

Hindrances: —

Edges: Combat Reflexes, Frenzy

Treasure: Meager

Gear: Scimitar (Str+d8)

Special Abilities:

- **Armor +2:** Scaly hide.
- **Bite/Claws:** Str+d4.
- **Fiery Breath:** Dragon men can spit balls of fire. This works as the *bolt* power using Shooting to aim the fireballs. The Ability is innate rather than magical. Dragon men have 15 Power Points for this purpose only.
- **Flight:** Dragon men have leathery wings with a Flying Pace of 8" and a Climb of 4".



SORCERER

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d6, Guts d10, Intimidation d8, Notice d8, Shooting d8, Spellweaving d10, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 8 (2)

Hindrances: —

Edges: Combat Reflexes, Frenzy

Treasure: Meager

Gear: Scimitar (Str+d8)

Special Abilities:

- **Armor +2:** Scaly hide.
- **Bite/Claws:** Str+d4.
- **Fiery Breath:** Dragon men can spit balls of fire. This works as the *bolt* power using Shooting to aim the fireballs. The Ability is innate rather than magical. Dragon men have 15 Power Points for this purpose only.
- **Flight:** Dragon men have leathery wings and have a Flying Pace of 8" and an Acceleration of 4".
- **Powers:** Dragon men sorcerers have 30 Power Points and know the following powers: *armor, blast, deflection, detect/conceal arcana, dispel, fear, healing, obscure, shape change, smite, and speak language.*



DRAKE

Drakes are non-flying dragons with animal intelligence (rather than the more human-like sentience of true dragons). They are much more aggressive in direct combat than their distant cousins, however.

Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12+6, Vigor d12

Skills: Fighting d10, Guts d12, Intimidation d12, Notice d8

Pace: 4; **Parry:** 7; **Toughness:** 17 (4)

Treasure: Rich, in lair

Special Abilities

- **Armor +4:** Scaly hide
- **Claws/Bite:** Str+d8.
- **Fear:** Drakes are frightening creatures to behold.
- **Fiery Breath:** Drakes breathe fire using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d10 damage and must check to see if they catch fire (see Fire in *Savage Worlds*). A drake may not attack with its claws or bite in the round it breathes fire.
- **Large:** Attackers add +2 to their attack rolls when attacking a drake due to its large size.
- **Size +5:** Drakes are over 20' long from snout to tail, and weigh in at over 3000 pounds.
- **Tail Lash:** A drake can sweep all opponents in its rear facing in a 3" long by 6" wide rectangle. This is a standard Fighting

attack, and damage is equal to the creature's Strength -2.

DRYAD

Dryads are nature spirits, specifically those of the woodlands. Shy by nature, they prefer to watch intruders, only making their presence felt if the need arises. They get along well with elves and other woodland folk of good character.

Though they are usually reluctant to deal with outsiders dryads, have been known to administer aid to kind souls in great need.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d4, Guts d6, Notice d10, Persuasion d8, Spellcasting d10, Stealth d10

Charisma: +2; **Pace:** 6; **Parry:** 4;

Toughness: 5

Treasure: None

Special Abilities:

- **Animate Tree:** A dryad may animate her tree as a war tree (see War Tree). This costs 20 Power Points and has a fixed duration of one hour.
- **Attractive:** Dryads resemble attractive human females, but often have a green or brown tint to their skin.
- **Magic:** Dryads have 30 Power Points and know the following powers: *armor* (bark), *barrier* (wall of thorns), *beast friend*, *deflection* (tree branches get in the way), *entangle*, *healing*, *shape change*, and *stun*.
- **Tree Bond:** Dryads share their soul with a particular tree. They must remain within 36" of the tree or their magic does not work. If the tree dies or becomes unhealthy, so does the dryad (and vice versa).

DWARF

Dwarves are common in mountains, where they live in vast underground cities. The statistics presented here are for a typical dwarf warrior.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8



Skills: Climbing d6, Fighting d8, Guts d8, Knowledge (Stonecraft) d6, Intimidation d6, Notice d6, Stealth d6, Throwing d8

Pace: 5; **Parry:** 7; **Toughness:** 8 (2)

Hindrances: Greedy (minor), Loyal

Edges: Combat Reflexes, Nerves of Steel, Sweep

Treasure: Meager

Gear: Chain mail (+2), open helm (+3), battle axe (Str+d8), medium shield (+1 Parry), throwing axes (Range: 3/6/12, Damage: Str+d6)

Special Abilities:

- **Low Light Vision:** Dwarves ignore penalties for Dim and Dark lighting.

ELEMENTAL

Elementals are living spirits of earth, fire, water, and air. These are average examples of such creatures. They may be more or less powerful in specific settings.

AIR ELEMENTAL

Air elementals manifest as sentient whirlwinds.

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Notice d8, Shooting d6

Pace: -; **Parry:** 6; **Toughness:** 5

Treasure: None

Special Abilities:

- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Ethereal:** Air Elementals can maneuver through any non-solid surface. They can seep through the cracks in doors, bubble through water, and rush through sails.
- **Flight:** Air Elementals fly at a rate of 6" with a climb rate of 4". They may not "run."
- **Invulnerability:** Immune to all nonmagical attacks except fire.
- **Push:** The air elemental can push a single target 1d6" directly away from the spirit by directing a concentrated blast of air at him. The victim may make a Strength roll against the attack, with each success and raise reducing the amount he's moved by 1".
- **Wind Blast:** Air Elementals can send directed blasts of air at foes using the Cone Template and a Shooting roll. Foes may make an opposed Agility roll to avoid the blast. The damage is 2d6 points of nonlethal damage.
- **Whirlwind:** As long as the air elemental does not move that turn it may attempt to pick up a foe. Make an opposed Strength check and if the air elemental wins then its foe is pulled into the swirling maelstrom of its body. While trapped, the target is at -2 on all rolls including damage, to hit and Strength rolls to free himself. The air elemental cannot move as long as it wants to keep foes trapped inside it form.

EARTH ELEMENTAL

Earth elementals manifest as five-foot tall, vaguely man-shaped collections of earth and stone. Though amazingly strong, they are also quite slow and ponderous.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d10

Skills: Fighting d8

Pace: 4"; **Parry:** 6; **Toughness:** 14 (4)

Treasure: None

Special Abilities:

- **Armor +4:** Rocky hide.
- **Bash:** Str+d6.

- **Burrow (10"):** Earth elementals can meld into and out of the ground.

- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.

FIRE ELEMENTAL

Fire elementals appear as man-shaped flame.

Attributes: Agility d12+1, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Climbing d8, Fighting d10, Shooting d8

Pace: 6"; **Parry:** 7; **Toughness:** 5

Treasure: None

Special Abilities:

- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Invulnerability:** Fire Elementals are immune to all non-magical attacks, but suffer 1d6 damage when doused in at least a gallon of water, +2 per additional gallon.
- **Fiery Touch:** Str+d6; chance of catching fire.
- **Flame Strike:** Fire elementals can project a searing blast of flame using the Cone Template. Characters within the cone must beat the spirit's Shooting roll with Agility or suffer 2d10 damage, plus the chance of catching fire.

WATER ELEMENTAL

Water spirits are frothing, man-shaped creatures of water and sea-foam.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8

Pace: 6"; **Parry:** 6; **Toughness:** 7

Treasure: None

Special Abilities:

- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Invulnerability:** Water elementals are immune to all non-magical attacks except fire. A torch or lantern causes them 1d6 damage but is instantly put out if it hits.
- **Seep:** Water elementals can squeeze through any porous gap as if it were Difficult Ground.

- **Slam:** Str+d6, nonlethal damage.
- **Waterspout:** Water spirits can project a torrent of rushing water. This automatically puts out any normal fires, or 1d6 ship fires. Creatures within the cone must make a Strength roll at -2 or be Shaken.

ELEPHANT, WAR

War elephants are larger than standard bull elephants and are bred purely for battle. In war, they carry a wooden platform on their back, housing the steersman and three soldiers.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+8, Vigor d12

Skills: Fighting d8, Guts d6, Notice d4

Pace: 6; **Parry:** 6; **Toughness:** 18 (2)

Treasure: None

Special Abilities:

- **Armor +2:** Thick hide.
- **Hardy:** War elephants do not suffer a wound from being Shaken twice.
- **Headbutt:** Str+d6. Heavy Weapon. A war elephant cannot headbutt anything of Size +3 or smaller.
- **Huge:** Attackers have +4 to attack rolls against these beasts due to their size.
- **Platform:** The wooden platform provides Light Cover to anyone riding in it and grants +2 Armor.
- **Size +8:** War elephants weigh over 20,000 pounds.
- **Trample:** If a war elephant takes a run action, it tramples everything in its path. Make a single Fighting roll against all targets. Victims suffer Strength damage. The war elephant may only move in a straight line while performing this maneuver.
- **Tusks:** Str+d10. The tusks of a war elephant are fitted with spiked, metal caps.

ELF

Elves commonly inhabit forests, living in tune with nature. The statistics presented here are for a typical elf warrior.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6



Skills: Climbing d6, Fighting d8, Guts d8, Notice d8, Shooting d10, Stealth d8, Survival d8, Tracking d8

Pace: 6; **Parry:** 6; **Toughness:** 6 (1)

Hindrances: All Thumbs, Cautious

Edges: Combat Reflexes, Marksman, Woodsman

Treasure: Meager per 3 warriors

Gear: Leather armor (+1), long sword (Str+d8), long bow (Range: 15/30/60, Damage: 2d6)

Special Abilities:

- **Low Light Vision:** Elves ignore penalties for Dim and Dark lighting.

FIRE SALAMANDER

These bright orange creatures live in volcanic areas or baking-hot deserts. They can survive in moderate temperatures for several hours before needing to return to their infernal pits.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Climbing d10, Fighting d10, Guts d10, Intimidation d10, Notice d8, Stealth d10

Pace: 8; **Parry:** 7; **Toughness:** 7

Hindrances: —

Edges: Combat Reflexes

Treasure: Worthwhile, in lair

Gear: Two flaming scimitars (Str+d10)

Special Abilities:

- **Fiery Body:** Fire attacks cause no damage. Nonmagical attacks “melt” as they impact the salamander’s body. The creature has 4 points of armor against such attacks and the attacker must roll a d6. On a 5–6, wooden weapons catch fire. On a 6, metal weapons melt slightly and cause 1 less die of damage until repaired by a blacksmith. Anyone who attacks a fire salamander with their bare hands and hits suffers an automatic 2d6 damage. Salamanders often grapple their foes to scorch them in this manner.
- **Weakness (Water):** Magical water-based attacks cause +4 damage. Nonmagical water has no additional effect.

FROST WOLF

Frost wolves haunt arctic climes, roaming the tundra in packs. Their thick fur is pure white, allowing them to blend in with the snow and ice.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d6, Guts d8, Notice d10, Stealth d10

Pace: 8; **Parry:** 5; **Toughness:** 7

Treasure: None

Special Abilities:

- **Bite:** Str+d6.
- **Chill Bite:** The icy bite of a frost wolf can paralyze prey. Anyone Shaken or wounded must make a Vigor roll or be paralyzed for 1d6 rounds.
- **Fleet Footed:** Frost wolves have a d10 running die.
- **Go for the Throat:** If a frost wolf gets a raise on its attack roll, it strikes its opponent’s least armored location.
- **Immunity (Cold):** Frost wolves take no damage from cold.
- **Size +1:** Frost wolves stand 5’ tall and are over 7’ long.

FURY

Furies are savage, bestial creatures sent by the gods to punish worshippers for major transgressions. The exact form of a fury varies by deity, but all have sharp claws and wings of some description.

Attributes: Agility d8, Smarts d6(A), Spirit d10, Strength d10, Vigor d8

Skills: Fighting d6, Intimidation d6, Persuasion d6, Taunt d8, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 7 (1)

Treasure: None

Special Abilities:

- **Arcane Resistance:** +2 Armor against damage-causing powers and +2 on trait rolls to resist opposed powers.
- **Armor +1:** Hide.
- **Berserk:** Furies can become Berserk at will.
- **Claws:** Str+d4
- **Flight:** Furies have a Flying Pace of 6” and a Climb of 3”.

GARGOYLE

Everyone knows the stone figure, hunched over, watching endlessly. Few know they are recreations of real creatures.

NATURAL GARGOYLE

The little-known natural gargoyle is the base for the stone figures. They fly on leathery wings that fold flush with the body to prevent damage on jagged rocks. They perch on craggy rock faces waiting for prey, a tireless vigil that prompted their use in architecture.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d10, Intimidation d8, Notice d6, Stealth d8

Pace: 4; **Parry:** 7; **Toughness:** 9 (2)

Treasure: Meager in nest

Special Abilities:

- **Armor +2:** Thick, leathery skin.
- **Bite/Claws:** Str+d6.
- **Camouflage:** Natural gargoyles receive +2 to Stealth rolls in rocky terrain due to their skin color.
- **Flight:** Flying Pace of 10” and an Acceleration of 4”.

STONE GARGOYLE

Most gargoyles are lifeless statues used to impress or decorate, but some have been given magical life to serve as guardians. Whether they serve good or evil depends upon their controller's whim.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d10, Intimidation d8, Notice d6, Stealth d8

Pace: 3; **Parry:** 7; **Toughness:** 11 (4)

Treasure: None

Special Abilities:

- **Armor +4:** Body of stone.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Immune to poison and disease.
- **Fearless:** Stone gargoyles are immune to fear and Intimidation.
- **Bite/Claws:** Str+d6.
- **Camouflage:** Stone gargoyles receive +2 to Stealth rolls to blend in with normal, decorative gargoyles on buildings.
- **Flight:** Flying Pace of 10" and an Acceleration of 4".
- **Plunge:** Gargoyles can literally drop like a rock. Any gargoyle that falls at least 4" to attack may add +4 to its damage.



GHOST BLADE

Ghost blades take the form of spectral warriors clutching a great sword. The ghostly figure is, in fact, a manifestation of the true creature — the blade.

Ghost blades are created by swords used by great heroes fallen in battle. The memories of the former wielder become burned into the blade, which then creates a ghostly figure to carry it into battle. Ghost blades seek only to kill, not caring if their victims are helpless children or mighty dragons.

The attributes are for the ghostly form, which cannot be harmed by any means so long as the sword is intact. Attacks against the sword are conducted as normal.

Attributes: Agility d8, Smarts d8(A), Spirit d6, Strength d10, Vigor d4

Skills: Fighting d12

Pace: 6; **Parry:** 10; **Toughness:** 12



Treasure: None

Special Abilities:

- **Fearless:** Ghost blades are immune to Fear and Intimidation.
- **Ghost Warrior:** The ghostly figure cannot be harmed or dispelled by any means. The sword, however, can be damaged as a regular character. The sword breaks when Incapacitated. Because the ghostly warrior is a figment of the sword's memory and not a real being, it cannot be disarmed.
- **Great Sword:** Str+d10. Toughness: 12.
- **Improved Block:** +2 Parry.

GHOUL

Ghouls are vile scavengers, feasting off carrion and unfortunate victims who cross their path.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8



Skills: Fighting d6, Guts d8, Intimidation d8, Notice d8, Stealth d10, Tracking d8

Pace: 6; **Parry:** 5; **Toughness:** 8

Treasure: Meager per 3 ghouls

Special Abilities:

- **Claws:** Str+d4.
- **Infravision:** Ghouls halve penalties (round down) for bad lighting when attacking living targets.
- **Keen Nose:** Ghouls get +2 to Notice and Tracking rolls against living targets.
- **Paralysis:** Victims of a ghoul's claw attacks must make a Vigor roll at -2 or be paralyzed for 1d6 rounds.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; No additional damage from called shots; Immune to disease and poison.

GIANT

Giants come in several forms, but all share two common features — they are tall and they enjoy human flesh. Fortunately, they are also rather stupid.

COMMON GIANT

Depending on where they are found, these hulking brutes are known as forest giants, hill giants, mountain giants, or simply as

giants. There are slight differences between the breeds, but not enough to separate them.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+5, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d6, Throwing d8

Pace: 8; **Parry:** 6; **Toughness:** 13 (1)

Treasure: Worthwhile, in lair

Gear: Skins or furs (+1), Large maul or tree trunk (Str+d10, carried in one hand), thrown rock (Range: 6/12/24, Damage: 3d6)

Special Abilities:

- **Clueless:** Giants receive a -2 penalty to Common Knowledge rolls.
- **Improved Sweep:** Giants can attack all adjacent foes at no penalty.
- **Large:** Attackers gain +4 to attack rolls against giants due to their size.
- **Size +5:** Giants are over 20' tall.

FIRE GIANT

Fire giants prefer to dwell in hot places, such as near volcanoes or in the middle of scorching-hot deserts. Their ruddy complexion and flame-red hair makes them easy to identify.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+4, Vigor d10

Skills: Climbing d6, Fighting d8, Guts d8, Intimidation d10, Notice d6, Throwing d6

Pace: 8; **Parry:** 6; **Toughness:** 14 (2)

Treasure: Worthwhile, in lair

Gear: Chain mail (+2), large great axe (Str+d12, carried in one hand), heated thrown rock (Range: 5/10/20, Damage: 3d6+2)

Special Abilities:

- **Fire Aura:** Fire giants radiate fearsome heat. At the end of movement, all adjacent foes suffer 2d6 damage.
- **Immunity (Heat):** Fire giants take no damage from fire, including arcane powers with a fire or heat trapping.
- **Improved Sweep:** Fire giants can attack all adjacent foes at no penalty.
- **Large:** Attackers gain +2 to attack rolls against fire giants due to their size.
- **Size +5:** Fire giants are over 20' tall.
- **Weakness (Cold):** Magical cold and ice attacks cause +4 damage. Nonmagical cold has no additional effect.

FROST GIANT

Frost giants live in high mountains, above the snow line, or in the frozen reaches of the world. They build vast stone forts, from which they rule over lesser races, such as orcs and goblins, as veritable gods. Their skin is pale blue, and their hair as white as snow.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+3, Vigor d10

Skills: Climbing d8, Fighting d8, Guts d8, Intimidation d10, Notice d6, Throwing d8

Pace: 8; **Parry:** 6; **Toughness:** 12 (1)

Treasure: Worthwhile, in lair

Gear: Thick furs (+1), large maul (Str+d10, carried in one hand), thrown rock (Range: 5/10/20, Damage: 3d6)

Special Abilities:

- **Icy Aura:** Frost giants radiate deadly cold. At the end of movement, all adjacent foes suffer 2d6 damage.
- **Immunity (Cold):** Frost giants take no damage from arcane powers with a cold or ice trapping.
- **Improved Sweep:** Frost giants can attack all adjacent foes at no penalty.
- **Large:** Attackers gain +2 to attack rolls against frost giants due to their size.
- **Size +4:** Frost giants are over 15' tall.
- **Weakness (Fire):** Magical heat and flame attacks cause +4 damage. Nonmagical heat has no additional effect.

SEA GIANT

Sea giants dwell in caves beneath the ocean. For the most part they eat marine animals, but sometimes they rise to the surface to swipe unsuspecting sailors from passing ships.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+7, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d6, Swimming d8

Pace: 8; **Parry:** 6; **Toughness:** 15

Treasure: Worthwhile, in lair

Gear: Large maul (Str+d10, carried in one hand)

Special Abilities:

- **Aquatic:** Sea giants have a Pace of 8 underwater.

- **Huge:** Attackers gain +4 to attack rolls against sea giants due to their size.
- **Improved Sweep:** Sea giants can attack all adjacent foes at no penalty.
- **Size +8:** Sea giants are over 35' tall.

GLIDE MONKEYS

Glide monkeys resemble large baboons with leathery flaps stretching from their wrists to their ankles. They live in the highest treetops, and travel from tree to tree by leaping or gliding, thus avoiding ground-based predators.

Attributes: Agility d10, Smarts d8(A), Spirit d8, Strength d6, Vigor d8

Skills: Climbing d8, Fighting d6, Guts d6, Notice d6, Swim d6, Throwing d10

Pace: 4; **Parry:** 5; **Toughness:** 5

Treasure: Meager per 5 glide monkeys

Special Abilities:

- **Bite:** Str+d4.
- **Gliders:** These monkeys can glide, descending 1" vertically for every 2" moved horizontally.
- **Hurl:** Glide monkeys hurl hard nuts or stones from the high branches of their homes before gliding down to snatch stunned prey. These cause Str+d6 damage if they are above a victim, or Str if the monkey does not have a significant altitude advantage. Range is 5/10/20.
- **Size -1:** Glide monkeys are the size of small children.

GOBLIN

Goblins of myth and legend are far more sinister creatures than some games and fiction portray. In the original tales, they were terrifying creatures that stole into homes in the middle of the night to steal and eat unruly children. The statistics here work for both dark "fairy tale" goblins as well as those found alongside orcs in contemporary roleplaying games.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Climb d6, Fighting d6, Guts d4, Notice d6, Taunt d6, Shooting d8, Stealth d10,

Throwing d6, Swim d6

Pace: 5; **Parry:** 5; **Toughness:** 4

Treasure: Meager, per 3 goblins

Gear: Short spears (Str+d4)

Special Abilities

- **Infravision:** Goblins halve penalties for dark lighting against living targets (round down).
- **Size -1:** Goblins stand 3-4' tall.

GOBLIN SHAMAN

Goblin shamans serve as advisors to goblin lords. Their arcane talents give them a position of respect within the tribe.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Climbing d6, Fighting d6, Guts d4, Notice d6, Shooting d8, Spellcasting d8, Stealth d10, Throwing d6

Pace: 5; **Parry:** 5; **Toughness:** 4

Treasure: Meager

Gear: Short spear (Str+d6)

Special Abilities:

- **Infravision:** Goblins halve penalties for bad lighting when attacking living targets (round down).
- **Size -1:** Goblins are the size of small children.
- **Spells:** Shamans have 15 Power Points, and typically know *bolt*, *fear*, *obscure*, and *smite*.

GOLDEN RAM

Golden ram are large beasts, living in remote mountainous regions. Their fleece is actually made of fine gold threads, which makes them popular with hunters and trappers.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d12+1, Vigor d10

Skills: Fighting d8, Guts d6, Notice d6

Pace: 8; **Parry:** 6; **Toughness:** 9

Treasure: Fleece is Worthwhile, but never any relics

Special Abilities:

- **Gore:** Rams use the charge maneuver to gore their opponents with their long horns. If they can move at least 6" before attacking, they add +4 to their damage total.
- **Horns:** Str+d6.
- **Mountain Beast:** Golden rams ignore penalties for Difficult Terrain in mountainous regions.
- **Size +2:** Golden rams weight over 800 pounds.

GOLEMS

Golems are magical constructs, given life through the imprisonment of a spirit within the golem's body. Creating one is costly and laborious, and few mages have the requisite knowledge. Despite being inhabited by a spirit, golems cannot talk.



CORPSE GOLEM

The vilest golems are those crafted from the body parts of corpses. Depending on the creator, the golem may be stitched together from the parts of one species or multiple species. Some corpse golems utilize animal parts.

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d12, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d6, Stealth d6

Pace: 4; **Parry:** 6; **Toughness:** 8 (1)

Treasure: None

Gear: Typically a long sword (Str+d8)

Special Abilities:

- **Arcane Resistance:** +2 Armor against damage-causing arcane powers and +2 on trait rolls to resist opposed powers.
- **Armor +1:** Hard skin and muscle.
- **Berserk:** Corpse golems have the Berserk Edge.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Immune to poison and disease.
- **Fear:** Characters seeing a corpse golem must make a Guts check.
- **Fearless:** Golems are immune to Fear and Intimidation.
- **Slow:** Corpse golems have a Pace of 4 and roll a d4 for their running die.

GLASS GOLEM

These unusual constructs are crafted to resemble a stained glass warrior and are most often used as guardians in temples. Unlike other golems, they are almost two-dimensional, being no thicker than a pane of glass.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d10, Intimidation d8, Notice d8, Stealth d8

Pace: 6; **Parry:** 8; **Toughness:** 11 (3)

Treasure: None

Special Abilities:

- **Arcane Resistance:** +2 Armor against damage-causing powers and +2 on trait rolls to resist opposed powers.

- **Armor +3:** Glass golems are depicted wearing plate armor. Despite being glass, it is magically hardened and acts as metal armor.
- **Camouflage:** When guarding a temple, glass golems stand motionless in stained glass windows, appearing to be part of the scene. When in this environment, detecting them requires an opposed Notice roll at -4 against their Stealth.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Immune to poison and disease.
- **Fearless:** Golems are immune to Fear and Intimidation.
- **Glass Shield:** Glass golems normally carry magically-hardened glass shields. +1 Parry; +2 Armor to ranged attacks that hit.
- **Glass Sword:** Str+d10. The edge is razor sharp and never dulls.
- **Size +1:** Glass golems average 8' tall.
- **Weakness:** Glass golems take double damage from blunt weapons, such as clubs and hammers.

LAVA GOLEM

Although superficially similar to stone golems, lava golems have fiery ichor running through their rock bodies. Their eyes glow red and their fists are superheated.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d8, Intimidation d10, Notice d6, Shooting d8, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 11 (3)

Treasure: None

Special Abilities:

- **Armor +3:** Magically hardened stone.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Immune to poison and disease.
- **Fearless:** Golems are immune to Fear and Intimidation.
- **Improved Arcane Resistance:** +4 Armor against damage-causing arcane powers and +4 on trait rolls to resist opposed powers.
- **Size +1:** Lava golems stand over 8' high and weigh 2,000 pounds.
- **Spit Lava:** Lava golems can spew a glob of molten lava. Range 6/12/24, Damage: 2d10,

Medium Burst Template. Targets under the Template may make an Agility roll at -2 to escape the glob. Victims have a chance of catching fire.

- **Superheated Fists:** Str+d10.

METAL GOLEM

Typically crafted in humanoid form from iron or bronze, metal golems are among the most powerful golems. Some creators give their iron golems long swords instead of hands, allowing them to attack more often.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+3, Vigor d12+1

Skills: Fighting d10, Intimidation d10, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 15 (5)

Treasure: None

Gear: Great axe (Str+d10, -1 Parry, requires 2 hands)

Special Abilities:

- **Armor +5:** Magically hardened metal.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Immune to poison and disease.
- **Fearless:** Golems are immune to Fear and Intimidation.
- **Improved Arcane Resistance:** +4 Armor against damage-causing arcane powers and +4 on trait rolls to resist opposed powers.
- **Improved Sweep:** Metal golems may attack all adjacent creatures at no penalty.
- **Size +2:** Metal golems stand over 10' high and weigh 6,000 pounds.

STONE GOLEM

Stone golems are the traditional animated statue. As with most golems, they are shaped in the form of warriors and serve as guardians.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+2, Vigor d12

Skills: Fighting d10, Intimidation d8, Notice d6

Pace: 5 ; **Parry:** 7; **Toughness:** 13 (4)

Treasure: None

Special Abilities:

- **Armor +4:** Magically hardened stone.

- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Immune to poison and disease.

- **Fearless:** Golems are immune to Fear and Intimidation.

- **Improved Arcane Resistance:** +4 Armor against damage-causing arcane powers and +4 on trait rolls to resist opposed powers.

- **Size +1:** Stone golems stand over 8' high and weigh 4,000 pounds.

- **Stone Fists:** Str+d6.

STRAW GOLEM

Straw golems are most often designed to resemble scarecrows. As well as scaring off birds and natural predators such as wolves, they can bolster a village's militia in times of invasion.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Treasure: None

Gear: Pitchfork (Str+d6, Reach 1, requires 2 hands) or scythe (Str+d10, -1 Parry, requires 2 hands)

Special Abilities:

- **Arcane Resistance:** +2 Armor against damage-causing arcane powers and +2 on trait rolls to resist opposed powers.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Immune to poison and disease.
- **Fearless:** Golems are immune to Fear and Intimidation.
- **Weakness (Fire):** Straw golems take double damage from fire.

GRAVE GUARDIAN

Grave guardians are placed in tombs to watch over the valuables entombed with the deceased. They resemble blackened corpses, with long talons and yellow eyes. Their orders are simple—destroy any creature entering the tomb, and hunt down and retrieve any stolen items.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12, Vigor d12

Skills: Climbing d8, Fighting d10, Guts d8, Intimidation d10, Notice d8, Spellcasting d8, Stealth d8, Tracking d8

Pace: 6; **Parry:** 7; **Toughness:** 10

Treasure: None, but they usually guard a Treasure Trove

Special Abilities:

- **Arcane Resistance:** +2 Armor against damage-causing arcane powers and +2 on trait rolls to resist opposed powers.
- **Claws:** Str+d6.
- **Fear -2:** Anyone seeing a grave guardian must make a Guts roll at -2.
- **Powers:** Grave guardians are not true spellcasters, but can use the following powers: *armor, burrow, detect/conceal arcana, environmental protection, fear, and obscure.* They have 15PP.
- **Regeneration:** Grave guardians make a Vigor roll every round to heal all damage, except that caused by cold iron weapons.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; No additional damage from called shots; Immune to disease and poison.
- **Weakness (Cold Iron):** Grave guardians cannot Regenerate wounds inflicted by cold iron weapons, but may heal them through natural Healing.

GRIFFIN

Griffins have the body of a lion and the head and wings of an eagle. They are fierce predators, swooping down on their foes to pin them. Once their prey is trapped and helpless, they tear them open with their sharp beaks.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d12, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d12, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 9

Treasure: Meager, in lair

Special Abilities:

- **Bite/Claws:** Str+d6.
- **Flight:** Griffins have a Flying Pace of 12" and a Climb of 6".
- **Grapple:** If a griffin gets a raise while performing a grapple, it has knocked its foe to the ground and pinned it with its paws.



Bite attacks against a pinned foe are made at +2.

- **Horse Terror:** Griffins' favorite prey is horse flesh. Horses seeing a griffin must make a Guts roll or become Panicked.
- **Improved Frenzy:** Griffins may make two Fighting attacks each action at no penalty.
- **Size +2:** Griffins weigh over 500 pounds.
- **Swoop:** Griffins often swoop on their prey to pin it to the ground. It gains +4 to its attack and damage for this action. Its Parry is reduced by -2 until its next action when performing the maneuver, however.

HAG

These cannibalistic ogres have powerful magical abilities. They are fond of eating children, but are not picky and eat nearly anything made of meat.

Attributes: Agility d4, Smarts d10, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d6, Intimidation d8, Knowledge (Arcana) d6, Notice d6, Persuasion d12, Spellcasting d10, Taunt d8

Charisma: -2; **Pace:** 5; **Parry:** 5; **Toughness:** 6

Treasure: Worthwhile, in lair

Special Abilities:

- **Claws:** Str+d6.
- **Fear:** Anyone seeing a hag must make a Guts roll.
- **Spells:** Hags have 20 Power Points and typically know the following spells: *armor* (iron skin), *boost/lower trait* (blessing/curse), *fear* (hideous visage), *obscure* (dark cloud), *puppet* (persuasive words), and *quickness* (superhuman reflexes).

HALF-FOLK

Half-folk try to avoid trouble, but sometimes trouble comes to them. The statistics are for a typical militiaman.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6



Skills: Climbing d6, Fighting d6, Guts d6, Intimidation d6, Shooting d8, Stealth d8, Taunt d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Small

Edges: Luck, Marksman

Treasure: Meager per 5 half-folk

Gear: Leather armor (+1), short sword (Str+d6), sling (Range: 4/8/16, Damage: Str+d4)

HARPY

Harpies have the lower body, wings, and claws of a vulture and the head and chest of an ugly woman. In mythology, they were created by the gods, but in your setting they may be a natural species, capable of breeding and forming a rudimentary society.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d6, Stealth d6

Pace: 2; **Parry:** 5; **Toughness:** 5

Treasure: Meager, in lair

Special Abilities:

- **Claws:** Str+d4.
- **Flight:** Harpies have a Flying Pace of 8" and a Climb of 4".
- **Poison (-2):** Harpies live in unsanitary habitats, and their claws are caked in filth. Any victim wounded or Shaken by a claw attack must make a Vigor roll or the wound becomes infected. Each day, the victim must make a Vigor roll or gain a level of Fatigue. A successful Healing roll, also at -2, cleans out the infection. Fatigue levels are recovered at the rate of one per day once the infection is stopped.

HELLHOUND

Hellhounds are monstrous dogs, often with black skin which steams from the heat of the beast's demonic blood. Their eyes burn with demonic fire and their teeth are

oversized, protruding from their jaw at all angles. Certain demons often keep them as pets, though they may also be found in the company of necromancers and other evil wizards.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d10, Vigor d10

Skills: Fighting d6, Guts d8, Notice d10, Stealth d6

Pace: 8; **Parry:** 5; **Toughness:** 7

Treasure: None

Special Abilities:

- **Bite:** Str+d6.
- **Fear:** Anyone who sees a hellhound must make a Guts roll.
- **Fleet Footed:** Hellhounds have a d10 running die.
- **Go for the Throat:** If a hellhound gets a raise on its attack roll, it strikes its opponent's least armored location.
- **Immunity (Fire):** Hellhounds take no damage from fire.
- **Terrible Wounds:** The jagged teeth of a hellhound inflict terrible wounds, which do not heal quickly. Healing rolls, including magical and natural healing, are subject to a -2 penalty on top of any wound penalties.

HIPPOGRIFF

A hippogriff has the body and hindquarters of a horse and the head, wings, and forelimbs of a giant eagle. They are natural enemies of griffins, but are no less fond of flesh than their rivals.

Attributes: Agility d8, Smarts d8(A), Spirit d6, Strength d12+2, Vigor d12

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d12

Pace: 8; **Parry:** 6; **Toughness:** 11

Treasure: Meager, in lair

Special Abilities:

- **Bite/Claws:** Str+d6.
- **Flight:** Hippogriffs have a Flying Pace of 8" and a Climb of 4".

- **Improved Frenzy:** Hippogriffs may make two Fighting attacks each action at no penalty.

- **Size +3:** Hippogriffs are comparable in size to a war horse.

HOBGOBLIN

Hobgoblins are large goblins. They can be found in their own communities, as well as lordling over their lesser kin.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climb d6, Fighting d8, Guts d8, Intimidation d8, Notice d6, Taunt d6, Shooting d8, Stealth d8, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 7 (1)

Treasure: Meager per 5 hobgoblins

Gear: Leather armor (+1), long swords (Str+d8)

Special Abilities:

- **Infravision:** Hobgoblins halve penalties for dark lighting against living targets (round down).

HORSE, ELVEN

Elven horses are slightly smaller than riding horses but are considerably faster and can cross broken ground as if it were a smooth road. Elves never sell them and only rarely give them as gifts to non-elves who have done their people a great service.

Attributes: Agility d10, Smarts d10(A), Spirit d8, Strength d12, Vigor d10

Skills: Fighting d4, Guts d10, Notice d8

Pace: 10; **Parry:** 4; **Toughness:** 9

Treasure: None

Special Abilities:

- **Fleet Footed:** Elven horses roll a d12 for their running die. Elven horses do not suffer movement penalties for Difficult Terrain.
- **Kick:** Str+d6.
- **Rider Empathy:** Elves gain +2 to Riding rolls on an elven horse.
- **Size +2:** Elven horses weigh between 600 and 800 pounds.



HYDRA

Hydra are multi-headed beasts, akin to dragons. Some breathe fire, others can grow new heads to replace ones lost in combat, and others are more mundane. The number of heads varies.

The stats below include fire breathing and regenerating heads. Whether you choose to use one, both, or none depends on how powerful a hydra you want.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d10, Vigor d8

Skills: Fighting d6, Guts d8, Intimidation d10, Notice d6

Pace: 5; **Parry:** 5; **Toughness:** 13 (2)

Treasure: Worthwhile, in lair

Special Abilities:

- **Armor +2:** Scaly hide.
- **Bite:** Str+d6, Reach 1.
- **Fiercy Breath:** Some hydras breathe fire using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d10 damage and must check to see if they catch fire. Individual heads may not attack with bite in the round they breathe fire.
- **Multiple Heads:** Hydras have between four and ten heads. Each head may make a Fighting roll in a round without incurring a multi-action penalty, though no more than four heads may attack a single target, regardless of its size. Every head has 1 wound and is severed if it is Incapacitated.

Damage caused to heads does not affect the hydra, though it dies when the last head is severed.

- **Regeneration:** Each round after a head is severed, the hydra makes a Vigor roll. On a success, any severed heads are replaced by two new ones. Damage caused by fire prevents regeneration, as does cauterizing the wound before a new heads grow. This requires a successful Fighting roll with a torch or other flaming object.
- **Size +5:** Hydra are large creatures. Most weigh over 10,000 pounds.

JABBER BIRDS

Jabber birds are cowardly forest-dwelling scavengers. Their high-pitched jabbering, for which they are named, serves two purposes – it disorients potential prey and alerts predators that there is an easy meal waiting. Once the predators have killed the prey and taken their fill, the jabber birds feed on the remains.

Jabber birds hunt in small flocks, surrounding prey and preventing it from escaping before the nearest predator arrives.

Attributes: Agility d10, Smarts d6(A), Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Notice d6

Pace: –; **Parry:** 4; **Toughness:** 3

Treasure: Meager, per 5 birds

Special Abilities:

- **Flight:** Pace 6", Climb 4".

- **Jabber:** The jabbering of these birds fills a Medium Burst Template centered on the bird. Characters within the Template must make a Spirit roll, -1 for each additional Template they are caught in, or become disoriented. Disoriented characters suffer a -2 penalty to trait rolls and Pace so long as they remain within at least one Template and for 3 rounds after they leave.
- **Size -2:** Jabber birds are 1' tall.



Jinn (singular: jinni) are grouped into five categories. Marids are the most powerful, then efrīt, shaitan, jinn, and finally the jann. All five are powerful, corporeal beings with the power to disappear at will. Some jinn are good, but the majority are evil — all are masters of trickery. The Westernized spelling is genie. The stats presented here are for a typical jinni.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d8, Spellcasting d10, Taunt d10

Pace: 6; **Parry:** 6; **Toughness:** 7

Treasure: None, but can often bestow wealth upon their patrons

Gear: Scimitar (Str+d8)

Special Abilities:

- **Immunity (Fire):** Jinn suffer no damage from fire or heat, being born of such material.
- **Invisibility:** Jinn can become completely *invisible* with a successful Smarts roll and can remain that way indefinitely.
- **Magic:** In addition to their other abilities, jinn have 20 Power Points and know the following powers: *blast* (fire trapping), *bolt* (fire trapping), *fear*, and *shape change*.
- **Servitude:** A jinni Incapacitated by violent means will seek to make a bargain with its opponent. The jinni offers service for a year and a day in return for sparing its life. During the period of servitude, the jinni is gracious and obedient (though not suicidal), but once the period elapses it strives to destroy the one who forced its enslavement.

- **Smoky Form:** A jinni can assume a smoky form with a successful Smarts roll. While in this form, the jinni cannot be harmed by any means, but it cannot affect the world in any way. As smoke, they can fit into small containers, such as lamps.
- **Teleport:** Jinn can *teleport* anywhere in the world. A Smarts roll is required for *teleporting* to an unseen location as normal.
- **Variable Size:** Jinn can vary their size from that of a man (their base form) to over 100' high. The base statistics assume they are human-sized. Each point of Size they gain gives them +1 Toughness and Strength. At Size +4 they become Large creatures, at Size +8 they are Huge, and at Size +12 and over they are Gargantuan. Changing Size requires a Smarts roll, with the jinni gaining or losing 1 level of Size per success and raise. The roll may be made once per round.
- **Weakness (Earth):** Jinn were born of fire, but man, who the gods favor over jinn, was born of clay. Attacks involving earth, whether thrown rocks or magical trappings, inflict double damage.

KHAZOK

Khazok is a dwarven word meaning “rock monster.” Khazoks are carnivorous creatures with sharp mandibles and a rocky shell and are found in mountainous terrain and deep underground. Their favorite tactic is to curl into a ball, which resembles a small boulder, then spring to attack unwary passersby.

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Guts d4, Notice d6, Stealth d10

Pace: 6; **Parry:** 5; **Toughness:** 7 (2)

Treasure: Meager, per every 5 khazoks

Special Abilities:

- **Armor +2:** Rocky shell.
- **Bite:** Str+d6.
- **Camouflage:** While not moving, khazoks resemble small boulders. Characters actively searching for danger suffer -4 to their Notice rolls. Khazoks which aren't detected strike with surprise, getting the Drop on their unsuspecting foes.



KNIGHT

Knights are the fantasy equivalent of tanks—heavily armored and highly mobile. They differ from regular cavalry troops in that they are usually minor nobles, often with a fortified manor as their fief. Knights may be chivalric champions out to save princesses and slay dragons or despicable curs interested only in throwing their weight around.

KNIGHT

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d6, Knowledge (Battle) d6, Notice d6, Riding d8

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 9 (3)

Hindrances: Code of Honor

Edges: Command, Noble

Treasure: Meager, Worthwhile in castle

Gear: Corselet (+3), chain arms and legs (+2), closed helm (+3), long sword (Str+d8), medium shield (+1 Parry), lance (Str+d8, Reach 2, AP2 when charging), war horse

VETERAN KNIGHT

These knights are the elite of a kingdom, having survived several battles. Most own a small castle and control 100 soldiers.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d10, Guts d10, Intimidation d6, Knowledge (Battle) d8, Notice d6, Riding d10

Charisma: +2; **Pace:** 6; **Parry:** 10; **Toughness:** 10 (3)

Hindrances: Code of Honor

Edges: Block, Combat Reflexes, Command, Fervor, Frenzy, Level Headed, Noble

Treasure: Worthwhile, Treasure Trove in castle

Gear: Corselet (+3), plates arms and legs (+3), closed helm (+3), long sword (Str+d8), large shield (+2 Parry), lance (Str+d8, Reach 2, AP2 when charging), war horse

HOLY/UNHOLY KNIGHT

Religious knights are champions of faith, acting as the military wing of a religion. Some serve good gods, defending the weak and fighting evil. Others follow dark gods, promoting their evil agendas.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d8, Guts d10, Healing d6, Intimidation d6, Notice d6, Persuasion d8, Riding d8

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 10 (3)

Hindrances: Code of Honor, Vow

Edges: Command, Holy/Unholy Warrior, Noble

Treasure: Worthwhile

Gear: Corselet (+3), plates arms and legs (+3), closed helm (+3), long sword (Str+d8), medium shield (+1 Parry), lance (Str+d8, Reach 2, AP2 when charging), war horse

KNOWLEDGE EATERS

Knowledge eaters resemble large spiders but have an extendable proboscis and a grey, pulsating, membranous body. They feed on the knowledge of their victims, literally sucking away intelligence. It seems

unlikely that such a beast could have evolved naturally, but so far no race has uncovered any knowledge regarding their creation.

Attributes: Agility d8, Smarts d8(A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Stealth d10

Pace: 6; **Parry:** 5; **Toughness:** 4

Treasure: None

Special Abilities:

- **Ambush:** Knowledge eaters lurk above ground level. When prey passes beneath, they attempt to drop onto its head. If a character passes beneath an undetected knowledge eater, it has the Drop. Its first attack is always a Called Shot to the head.
- **Infravision:** Halve darkness penalties against living targets (round down).
- **Potion:** The membranous body of a knowledge eater can be boiled to make a thick, grey sludge. Successfully creating the potion requires a Smarts roll. When drunk, the imbiber gains a +1 step increase in his Smarts and all linked skills for one hour.
- **Proboscis:** Str+d4. If the victim of a Called Shot to the head is Shaken or wounded, the beast sinks its proboscis into his brain. Each round it remains attached, the victim suffers a permanent 1 die reduction in Smarts and all linked skills. If Smarts reaches zero, the victim is left a gibbering idiot.
- **Size -1:** Knowledge eaters are the size of small dogs.



LICHE

Perhaps the most diabolical creature in any fantasy land is the liche — a necromancer so consumed with the black arts that he eventually becomes undead himself.

Attributes: Agility d6, Smarts d12+2, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d8, Guts d12, Intimidation d12, Knowledge (occult) d12+2, Notice d10, Spellcasting d12

Pace: 6; **Parry:** 6; **Toughness:** 15 (6)

Treasure: Treasure Trove

Gear: Magical armor (+6), other magical items

Special Abilities

- **Death Touch:** Liches drain the lives of those around them with a touch. Instead

of a normal attack, a liche may make a touch attack. Every raise on its Fighting roll automatically inflicts one wound to its target.

- **Spells:** Liches have 50 Power Points and know most every spell available.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage.
- **Zombie:** Liches are necromancers first and foremost. The undead they raise through the zombie spell are permanent, so they are usually surrounded by 4d10 skeletons or zombies as they choose. Some liches have entire armies of the undead at their disposal.

LIZARD MEN

Lizard men are aggressive bipedal lizards with a fondness for warm flesh. Most live in marshy terrain, where they hunt fish and water fowl. Their society is extremely primitive. They have never developed metalworking, but prize metal tools and weapons looted from the corpses of those who intrude in their realms.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d8, Guts d8, Notice d8, Stealth d6, Swimming d8, Throwing d8

Pace: 6; **Parry:** 7; **Toughness:** 7 (1)

Treasure: Meager per 5 lizard men

Gear: Leather armor (+1), stiff hide shield (+1 Parry), flint battle axe (Str+d8), flint throwing axe (Range: 3/6/12, Damage: Str+d6)

Special Abilities:

- **Keen Senses:** Lizard men “taste” the air, giving them +2 to all Notice rolls. This ever-present advantage means they are always considered “Active” when consulting the Stealth results table.
- **Natural Swimmers:** Lizard men’s tails make them powerful swimmers, giving them +2 on all Swimming rolls and increasing their swimming Pace to equal their Swimming skill.

MAGE

Mages range from lowly apprentices armed with a handful of spells to arch mages, whose great power is often political as well as arcane.

The stats here are for typical adventuring mages, but they need to be adjusted to fit whatever role they are found in. A court mage is very different from a magic item crafter, for example. Feel free to add new powers to suit your particular needs.

NOVICE MAGE

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Intimidation d8, Knowledge (Arcana) d8, Notice d8, Shooting d6, Spellcasting d8, Stealth d6, Taunt d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Various



Edges: Arcane Background (Magic), New Power, Power Points, Wizard

Treasure: Meager

Gear: Various

Special Abilities:

- **Spells:** Novice mages have 15 Power Points and typically know *armor*, *bolt*, *detect/conceal arcana*, and *light*.

VETERAN MAGE

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Intimidation d8, Knowledge (Arcana) d10, Notice d8, Persuasion d8, Shooting d8, Spellcasting d12, Stealth d6, Streetwise d8, Taunt d8

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Various

Edges: Arcane Background (Magic), New Power, Power Points, Rapid Recharge, Wizard

Treasure: Meager

Gear: Various, but at least one magic item

Special Abilities:

- **Spells:** Veteran mages have 25 Power Points and typically know *armor*, *bolt*, *detect/conceal arcana*, *dispel*, *fly*, and *light*.

**ARCHMAGE**

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Guts d10, Intimidation d10, Knowledge (Arcana) d12, Notice d8, Shooting d10, Spellcasting d12+2, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrances: Various

Edges: Arcane Background (Magic), Connections, Improved Rapid Recharge, New Power, Power Points, Wizard

Treasure: Worthwhile

Gear: Various, but at least three magic items

Special Abilities:

- **Spells:** Archmages have 40 Power Points and typically know *armor*, *blast*, *bolt*, *detect/conceal arcana*, *dispel*, *fly*, *light*, *puppet*, and *teleport*.

MAGE BANE

Many stories exist about how mage banes came to be. Some say they are the spirits of mages who never fulfilled their potential in life. Others claim they are the result of magical backlash. A few even say they are elementals, drawn from the realm of magic. Whatever the truth, they detest mages (but not priests or other Miracle workers). They appear as black, faceless humanoids.

Attributes: Agility d10, Smarts d12, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Spellcasting d12

Pace: 6; **Parry:** 5; **Toughness:** 6

Treasure: One relic

Special Abilities:

- **Elemental:** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Improved Arcane Resistance:** +4 Armor against damage-causing powers and +4 on trait rolls to resist opposed powers.
- **Invulnerability:** Mage banes take no damage from non-magical attacks.
- **Magic Drain:** On a successful Touch Attack the mage bane drains 1d6 Power Points from a victim unless the victim succeeds in an opposed Spirit roll. Drained points are added to the mage bane's own pool. It cannot exceed its starting level, however.
- **Magic Sense:** Mage banes can *detect arcana* as a natural sense.
- **Powers:** Mage banes have 40 Power Points and know the following powers: *bolt*, *deflection*, *dispel*, *entangle*, *fear*, *obscure*, *telekinesis*, and *teleport*.

MAMMOTH

Mammoths are large elephants with long, curling tusks and thick, woolly coats. They are found only in cold climates.

FROST MAMMOTH

Frost mammoths resemble small mammoths. Unlike regular mammoths, however, their breath can freeze a man to death.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+4, Vigor d10

Skills: Fighting d6, Guts d6, Notice d4

Pace: 6; **Parry:** 5; **Toughness:** 14 (2)

Treasure: None

Special Abilities:

- **Armor +2:** Thick hide and fur.
- **Icy Breath:** Frost mammoths breathe an icy blast using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d8. A frost mammoth may not attack with its tusks or trample in the round it breathes fire.
- **Immunity (Cold):** Mammoths take no damage from cold, including magical attacks.
- **Large:** Attackers have +2 to attack rolls against these beasts due to their size.
- **Size +5:** Frost mammoths weigh over 4,000 pounds.
- **Trample:** Str.
- **Tusks:** Str+d6.

WOOLLY MAMMOTH

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+6, Vigor d12

Skills: Fighting d6, Guts d6, Notice d4

Pace: 6; **Parry:** 5; **Toughness:** 16 (2)

Treasure: None

Special Abilities:

- **Armor +2:** Thick hide and fur.
- **Immunity (Cold):** Mammoths take no damage from cold, including magical attacks.
- **Large:** Attackers have +2 to attack rolls against these beasts due to their size.
- **Size +6:** Mammoths weigh over 5,000 pounds.
- **Trample:** Str.
- **Tusks:** Str+d6.

MANTICORE

A manticore has the body of a lion and a vaguely human head. Its mouth contains three rows of razor sharp teeth and its tail ends in a ball of darts or spines. Manticores are fierce predators and devour every part of their victims, including their gear.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+2, Vigor d10

Skills: Climbing d8, Fighting d8, Guts d10, Intimidation d8, Notice d8, Shooting d8, Stealth d8, Tracking d6

Pace: 8; **Parry:** 6; **Toughness:** 9

Treasure: None

Special Abilities:

- **Bite/Claw:** Str+d6.
- **Defensive Volley:** Rather than fire its tail darts at one target, the manticore may launch them in a circular pattern. The manticore makes a single Shooting roll against all target within range. Victims suffer 2d6 damage. The manticore may take no other actions in the round it uses this ability, including movement. This ability may be used only once per day and uses all the darts in the tail. There must be at least 3 volleys of darts left for this ability to work.
- **Improved Frenzy:** Manticores may make two Fighting attacks each action at no penalty.
- **Tail Darts:** Each round, a manticore may fire a volley of darts at one target (Range: 4/8/16, Damage: 2d6). It may not fire its darts at the same target it attacks with its claws or bite during the same round. A manticore can only fire 10 volleys in a single day.
- **Size +2:** Manticores weigh over 600 pounds.

MEDUSA

The legendary medusa was a unique creature — a former maiden of beauty cursed by the gods for her vanity. In fantasy settings, the creature may be unique or part of a race of the same name. Medusas are found in most terrains. They lair is usually decorated with numerous “statues.”

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Guts d8, Intimidation d10, Notice d8, Shooting d8, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Treasure: Worthwhile, in lair

Gear: Short sword (Str+d6), bow (Range: 12/24/48, Damage: 2d6)

Special Abilities:

- **Petrify:** The visage of a medusa is deadly to behold. In combat, a character may avert

his eyes by taking a penalty to his attack roll. The attacker may take a -1, -2, -4, or -6 penalty to his attack roll (his choice). Whether the attack is successful or not, he must then make a Spirit roll with a bonus equal to the penalty he took to his attack roll. On a failure, he catches sight of the medusa's face and is turned to stone — permanently. A character Surprised by a medusa may make an Agility roll at -4 to avert his gaze.

- **Snake Hair:** The writhing snake hair of a medusa can attack all adjacent foes with no multi-action penalty. The bite inflicts d4+2 damage, and also delivers poison. Victim must make a Vigor roll at -2. With success, the bite area swells and becomes numb. The victim becomes Exhausted until healed. With a failure, the victim becomes Incapacitated and must make a second Vigor roll or die.
- **Poison Arrow:** As an action, a medusa may drip venom from a snake onto an arrow. The poison is good for one shot and functions as described in Snake Hair.

MERCENARY

Mercenaries are hired soldiers. Some belong to respectable units, with a history of integrity and loyalty to their paymaster. Others happily switch sides if a better offer is made. Groups of mercenaries are often armed with the same weapons. Thus, one finds mercenary pikemen, cavalymen, skirmishers, archers, and so on.

COMMON MERCENARY

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d6, Guts d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 7 (1)

Hindrances: Various

Edges: —

Treasure: Meager per 5 soldiers

Gear: Leather armor (+1), various weapons

VETERAN MERCENARY

Hardened by battle, these tough combatants charge more for their services. As with common mercenaries, their reputation and weapons vary considerably.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d10, Guts d8, Intimidation d8, Notice d6, Shooting d10, Stealth d6, Throwing d8

Pace: 6; **Parry:** 7; **Toughness:** 8 (2)

Hindrances: Various

Edges: Combat Reflexes

Treasure: Meager per 3 soldiers

Gear: Chain mail (+2), open helm (+3), various weapons



MERCENARY CAPTAIN

Captains are experienced soldiers commanding a mercenary unit. They typically carry the same weapons as their men but are mounted.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d8

Skills: Climbing d6, Fighting d12, Guts d10, Knowledge (Battle) d10, Intimidation d10, Notice d8, Riding d8, Shooting d10, Stealth d6, Throwing d10

Pace: 6; **Parry:** 9; **Toughness:** 9 (3)

Hindrances: Various

Edges: Block, Combat Reflexes, Command, Fervor, Hold the Line

Treasure: Worthwhile

Gear: Plate corselet (+3), chain limbs (+2), open helm (+3), various weapons, war horse

MERMAID

Mermaids appear as beautiful, naked young women from the waist up with glistening fish tails for their lower torso. Once underwater, their true form is revealed. They are hideous monsters with jagged teeth, blood-red fish eyes, and green scaly skin covered in slime.

Once sailors are in the water, they attempt to hold them there and drown the unfortunate souls.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8



Skills: Fighting d6, Notice d6, Persuasion d10, Stealth d8, Taunt d8, Swimming d6

Charisma: +4; **Pace:** 0; **Parry:** 5; **Toughness:** 6

Treasure: Worthwhile per 5 mermaids

Special Abilities:

- **Aquatic:** Pace 6.
- **Claws:** Str+d6.
- **Siren Song:** The mermaid's song is like a narcotic for men. When first heard, male characters of all species must make Spirit rolls. Those who fail stumble into the sea and become completely complacent, believing they're cavorting with the beautiful sea nymphs. In truth, the victims are drowning. Every time the victim suffers a wound or a Fatigue level from *any* source, he gets a Spirit roll at -2 (plus the Fatigue penalty) to realize his peril and break the spell. Those who do are quickly savaged by the watching mermaids. Aquatic races may fall victim to the mermaids as well, but since they can't drown, they'll simply be ripped to shreds.

METHUSALEH TREE

Methusaleh trees look like oaks, spruces, and other mundane trees, but are always healthy specimens unbothered by nesting birds or tree-dwelling mammals. There is good reason why animals do not bother the tree — it feeds on their life-force.

As well as regular foliage, a Methusaleh tree has four sharpened branches which it uses to impale prey, draining and sucking out their vitality, thus rejuvenating itself.

Attributes: Agility d6, Smarts d4(A), Spirit d10, Strength d12+4, Vigor d10

Skills: Fighting d8, Guts d8, Notice d8

Pace: — ; **Parry:** 6; **Toughness:** 17 (2)

Treasure: Meager, scattered around base

Special Abilities:

- **Armor +2:** Bark.
- **Branches:** Str+d6. A Methusaleh tree may make up to four attacks each round. On a raise, the creature impales the victim. The victim must make a Vigor roll or gain a level of Fatigue (recover one level per 24 hours). Every round a connected branch stays impaled, the victim must make another Vigor roll. Removing the branch requires an opposed Strength roll to pull it free. For each Fatigue level drained, the tree heals 1 wound. The branches have Toughness 10 and one wound. Severing them does not affect the tree's overall health. Severed branches regenerate after 1d6 days.
- **Canopy:** A Methusaleh tree spreads wide for sun and prey. Branches have Reach 3.
- **Huge:** Attackers are +4 to attack rolls due to the tree's size.
- **Plant:** Plants are not subject to Fear and Tests of Will.
- **Size +8:** Methusaleh trees stand over 60' tall.

MOSS MAN

Moss men are mobile, semi-intelligent humanoid plants composed of tightly packed moss, vines, and grass. They have a mouth tipped with sharp thorns which function as teeth and glowing yellow eyes.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Guts d8, Notice d6, Stealth d6

Pace: 5; **Parry:** 5; **Toughness:** 6

Treasure: None

Special Abilities:

- **Bite:** Str+d4.
- **Camouflage:** Moss men gain +2 to Stealth rolls in forest and jungle because of their appearance.
- **Spores:** Moss men can release a cloud of choking spores. The cloud fills a Medium Burst Template centered on the moss man. Creatures within the Template must make a Vigor roll or be Shaken. Each cloud costs 2 Power Points and the moss man has 10 available for this purpose only.

MUMMY

Mummies are undead whose bodies have been dried and preserved. The spirit is bound to the corpse through powerful necromantic rituals known only to a select few priests. In your setting, you may allow a more powerful version of the *zombie* power to create these horrors.

GUARDIAN MUMMIES

The most common type of mummy, these creatures were servants and soldiers placed in tombs to guard them for all eternity.

Attributes: Agility d4, Smarts d6, Spirit d10, Strength d12+2, Vigor d12

Skills: Fighting d8, Guts d10, Intimidation d8

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

Treasure: Meager

Special Abilities:

- **Arcane Resistance:** +2 Armor versus magic, and +2 to rolls made to resist magical effects.
- **Fear:** Anyone seeing a guardian mummy must make a Guts roll.
- **Fist:** Str+d6.
- **Mummy Rot:** Anyone touched by a mummy, whether he is damaged or not, must make a Vigor roll. Failure means the character has "mummy rot" and suffers an immediate wound.
- **Shuffling Gait:** Guardian mummies roll a d4 running die.

- **Undead:** +2 Toughness; +2 to recover from being Shaken; Immune to poison and disease; No additional damage from called shots.
- **Weakness (Fire):** Mummies take +4 damage from fire.



MUMMY LORD

Mummy lords were priests and mages preserved for eternity and granted an unearthly life through arcane rituals.

Attributes: Agility d4, Smarts d10, Spirit d12, Strength d12+4, Vigor d12

Skills: Fighting d10, Guts d12, Intimidation d10, Notice d8, Spellcasting d10

Pace: 4; **Parry:** 7; **Toughness:** 13 (3)

Treasure: Rich

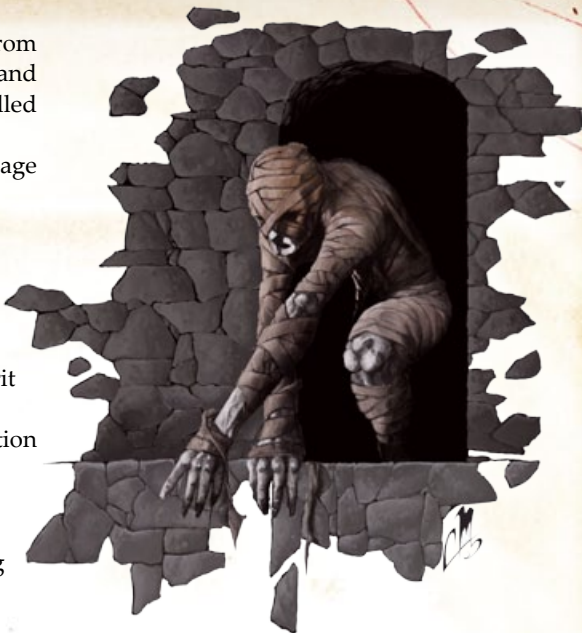
Gear: Ancient bronze armor (+3), long sword (Str+d8)

Special Abilities:

- **Arcane Background (Magic):** A mummy typically has 30 Power Points and knows *barrier* (wall of darkness), *bolt* (swarm of tiny skulls), *deflection* (shield of swirling skulls), *fear* (unearthly cry), *obscurement* (area of darkness), and *zombie* (ritual preparation).
- **Fearless:** Mummy lords are immune to Fear and Intimidation.
- **Fist:** Str+d6.
- **Improved Arcane Resistance:** +4 Armor versus magic, and +4 to rolls made to resist magic effects.
- **Mummy Rot:** Anyone touched by a mummy, whether he is damaged or not, must make a Vigor roll. Failure means the character has "mummy rot" and suffers an immediate wound.
- **Shuffling Gait:** Mummies roll a d4 running die.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; No wound penalties; Immune to poison and disease; No additional damage from called shots.
- **Weakness (Fire):** Mummies take +4 damage from fire.

NAGA

Naga are giant snakes with the head of women. In Buddhist mythology, the naga



tried to follow Buddha's teaching and become a monk, transforming into human form to infiltrate the monks. Buddha discovered the ploy and told the naga it was a beast, not a human, and therefore could not be ordained. Still loyal to the Buddhist faith, the naga became a temple guardian. In a fantasy campaign, nagas serve as guardians of temples to the gods of good.

GUARDIAN NAGA

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12, Vigor d10

Skills: Fighting d8, Guts d10, Intimidate d8, Notice d10, Persuade d10, Stealth d4, Taunt d8

Pace: 7; **Parry:** 6; **Toughness:** 10

Treasure: Worthwhile

Special Abilities:

- **Bite:** Str+d4.
- **Constrict:** A naga may choose to constrict a foe in her coils by making a Fighting attack. The round it entangles and each round thereafter it causes Str+d8 damage. The prey may attempt to escape by getting a raise on an opposed Strength roll. Given its large size, a naga may constrict one foe and bite another, suffering the standard multi-action penalty.

- **Hypnotic Gaze:** The naga can use the *puppet* power using her Smarts instead of an arcane skill. She can use and maintain the power indefinitely, but may only affect one target at a time.
- **Quick:** A naga is frighteningly quick for its size, and redraws cards of 5 or less.
- **Shape Change:** As an action, a naga can change into female human form with a Smarts roll at -2. Changing back into naga form requires a Smarts roll.
- **Size +3:** A naga is 15' long and about a foot in diameter.
- **Strong Willed:** A naga cannot be swayed by threats or taunts. She receives a +2 bonus to defend against Tests of Will.

CORRUPT NAGA

In a fantasy setting, there is no reason why a naga cannot follow the gods of evil. Unlike guardian naga, who are forbidden from joining the priesthood and learning magic, corrupt naga are powerful spellcasters. Some even go so far as to form their own cults, with the naga as living gods.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12, Vigor d10

Skills: Fighting d8, Guts d10, Intimidate d12, Notice d10, Spellcasting d10, Stealth d4, Taunt d8

Pace: 7; **Parry:** 6; **Toughness:** 10

Treasure: Worthwhile

Special Abilities:

- **Bite:** Str+d4.
- **Constrict:** A naga may choose to constrict a foe in her coils by making a Fighting attack. The round it entangles and each round thereafter it causes Str+d8 damage. The prey may attempt to escape by getting a raise on an opposed Strength roll. Given its large size, a naga may constrict one foe and bite another, suffering the standard multi-action penalty.
- **Hypnotic Gaze:** The naga can use the *puppet* power using its Smarts as their arcane skill. It can use and maintain the power indefinitely, but may only affect one target at a time.

- **Magic:** Corrupt nagas practice arcane magic. They have 30 Power Points and know the following powers: *armor, bolt, boost/lower trait, burrow, deflection, detect/conceal arcana, dispel, fear, invisibility, obscure, quickness*, and *speak language*. They retain this ability in human form.
- **Quick:** A naga is frighteningly quick for its size, and redraws cards of 5 or less.
- **Shape Change:** As an action, a naga can change into female human form with a Smarts roll at -2. Changing back into naga form requires a Smarts roll.
- **Size +3:** A naga is 15' long and about a foot in diameter.
- **Strong Willed:** A naga cannot be swayed by threats or taunts. She receives a +2 bonus to defend against Tests of Will.

NAGA - HUMAN FORM

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Guts d10, Intimidate d8, Notice d6, Persuade d10, Stealth d6, Taunt d8

Charisma: +4; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Special Abilities:

- **Hypnotic Gaze:** The naga can use the *puppet* power using its Smarts as its arcane skill. It can use and maintain the power indefinitely, but may only affect one target at a time.
- **Quick:** Nagas redraw action cards of 5 or lower.
- **Strong Willed:** A naga cannot be swayed by threats or taunts. She receives a +2 bonus to defend against Tests of Will.
- **Very Attractive:** The human form of the naga is that of a beautiful, dusky-skinned woman.

NAIAD

Naiads are fresh water spirits in the way dryads are tree spirits. Nereids are the salt water equivalent to naiads and use the same stats.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d4, Guts d6, Notice d10, Persuasion d8, Spellcasting d10, Stealth d10, Swimming d10

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Treasure: None

Special Abilities:

- **Aquatic:** Naiads have a Pace of 10 underwater.
- **Attractive:** Naiads resemble beautiful human females.
- **Magic:** Naiads have 30 Power Points and know the following powers: *barrier* (wall of water), *beast friend* (aquatic only), *entangle* (bound by water), *healing*, *invisibility* (assumes a watery, translucent form), *shape change* (aquatic only), and *stun*.
- **Pool Bond:** Naiads share their soul with a particular pool or similar small body of water. They must remain within 36" of the water or their magic does not work. If the pool is polluted, the naiad must make a Vigor roll each day or suffer a Fatigue level until the taint is cleared.

NIGHTMARE

Nightmares are demonic steeds. They are black as night, with fiery hooves and eyes. They only accept evil riders, throwing off and stomping those of good heart.

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d12+4, Vigor d10

Skills: Fighting d8, Guts d12, Notice d8

Pace: 10; **Parry:** 6; **Toughness:** 10 or 13 (3)

Treasure: None.

Gear: Some necromancers give their nightmares barding (+3)

Special Abilities:

- **Fleet Footed:** Nightmares roll a d8 for their running die. Nightmares run just above the surface of the ground and do not suffer movement penalties for Difficult Terrain.
- **Kick:** Str+d6.
- **Size +3:** Nightmares weigh between 800 and 1000 pounds.



NOBLE

This entry covers both true nobles and their courtier lackeys, such as seneschals and chancellors. The generic noble is suitable for every noble Rank from baron to emperor.

COURTIER

Courtiers are more than just servants — they are advisors and often hold positions of importance within the court. Unless the

characters know a noble personally, most dealings are conducted through a trusted courtier, typically a seneschal.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Guts d6, Notice d8, Persuasion d8, Riding d6, Streetwise d8

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Various

Edges: Charismatic

Treasure: Meager

Gear: Rapier (Str+d4, +1 Parry)

COURT JESTER

Despite often being dwarves or hunchbacks (or both), jesters are more than just comical entertainment for the nobility. They have their lord's ear, are privy to his most secret affairs, can get away with insulting powerful guests, and conceal great wisdom in their seemingly nonsensical riddles and japes.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d4, Guts d6, Notice d8, Persuasion d6, Streetwise d8, Taunt d12

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Various, but often some sort of physical affliction

Edges: Acrobat, Ambidextrous, Strong Willed

Treasure: Meager

Gear: Stick (Str+d4)

Special Abilities:

- **Knowledgeable:** Jesters are expected to be well versed in many topics. They get +2 to all Common Knowledge rolls.

NOBLE

Some nobles are decadent dandies content with living a life of luxury. Others are rich landowners, skilled in business matters. Other noble types include military commanders, advisors to a higher authority, poverty stricken ones, extremely wealthy ones, and those who dabble in forbidden arts.

This version presents a typical middle-of-the-road noble. A few specific Hindrances and Edges can quickly turn this into any sort of noble you need.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d6, Persuasion d6, Riding d8

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Various

Edges: Command, Connection, Noble

Treasure: Worthwhile, Rich in castle

Gear: Rapier (Str+d4, +1 Parry) in court; war gear varies with type of noble

OCTOPUS, GIANT

These terrors of the deep are aggressive and always hungry. Alone, they are quite cowardly and attack only what they consider easy prey. Wounded beasts typically emit an ink cloud and attempt to escape.

Characters often try to sever tentacles. A tentacle is severed if it takes the creature's Toughness in damage in one shot from an edged weapon. Attacking a tentacle that has entangled a friend is somewhat risky — a roll of 1 on the attack die means the ally is hit instead.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12+4, Vigor d8

Skills: Fighting d8, Guts d6, Notice d6, Stealth d6, Swimming d6

Pace: 0; **Parry:** 6; **Toughness:** 12

Treasure: None

Special Abilities:

- **Aquatic:** Pace 6".
- **Huge:** Characters add +4 when attacking a giant octopus due to their great size.
- **Ink Cloud:** A giant octopus can spurt a cloud of black ink once per day. The cloud fills a sphere equal to a Large Burst Template. No sight or smell functions within this putrid stuff, even for the octopus.
- **Size +6:** The body of a giant octopus is as big as a sloop, while each tentacle is over 20' long.
- **Tentacles:** A giant octopus may make up to four attacks each round. On a raise, the creature has grappled the victim. An entangled victim may only attempt an opposed Strength roll each round to escape. Once grappled, the octopus does its Strength damage automatically by crushing

with its arms and rending with its beak. A victim killed by an octopus' tentacles is usually ripped in half.

OGRE

Ogres are kin to orcs and lesser giants. They are often taken in by orc clans, who respect the dumb brutes for their savagery and strength. Orcs often pit their "pet" ogres in savage combats against their rivals' ogres.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d12

Skills: Guts d8, Fighting d8, Intimidation d8, Notice d4, Throwing d6

Pace: 7; **Parry:** 6; **Toughness:** 11 (1)

Treasure: Meager

Gear: Thick hides (+1), massive club (Str+d8)

Special Abilities

- **Size +3:** Most ogres are over 8' tall with pot-bellies and massive arms and legs.
- **Sweep:** May attack all adjacent foes at -2.

ORC

Orcs are savage, green-skinned humanoids with pig-like features, including snouts and sometimes even tusks. They have foul temperaments, and rarely take prisoners.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d6, Shooting d6, Stealth d6, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 8 (1)

Treasure: Meager, per 3 orcs

Gear: Leather armor (+1), short sword (Str+d6)

Special Abilities

- **Size +1:** Orcs are slightly larger than humans.
- **Infravision:** Half penalty for poor light versus heat-producing targets.



ORC CHIEFTAIN

The leader of small orc clans is always the most deadly brute in the bunch. Orc chieftains generally have a magical item or two in settings where such things are



relatively common (most "swords and sorcery" worlds).

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d12, Guts d8, Intimidation d10, Notice d6, Shooting d8, Stealth d6, Throwing d8

Pace: 6; **Parry:** 8; **Toughness:** 11 (3)

Treasure: Meager

Gear: Plate chestplate (+3), chain arms and legs (+2), battle axe (Str+d10)

Special Abilities

- **Infravision:** Half penalty for poor light versus heat-producing targets.
- **Size +1:** Orcs are slightly larger than humans.
- **Sweep:** May attack all adjacent foes at -2 penalty.

ORC SHAMAN

Orcs worship gods of destruction and slaughter. Their shamans personify this image, and while they are usually the

smallest members of a clan, they are often the most savage.

Orc shamans drape themselves in crude fetishes, bones, and other occult trappings to appear more menacing to their foes. Their power is simple hedge magic, however, and is not divinely inspired despite several millennia believing otherwise.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d6, Shooting d6, Spellcasting d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 6 (1)

Treasure: Meager

Gear: Leather armor (+1), spear (Str+d6, Parry +1, Reach 1)

Special Abilities:

- **Infravision:** Orcs halve penalties for bad lighting when attacking living targets.
- **Spells:** Shamans have 15 Power Points and typically know *armor*, *bolt*, *fear*, and *smite*.

PEGASUS

Pegasi (singular: pegasus) are horses with great, feathery wings. In Greek myth the animal was unique, but in many fantasy settings they are standard creatures.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8

Skills: Fighting d6, Guts d6, Notice d6

Pace: 8; **Parry:** 5; **Toughness:** 8

Treasure: None

Special Abilities:

- **Flying:** Pegasi have a Flying Pace of 12" and a Climb of 6".
- **Kick:** Str.
- **Size +2:** Pegasi weigh around 800 pounds.

PHOENIX

Clad in fiery feathers of yellow, orange, and red, the immortal phoenix is seen as a representation of the sun god. Many cultures consider the bird sacred, but its feathers contain magical power and thus the bird is often hunted.

The greatest gift a phoenix can bestow is one of its tail feathers. Although the magic

in them is temporary, the phoenix forever weakens its life-force with the gift.

Attributes: Agility d10, Smarts d10(A), Spirit d8, Strength d6, Vigor d10

Skills: Fighting d6, Guts d8, Notice d10, Spellcasting d12

Pace: 2; **Parry:** 5; **Toughness:** 6

Treasure: None.

Special Abilities:

- **Flight:** Phoenix have a Flying Pace of 12" and a Climb of 6".
- **Powers:** A phoenix has 35 Power Points and knows the following powers: *barrier*, *blast*, *bolt*, *burst*, and *light*. All powers have a fire trapping.
- **Rebirth:** If a phoenix is killed, it explodes into flame filling a Medium Burst Template. Creatures within the Template suffer 2d10 damage and have a chance of catching fire. During the explosion, the body of the phoenix transforms into an egg. A new phoenix hatches 2d6 days later.
- **Size -1:** A phoenix is the same size as a large eagle.
- **Tail Feathers:** Every phoenix has 35 magical tail feathers, each acting as a one-shot spell. Each of the thirteen yellow feathers contain *bolt* (one bolt, 3d6 damage), the twelve orange feathers have *burst*, and the ten red feathers hold *blast* (3d6 damage in Medium Burst Template). The powers are cast using the phoenix's Spellcasting—all the user need do to activate the power is throw the feather at the target (as an action). Removed tail feathers do not grow back. Furthermore, each lost feather permanently reduces the bird's Power Points by one. When the last feather is removed, the bird explodes (as above) but is not reborn.

PRIEST

Priests are the servants of the gods. Each deity has a network of priests, whose duty it is to spread the faith and ensure the tenets of the god are upheld by the faithful. Every priest has equipment and powers appropriate to his faith. A sample of commonly-encountered priests is presented below.

PRIEST OF DEATH

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Faith d10, Guts d8, Intimidation d8, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Various

Edges: Arcane Background (Miracles), New Power, Points

Treasure: Meager

Gear: Leather armor (+1), short sword (Str+d6), holy symbol

Special Abilities:

- **Spells:** Death priests typically have 15 Power Points and know *armor* (bone trapping), *fear*, and *zombie*.

PRIEST OF HEALING

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Faith d10, Guts d6, Healing d10, Notice d6, Persuasion d8, Taunt d6

Pace: 6; **Parry:** 3; **Toughness:** 5

Hindrances: Pacifist (Minor), Vow (care for the sick)

Edges: Arcane Background (Miracles), Healer, New Power, Power Points

Treasure: Meager

Gear: Staff (Str+d4, Parry +1, Reach 1), holy symbol

Special Abilities:

- **Spells:** Healing priests typically have 15 Power Points and know *deflection*, *healing*, and *light*.

PRIEST OF WAR

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Faith d8, Guts d8, Intimidation d8, Knowledge (Battle) d6, Notice d6

Charisma: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 8 (2)

Hindrances: Various

Edges: Arcane Background (Miracles), New Power, Power Points

Treasure: Meager

Gear: Chain mail (+2), battle axe (Str+d8), medium shield (+1 Parry), holy symbol



Special Abilities:

- **Spells:** War priests typically have 15 Power Points and know *armor*, *boost/lower trait*, and *smite*.

RANGER

Rangers inhabit wilderness areas, preferring to avoid crowded towns and cities. Some belong to organizations often dedicated to hunting down evil creatures and protecting the wilds. Others are solitary, hiring out their services as guides and trackers.

TYPICAL RANGER

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Climbing d8, Fighting d8, Guts d8, Healing d6, Intimidation d6, Notice d8, Riding d6, Shooting d8, Stealth d8, Survival d8, Tracking d8

Pace: 6; **Parry:** 6; **Toughness:** 7 (1)

Hindrances: Various

Edges: Beast Master, Woodsman

Treasure: Meager

Gear: Leather armor (+1), long sword (Str+d8), dagger (Str+d4), long bow (Range: 15/30/60, Damage: 2d6)

VETERAN RANGER

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Climbing d8, Fighting d10, Guts d8, Healing d6, Intimidation d6, Notice d10, Riding d6, Shooting d10, Stealth d8, Survival d10, Tracking d10

Pace: 6; **Parry:** 7; **Toughness:** 8 (1)

Hindrances: Various

Edges: Beast Master, Combat Reflexes, Steady Hands, Woodsman

Treasure: Meager

Gear: Leather armor (+1), long sword (Str+d8), dagger (Str+d4), long bow (Range: 15/30/60, Damage: 2d6)

RAT MAN

Rat men are, as the name implies, a cross between rats and humans. They are bipedal, but otherwise resemble rats. They are not lycanthropes, for they cannot change into a purely human form. Most rat men colonies are found in or beneath cities, where they scavenge for food and dropped coins.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d6, Guts d4, Notice d8, Stealth d10, Survival d8, Tracking d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Treasure: Meager per 5 rat men

Gear: Short sword (Str+d6)

Special Abilities:

- **Bite:** Str+d4.
- **Direction Sense:** Rat men usually live in sewers or slums. Maneuvering around these mazes has given them a good sense of direction. Rat men never get lost, even in nonnative locales.
- **Immunity:** Rat men are immune to poison and disease.
- **Infection:** Anyone bitten by a rat man must make a Vigor roll or the wound becomes swollen and infected. The victim suffers a level of Fatigue, which is recovered with a successful Healing roll or after 24 hours. Cumulative infections can cause a victim to be Incapacitated, but cannot lead to Death.

REDCAP

Redcaps are related to goblins, but are much larger and more ferocious. Their name comes from the woolen hats they wear, which are soaked in the blood of their victims.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d10, Guts d10, Intimidation d10, Notice d6, Taunt d8

Pace: 6; **Parry:** 6; **Toughness:** 10 (1)

Treasure: Meager

Hindrances: Bloodthirsty

Edges: Berserk, Combat Reflexes, Improved Frenzy, Improved Nerves of Steel, Improved Sweep

Gear: Leather armor (+1), great axe (Str+d10, -1 Parry, requires 2 hands)

Special Abilities

- **Fear:** Characters seeing a redcap must make a Guts roll.
- **Infravision:** Redcaps halve penalties for dark lighting against living targets (round down).
- **Size +2:** Redcaps stand over 8' tall.

ROC

These massive birds are large enough to pick up small ships and whales. The great Sinbad the Sailor had a near-fatal encounter with one. Most roost in isolated aeries, searching for large prey for their feasts. Sailors and city guard have sometimes managed to fend off these beasts with ballistae, but even these weapons rarely penetrate the roc's lizard-like skin.

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d12+8, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d8

Pace: 8; **Parry:** 6; **Toughness:** 14

Treasure: Rich, in nest

Special Abilities:

- **Bash:** Rocs have incredible lift, and can pick up small ships (those with a base Toughness of 15 or less) to drop them on the rocks. It takes the roc a full round to properly grasp

a ship, which is a Fighting attack against a "Parry" of 2. With a raise, the roc lifts the boat in the air and ascends 6" per round afterward. After five full rounds, it drops its prey, automatically destroying any boat it can lift. Characters suffer damage according to the height.

- **Flight:** Rocs have a Flying Pace of 16", with an Acceleration of 4" and a Climb of 6".
- **Huge:** Characters add +4 when attacking a roc due to their great size.
- **Size +8:** Rocs are huge creatures with wingspans over 120'.
- **Talons:** Str+d6; AP 4. These claws are large enough to damage ships with Heavy Armor and fortifications.

SABRE-TOOTHED TIGER

Sabre-toothed tigers haunt grasslands using their patterned skin to sneak up on unsuspecting prey. Their twin canine teeth can slice through armor and bone as easily as flesh.

Attributes: Agility d10, Smarts d6(A), Spirit d8, Strength d12, Vigor d10

Skills: Climbing d8, Fighting d8, Guts d6, Intimidation d8, Stealth d8, Tracking d6

Pace: 8; **Parry:** 6; **Toughness:** 10

Treasure: Meager, in lair

Special Abilities:

- **Bite:** Str+d10, AP 1.
- **Claws:** Str+d6.
- **Improved Frenzy:** A sabre-toothed tiger may make two attacks each round with no penalty.
- **Pounce:** Sabre-tooths often pounce on their prey to best bring their mass and teeth to bear. It can leap 1d6" to gain +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing the maneuver, however.
- **Size +3:** Sabre-tooths weigh over 800 pounds.

SCORPION, GIANT

Giant scorpions are usually found in hot climates. Unlike their normal-size cousins, giant scorpions are fierce predators.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+1, Vigor d10

Skills: Climbing d6, Fighting d8, Guts d6, Intimidation d8, Notice d6, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 11 (3)

Treasure: Meager, in lair

Special Abilities:

- **Armor +3:** Chitinous skin.
- **Grapple:** A scorpion may grapple a foe with one or both pincers. If it uses both, each must make a successful opposed Strength roll. Escaping from a double grapple gives the prey a -4 penalty to his Strength roll to escape. A stinger attack against a grappled foe is made at +2, +4 if the victim is held in both pincers.
- **Improved Frenzy:** Giant scorpions may make 2 Fighting attacks with no multi-action penalty.
- **Pincers:** Str+d4.
- **Poison:** Anyone wounded or Shaken by a stinger attack must make a Vigor roll or immediately become Incapacitated. Death follows in 2d6 rounds.
- **Stinger:** Str+d6.
- **Size +1:** Giant scorpions measure 7' in length.





SCORPION MAN

Scorpion men have the upper bodies of humans and the lower bodies of scorpions. They prefer hot, dusty environments, but can survive in temperate conditions. They guard their lairs with deadly force.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Climbing d6, Fighting d8, Guts d8, Intimidation d8, Shooting d10, Stealth d6

Pace: 8; **Parry:** 6; **Toughness:** 8 (2)

Treasure: Meager per 3 scorpion men

Gear: Scimitar (Str+d8), bow (Range: 12/24/48, Damage: 2d6)

Special Abilities:

- **Armor +2:** Chitinous skin.
- **Fleet Footed:** Scorpion Men roll a d8 for their running die, instead of a d6.
- **Marksman:** Scorpion men are expert archers. If they do not move in a turn, they may fire as if they took the aim maneuver.
- **Poison:** Anyone wounded or Shaken by a stinger attack must make a Vigor roll or become Incapacitated. Death follows in 2d6 minutes. A Healing roll at -2 prevents death.
- **Stinger:** Str+d6.

SEA SERPENT

Sea serpents are monstrous beasts, capable of crushing ships into kindling. Even ship-mounted artillery can do little to hurt these nightmarish beasts.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+8, Vigor d10

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d6, Swimming d8

Pace: — ; **Parry:** 6; **Toughness:** 19

Treasure: None

Special Abilities:

- **Aquatic:** Pace 12.
- **Bite:** Str+d6, Reach 2, Heavy Weapon.
- **Crush:** A sea serpent may wrap its serpentine body around a ship (or large sea creature) as a grapple. Victims suffer damage each round the grapple is maintained. A sea serpent may crush and bite in the same round without incurring a multi-action penalty.
- **Gargantuan:** Heavy Armor. Creatures add +4 when attacking the body of a sea serpent due to its great size. Add Size to damage when crushing but subtract Size of victim. This attack ignores any Armor value of a ship.
- **Long Neck:** A sea serpent's long neck gives it a Reach of 2.
- **Quick:** Sea serpents possess fast reflexes, able to turn in an instant and whip their long necks to attack passing prey. They redraw action cards of 5 or lower.
- **Size +12:** Sea serpents measure over 150' long.

SIREN BUSH

Siren bushes are carnivorous plants. When they detect living prey, they emit a hypnotic hum which lures the victim into the web of roots. Once close enough, the thorny roots rip into the target's flesh, saturating the surrounding ground in blood, which the roots then absorb.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6

Pace: — ; **Parry:** 5; **Toughness:** 5

Treasure: Meager, around base

Special Abilities:

- **Plant:** Plants are not subject to Fear and Tests of Will.
- **Roots:** Str. Extending from the siren bush to a range of 3" is a tangle of surface roots, each covered in sharp thorns. The roots are mobile and can attack everything within range with no multi-action penalty.
- **Siren Song:** Siren bushes emit a low, hypnotic hum when a living creature approaches within 12". All creatures in range must make an opposed Spirit roll. Those who fail are subject to the *puppet* power. Normally the tree uses the power to draw its prey close enough for its roots to attach themselves, though if the need arises it can order them to defend it from attackers.

SKELTON

The skin has already rotted from these risen dead, leaving them slightly quicker than their flesh-laden zombie counterparts.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6

Pace: 7; **Parry:** 5; **Toughness:** 7

Treasure: None

Gear: Varies

Special Abilities:

- **Bony Claws:** Str+d4.
- **Fearless:** Skeletons are immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; No additional damage from Called Shots; Immune to disease and poison.

SPHINX

An sphinx has the body of a lion, the head of a human (often female), and feathered wings. They are extremely clever, enjoy riddles, and savor the taste of human flesh.

Attributes: Agility d8, Smarts d12+1, Spirit d10, Strength d10, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d6, Persuasion d10, Stealth d8, Taunt d12

Pace: 8; **Parry:** 6; **Toughness:** 8

Treasure: Rich, in lair

Special Abilities:

- **Bite/Claw:** Str+d6.
- **Flight:** Sphinxes have a Flying pace of 12" and a Climb of 6".
- **Riddles:** Rather than immediately attack sentient prey, sphinxes prefer to enter into riddle contests. If the prey loses, it gets eaten. Riddle contests are conducted as an opposed Smarts roll.
- **Size +2:** Sphinxes are the same size as lions.
- **Strong Willed:** As masters of trickery, sphinxes gets a +2 bonus on Tests of Will.
- **Wise:** Sphinxes are renowned for their wisdom. They get +2 to all Common Knowledge rolls and roll a d8 for all Knowledge skills.

THIEF

Thieves earn a living from stealing from others. Some may be allies of the characters, other are antagonists. In a city or town, thieves often assemble into a guild. Despite being tricky customers, thieves' guilds are often excellent sources of information—if you can find them.

THIEF

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d6, Guts d6, Lockpicking d8, Notice d8, Stealth d8, Streetwise d6, Taunt d6, Throwing d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Various

Edges: Thief

Treasure: Meager, Worthwhile in lair

Gear: Leather armor (+1), short sword (Str+d6), throwing knives (Range: 3/6/12, Damage: Str+d4)

MASTER THIEF

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d6, Guts d8, Lockpicking d12, Notice d10, Stealth d12, Streetwise d8, Taunt d8, Throwing d8



Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Various

Edges: Acrobat, Dodge, Level Headed, Thief

Treasure: Worthwhile, Rich in lair

Gear: Leather armor (+1), short sword (Str+d6), throwing knives (Range: 3/6/12, Damage: Str+d4)

TOAD, GIANT

Giant toads are monstrous, bloated amphibians, capable of swallowing a riding horse in one gulp.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d6, Notice d10, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 10

Treasure: Meager, in lair

Special Abilities:

- **Bite:** Str+d6.
- **Engulf:** Giant toads can swallow prey as large as Size +2 whole. While engulfed, the target is grappled as per the core rulebook with a -4 penalty to Strength rolls to escape and suffers 2d6 damage per round from digestive juices. Armor offers no protection.

- **Large:** Attackers are +2 to attack rolls against the toad due to its size.
- **Size +4:** Giant toads weigh over 4000 pounds.
- **Tongue:** Reach 3. The tongue is coated in sticky saliva. If the toad scores a success on its Fighting roll, it has grappled its prey. Unless the foe can escape, it Engulfs him on its next action. On a raise, the victim is grappled and engulfed in the same action.

TOWN/CITY WATCH

The watch are charged with maintaining law and order within the settlement and defending it in time of attack. Depending on the settlement, the watch may be a full-time professional body led by officers or local farmers.

WATCH

These are average town or city guardsmen. They are competent and brave, but not suicidal.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Guts d6, Intimidation d8, Notice d6, Shooting d8, Stealth d6

Pace: 6; **Parry:** 7; **Toughness:** 7 (2)

Hindrances: —

Edges: —

Treasure: Meager for every 3 soldiers

Gear: Chain mail (+2), long sword (Str+d8), open helm (+3), medium shield (+1 Parry), some are equipped with crossbows (Range: 15/30/60, Damage 2d6)

VETERAN WATCH

These fellows are well-trained, well-equipped, and well-led. They are veterans of many scrapes and know how to handle themselves.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Guts d8, Intimidation d8, Notice d8, Shooting d8, Stealth d6

Pace: 6; **Parry:** 8; **Toughness:** 9 (3)

Hindrances: —

Edges: Combat Reflexes

Treasure: Meager

Gear: Corselet (+3), chain arms and legs (+2), open helm (+3), long sword (Str+d8), dagger (Str+d4), medium shield (+1 Parry), some are equipped with crossbows (Range: 15/30/60, Damage 2d6)



WATCH CAPTAIN

Captains command a squad of town or city guards and answer only to the ruling authority.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d10, Guts d8, Intimidation d10, Notice d8, Riding d8, Shooting d8, Stealth d6

Pace: 6; **Parry:** 9; **Toughness:** 9 (3)

Hindrances: —

Edges: Block, Combat Reflexes, Command

Treasure: Worthwhile

Gear: Corselet (+3), plate arms and legs (+3), open helm (+3), long sword (Str+d8), dagger (Str+d4), medium shield (+1 Parry)

TOWN/VILLAGE MILITIA

Militia are employed in smaller towns and in large villages. Though they are tasked with defending the area in case of emergency, it isn't their primary job, and they are not particularly skilled.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d4, Intimidation d4, Notice d4, Shooting d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: —

Edges: —

Treasure: Meager for every 5 soldiers

Gear: Leather (+1), short sword (Str+d6), dagger (Str+d4), some use slings (Range: 4/8/12, Damage: Str+d4)

TREE MAN

According to the elves, tree men were present at the beginning of time. They are a sentient species, dedicated to guarding their forests against all forms of attack. They can resemble any form of regular tree, but are always of a type native to the forests in which they live.

SAPLING

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+3, Vigor d10

Skills: Fighting d8, Stealth d8

Pace: 10; **Parry:** 6; **Toughness:** 15 (2)

Treasure: None

Special Abilities:

- **Armor +2:** Thick bark.
- **Camouflage:** When a tree man isn't moving or attacking it looks just like a normal tree. It adds +4 to Stealth rolls.
- **Lashing Branches:** Str+d10, Reach 3.
- **Huge:** Characters add +4 when attacking a tree man because of its great size.
- **Improved Sweep:** May attack all adjacent foes.
- **Powers:** Tree men are lords of the forest. They have 10 Power Points and know *beast friend* and *entangle*.
- **Size +6:** Tree men are over 50' tall
- **Weakness (Fire):** Fire-based attacks do +2 damage and the chance of catching alight is 5–6 on a d6.

MATURE

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d12+6, Vigor d12+1

Skills: Fighting d10, Stealth d6

Pace: 10; **Parry:** 7; **Toughness:** 21 (2)

Treasure: None

Special Abilities:

- **Armor +2:** Thick bark.
- **Camouflage:** When a tree man isn't moving or attacking it looks just like a normal tree. It adds +4 to Stealth rolls.
- **Lashing Branches:** Str+d10, Reach 6.
- **Gargantuan:** Heavy Armor. Ranged attacks against tree men by man-size creatures are made at +4. His attacks are Heavy Weapons. Add Size to Damage when stomping.
- **Huge:** Characters add +4 when attacking a tree man because of its great size.
- **Improved Sweep:** May attack all adjacent foes.
- **Powers:** Tree men are lords of the forest. They have 25 Power Points and know *beast friend* and *entangle*.
- **Size +11:** Tree men are over 100' tall.

- **Weakness (Fire):** Fire-based attacks do +2 damage and the chance of catching alight is 5–6 on a d6.

TROLL

Trolls in myths and legends were horrid, flesh-eating creatures who lived in deep woods, beneath bridges, or in hidden mountain caves. In modern games and fiction, the ability to regenerate damage and a weakness to fire have been added. These statistics reflect both backgrounds.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d6, Swim d6, Throwing d6

Pace: 7; **Parry:** 6; **Toughness:** 10 (1)

Treasure: Worthwhile, in lair

Gear: Spiked clubs (Str+d8)

Special Abilities

- **Armor +1:** Rubbery hide.
- **Claws:** Str+d4.
- **Infravision:** Trolls halve penalties for bad lighting when attacking living targets (round down).



- **Regeneration (Fast):** Trolls roll to regenerate each round. Fire stops their regeneration, as does cutting off their heads.
- **Size +2:** Trolls are tall, lanky creatures over 8' tall.

MARSH TROLL

Also known as swamp trolls, bog trolls, and marsh fiends, these foul creatures haunt dank marshes. Their skin is black and slimy, matching the murky waters of their home, and they stink like rotting vegetation.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12+1, Vigor d10

Skills: Fighting d8, Notice d6, Stealth d8, Swimming d6

Pace: 7; **Parry:** 6; **Toughness:** 9 (1)

Treasure: Worthwhile, in lair

Gear: Spiked club (Str+d8)

Special Abilities:

- **Armor +1:** Rubbery hide.
- **Claws:** Str+d4.
- **Immunity:** Immune to poison and disease.
- **Infection:** The claws of a marsh troll are caked in filth. Any creature Shaken or wounded by a claw must make a Vigor roll. On a failure, the wound becomes infected. The victim has a cumulative –1 penalty to trait rolls until the wound is cleaned. This requires a successful Healing roll for each wound.
- **Infravision:** Trolls halve penalties for bad lighting when attacking living targets (round down).
- **Regeneration (Fast):** Trolls roll to regenerate each round. Fire stops their regeneration, as does cutting off their heads.
- **Size +1:** Marsh trolls are smaller than regular trolls, being only 7' tall.
- **Stench:** Any creature adjacent to a marsh troll must make a Vigor roll or become Shaken with nausea.

SEA TROLL

Called sea trolls by some, skrags and manes by others, these flesh-eating fiends haunt areas of rocks and seaweed.

They dress in numerous soft kelps, seashells, and other natural materials that add +2 to their Stealth when they sit quietly in small pools or piles of detritus from the sea.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d8

Skills: Fighting d8, Notice d6, Stealth d6, Swimming d10

Pace: 5; **Parry:** 7; **Toughness:** 7 (1)

Treasure: Worthwhile, in lair

Gear: Coral-tipped spear (Str+d6, Parry +1, Reach 1)

Special Abilities:

- **Aquatic:** Sea trolls have a Pace of 10 underwater.
- **Armor +1:** Leathery hide.
- **Claws:** Str+d4.
- **Infra-vision:** Trolls halve penalties for bad lighting when attacking living targets (round down).
- **Regeneration (Fast):** Trolls roll to regenerate each round. Fire stops their regeneration, as does cutting off their heads.
- **Sea Suit:** +2 Stealth when hiding.

SAND TROLL

Sand trolls primarily inhabit deserts, though they can sometimes be found on beaches. Their favorite tactic is to burrow just below the surface, then leap out to attack passing prey.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12+1, Vigor d10

Skills: Fighting d8, Notice d6, Stealth d8

Pace: 7; **Parry:** 6; **Toughness:** 11 (1)

Treasure: Worthwhile, in lair

Special Abilities:

- **Armor +1:** Thick hide.
- **Burrow:** Pace 4.
- **Claws:** Str+d4.
- **Infra-vision:** Trolls halve penalties for bad lighting when attacking living targets (round down).
- **Regeneration (Fast):** Trolls roll to regenerate each round. Fire stops their regeneration, as does cutting off their heads.
- **Size +3:** Sand trolls are over 8' tall.

TYRANNOSAURUS REX

King of the dinosaurs, the T-rex is a deadly predator, capable of taking on prey much larger than itself. T-rex are poorly suited for mountainous and dense forest terrain, and can most often be found in hilly areas or on plains, where they hunt large herbivores.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d6

Pace: 8; **Parry:** 6; **Toughness:** 15 (2)

Treasure: Worthwhile, in lair

Special Abilities:

- **Armor +2:** Thick hides.
- **Bite:** Str+d8; AP 2.
- **Large:** Creatures add +2 when attacking a T-rex due to their great size.
- **Roar:** As an action a T-rex can emit a terrifying roar. All those who hear the roar — typically anyone within a mile — must make a Spirit roll or be Shaken.
- **Size +7:** These fearsome creatures stand 30' tall and weigh over 20,000 pounds.

UNICORN

Often seen as the embodiment of good and purity, unicorns are white horses with a horn growing from their forehead. The horn is said to possess magical properties, which makes them a target for unscrupulous hunters. A unicorn that loses its horn while still alive instantly dies.

Attributes: Agility d8, Smarts d8(A), Spirit d10, Strength d12+2, Vigor d10

Skills: Fighting d6, Guts d10, Notice d8, Spellcasting d12, Stealth d8

Pace: 10; **Parry:** 5; **Toughness:** 9

Treasure: None

Special Abilities:

- **Fleet Footed:** Unicorns roll a d10 for their running die, rather than a d6.
- **Force of Good:** Unicorns add +2 to damage when attacking supernatural evil foes, and have +2 Toughness when suffering damage from such creatures.

VELOCIRAPTOR

These smart, bipedal dinosaurs are pack hunters, and use remarkably well-developed tactics. True velociraptors were the size of turkeys—the larger variety made famous in the movies are actually *dinonychus*, a related species.

Attributes: Agility d8, Smarts d8(A), Spirit d6, Strength d10, Vigor d8

Skills: Climbing d6, Fighting d8, Guts d6, Notice d8, Stealth d8, Swim d6

Pace: 8; **Parry:** 6; **Toughness:** 9 (2)

Treasure: Meager, in lair.

Special Abilities:

- **Armor +2:** Velociraptors have thick scaly hides.
- **Bite or Rake:** Str+d8.
- **Size +1:** Velociraptors are about 7' tall.



WAR TREE

War trees are regular trees animated through dryad or special elven magic. They are not sentient, but possess animal-like intelligence.

Attributes: Agility d4, Smarts d4(A), Spirit d10, Strength d12+6, Vigor d10

Skills: Fighting d8, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 19 (4)

Treasure: None

Special Abilities:

- **Armor +4:** Thick bark.
- **Branch Swipe:** Str+d6, Reach 1.
- **Huge:** Attackers are +4 to attack rolls against a war tree due to its size.
- **Plant:** Plants are not subject to Fear and Tests of Will.
- **Size +8:** An average war tree is over 40' tall.
- **Stomp:** Str+d10. The creature is naturally adept at using its full weight to smash its foes. Nonrigid armor (leather, chain mail) offers no protection against the stomp.
- **Sweep:** A war tree can attack all adjacent opponents at no penalty.
- **Weakness (Fire):** Fire attacks cause +4 damage.

• **Healing:** A unicorn can cast *healing* and *greater healing* by touching its horn to a target. It has 40 Power Points. A horn cut from a living unicorn retains these powers. Anyone performing such a foul deed is cursed by the gods of good. The victim's skin becomes covered in boils and blisters which no magic can heal. He suffers -4 Charisma.

• **Kick:** Str+d6.

• **Size +2:** Unicorns weigh between 600 and 800 pounds.

WEREBEAR

Whereas werewolves take delight in using their powers to kill, werebears are generally more refrained. Even in human form, werebears prefer to stay far from civilization. Good werebears, and they do exist, often help elves and rangers patrol the wilderness. Those of evil nature revel in their dark powers, however.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+6, Vigor d12+2

Skills: Climb d8, Fighting d12+2, Guts d10, Intimidation d10, Notice d12, Swimming d6, Stealth d8, Tracking d8

Pace: 8; **Parry:** 9; **Toughness:** 11

Treasure: Meager, in lair

Special Abilities:

- **Bear Hug:** A werebear that hits with a raise has pinned his foe and attacks at +2 until the foe is freed. The opponent may only attempt to escape the hug on his action, which requires a raise on an opposed Strength roll.
- **Bite/Claws:** Str+d8.
- **Infection:** Anyone slain by a werebear has a 50% chance of rising as a werebear themselves. The character involuntarily transforms every full moon. He gains control of his lycanthropy only after 1d6 years as a werebear.
- **Immunity:** Werereatures cannot be wounded by weapons that are not silver, only Shaken.
- **Low Light Vision:** Werebears ignore penalties for Dim and Dark lighting.
- **Size +2:** These creatures stand up to 8' tall and weigh over 1000 pounds each.
- **Weakness:** Werebears suffer normal damage from silver weapons.

WIGHT

Wights are restless dead, most often noble lords whose greed and earthly desires cause their spirits to remain behind to guard their treasures.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d6, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 11 (3)

Treasure: Rich, in lair

Gear: Ancient bronze breastplate (+3), bronze long sword (Str+d8)

Special Abilities:

- **Armor +1:** Leathery skin.
- **Bony Claws:** Str+d4.
- **Fear -1:** Anyone who sees a wight must make a Guts check at -1.
- **Fearless:** Wights are immune to Fear and Intimidation.
- **Poison:** Wights' claws deliver a powerful neurotoxin. A character clawed by a wight must make a Vigor roll at -2. With success, the character gets the "shakes," suffering -1 to all trait rolls for 24 hours. On a failure, the victim becomes immediately Incapacitated and dies in 2d6 rounds unless treated. A successful Healing roll at -2 prevents this.
- **Quick:** Wights redraw action cards less than 5.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Immune to poison and disease; No additional damage from called shots.

WILL-O-THE-WISP

Also known as marsh phantoms and ghost lanterns, wisps are malicious spirits resembling glowing balls of light. They captivate victims with their lights, then lead them into quicksand or the lairs of dangerous beasts. They have no combat capabilities and so try to remain a safe distance from their prey.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Notice d10

Pace: 8; **Parry:** 2; **Toughness:** 3

Treasure: None

Special Abilities:

- **Charm:** By swaying from side to side and pulsating, wisps can charm prey into following them. This requires a Spirit roll opposed by the victim's Smarts. If the

victim ever loses sight of the wisp, the charm is broken.

- **Size -2:** Wisps measure 1' in diameter.
- **Small:** Attackers are -2 to attack wisps because of their size.

WYVERN

Wyverns resemble small, two-legged dragons. They have no fiery breath, but possess long necks, sharp teeth, and a poisonous sting in their tail. Some wyverns have wings (Flight: 6"; Climb 3").

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d12+2, Vigor d10

Skills: Climbing d6, Fighting d8, Guts d8, Intimidation d8, Notice d8

Pace: 6; **Parry:** 6; **Toughness:** 12 (2)

Treasure: Worthwhile, in lair

Special Abilities:

- **Armor +2:** Thick scales.
- **Bite/Sting:** Str+d6, Reach 1.
- **Improved Frenzy:** Wyverns may make a bite and sting attack in the same round at no penalty.
- **Poison:** Anyone Shaken or wounded by a sting attack must make a Vigor roll at -2 or be paralyzed for 1d6 rounds.
- **Quick:** Wyverns move with exceptional speed. They redraw action cards of 5 or lower.
- **Size +3:** Wyverns weigh around 1500 pounds.

ZOMBIE

These walking dead are typical groaning fiends looking for fresh meat.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6

Pace: 4; **Parry:** 5; **Toughness:** 7

Treasure: None

Special Abilities

- **Claws:** Str.
- **Fearless:** Zombies are immune to Fear and Intimidation.

- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage (except to the head).

- **Weakness (Head):** Shots to a zombie's head are +2 damage.

ZOMBIE ANIMALS

The *zombie* power isn't restricted to humans and other sentient creatures—it works on animals and monsters as well. While zombie humans are useful servants, a zombie bear or lion makes for a deadly bodyguard.

To create a zombie animal like we've done below, just add the Undead and Weakness (Head) Special Abilities to a regular animal and reduce its Pace by 2, to a minimum of 1.

Obviously zombie animals are much more dangerous than regular zombies. You may wish to increase the Power Point cost to raise zombie animals to reflect this. Increasing the cost by 1 Power Point per level of Size is a good place to start, but you could just as easily use the *shape change* chart as a guideline.

ZOMBIE BEAR

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d8, Guts d10, Notice d8, Swim d6

Pace: 6; **Parry:** 6; **Toughness:** 12

Treasure: None

Special Abilities:

- **Bear Hug:** Bears don't actually "hug" their victims, but they do attempt to use their weight to pin their prey and rend it with their claws and teeth. A bear that hits with a raise has pinned his foe and attacks at +2 until the foe is freed. The opponent may only attempt to escape the "hug" on his action, which requires a raise on an opposed Strength roll.
- **Claws:** Str+d6.
- **Size +2:** These creatures stand up to 8' tall and weigh over 1000 pounds each.

- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage (except to the head).
- **Weakness (Head):** Shots to a zombie's head are +2 damage.

ZOMBIE GIANT SPIDER

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d10, Vigor d6

Skills: Climbing d12+2, Fighting d8, Guts d6, Intimidation d10, Notice d8, Shooting d10, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 7

Treasure: None

Special Abilities:

- **Bite:** Str+d4.
- **Poison (-4):** The bite of the spider causes instant paralysis for those who fail their Vigor roll. It lasts for 1d6 rounds.
- **Webbing:** Spiders can cast webs from their thorax that are the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Anything in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage (except to the head).
- **Weakness (Head):** Shots to a zombie's head are +2 damage.





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