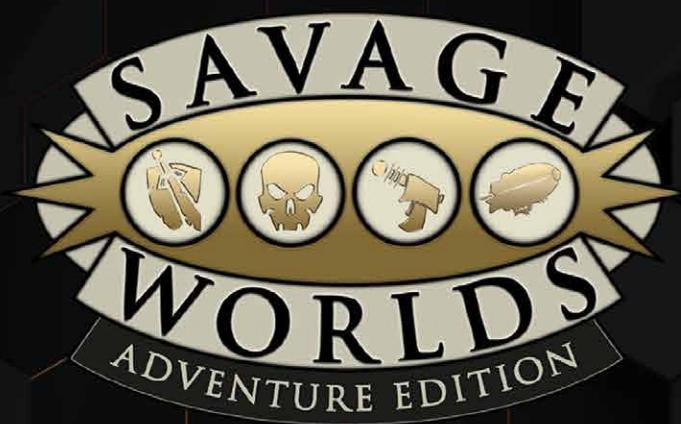
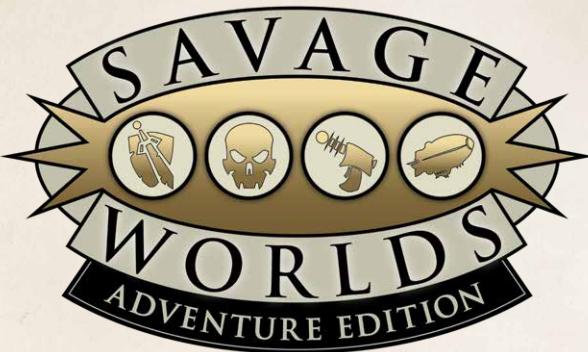


FANTASY COMPANION



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FANTASY COMPANION

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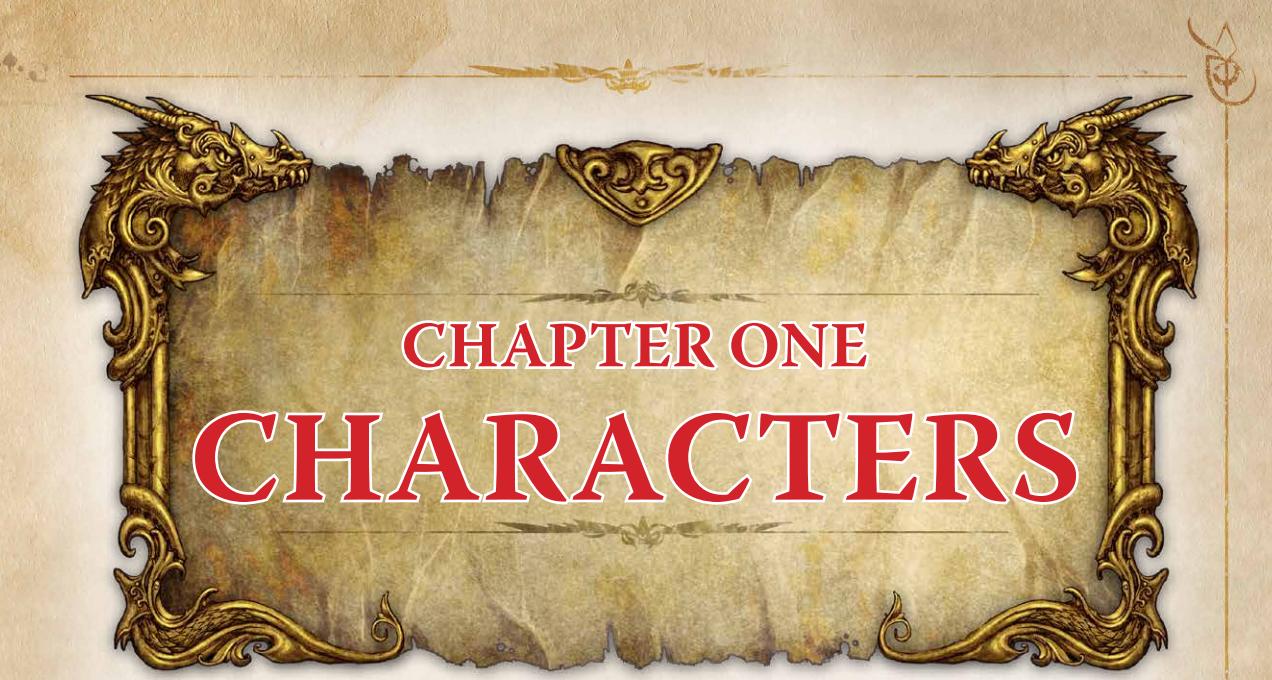
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CHAPTER ONE

CHARACTERS

Tabletop roleplaying games have grown in popularity over the years, exploring endless worlds and settings. And within the tabletop community, no genre is more popular than fantasy.

Games like *Pathfinder*, *Dungeons & Dragons*, or *Warhammer*, and the success of major film and TV franchises such as *Conan the Barbarian*, *Lord of the Rings*, or *Game of Thrones* have served to introduce the genre to a whole new generation.

The *Savage Worlds Fantasy Companion* lets you play in any world of swords and sorcery, or create one of your own! In these pages you'll find templates and rules to create heroes, monsters, villains, and environments from the mighty barbarians of the pulps to the noble knights of the Round Table to the spell-slinging archmages of high fantasy.

You and your friends can plunder forgotten crypts, plot against the nobles of some scheming court, or travel to far-flung planes to thwart the machinations of the gods themselves.

The chapters ahead give you new ancestral abilities, Edges, Hindrances, gear, powers, magic items, and monsters to supplement the *Savage Worlds* core game system, as well as rules for strongholds and Setting Rules that let you craft tales in the spirit of your favorite fantasy fiction.

WHAT'S IN THIS BOOK?

Chapter One shows you how to construct your dashing hero or villainous rogue. In it you will find a bevy of new ancestries, Hindrances, and Edges designed specifically for fantasy heroes.

Chapter Two contains all the gear, weapons, and armor you'll need to kit out your adventurer, as well as rules for special materials, poisons, and strongholds.

Chapter Three introduces special Setting Rules you can use to replicate your favorite style of fantasy, from grim swords & sorcery to traditional dungeon-delving peril.

Chapter Four presents the arcane, with several new Arcane Backgrounds tailored to fantasy settings, a pantheon of deities, a host of new powers for your casters, and more options for existing powers.

Chapter Five is all about the fruits of your heroes' victories: treasures mundane and fantastic you can use as plunder or reward for braving the deepest dungeons.

Chapter Six is a massive bestiary of allies, enemies, and monsters a Game Master can hurl against the heroes.

We round things out with a look at some strange extraplanar worlds your heroes might visit, from the strangeness of the Planar Bazaar to the horror of The Barren Marches.



ANCESTRIES

Most of the races presented in *Savage Worlds* (now referred to as “ancestries” to include cultures as well as biological heritage) are ideal for fantasy campaigns. They are included in this book for convenience along with a host of new ancestral templates you can use as-is or modify for your own game world.

The ancestries in this book start with the iconic physical traits drawn from the most common sources—orc are strong, half-folk are small, and so on. Cultural backgrounds and behaviors come next. In traditional fantasy worlds, orcs are brutish and cruel, ogres are arrogant and boastful, and rakashans are reviled by the beings they (or their ancestors) once preyed on.

Of course these are just common tropes. You can and should change them to fit your campaign world. If orcs in your setting are cultured and sophisticated while elves are vampiric predators who hunt the innocent from the shadows, use the templates in this book as a baseline and alter them appropriately.

These templates have +2 points of ancestral abilities. Simply increase that value if you wish to make ancestry have

more of an effect on characters. As long as it all balances out it’s fair as a player character race. And if it isn’t an ancestry for player characters, balance doesn’t matter—give the beings what you want and forget about point values!

INDIVIDUAL CHOICES

It can often be hard to counter biological abilities with negative traits without assuming too much about a group of characters’ background, outlook, or history. For example, rakashans must have negative social traits to balance out their many positive physical abilities. But this might not make sense in your world. If you can’t think of a universal negative ability, simply allow each player to choose her own based on her character’s particular background, culture, tribe, or individual.

For example, perhaps all the elves in your high magic world are gifted with the Arcane Background (Magic) Edge for free. You could balance this out with a negative ability, or simply let each player choose an additional Major Hindrance (or two Minor). For example, one player might decide to take Hindrance (Arrogant), saying the elves of her city are haughty and proud, while another says her clan lives in the wilds and foregoes formal education, giving them the Clueless Hindrance outside their valley.

And once again, ancestral ability balance is only for player characters. Nonplayer characters should always just have the abilities the Game Master wants them to have, whether they’re far more or less powerful than the heroes.

EVIL CULTURES

Many fantasy worlds feature inherently evil or barbaric cultures, usually as antagonists for the heroes. Such beings should generally have individual Hindrances that reflect the reality of their societies rather than negative ancestral abilities.

Most “dark elves” might have Ruthless or similar Hindrances, for example, because it’s difficult for noble souls to survive long in a world of scheming and treachery. But there should be exceptions. Heroes

SAVAGE PATHFINDER

The ancestral templates in this book have +2 points in abilities, just like those in the *Savage Worlds* core book. You may notice the beings in our *Pathfinder for Savage Worlds™* book have +4 points in ancestral abilities. This reflects that particular world and the original game system’s rules.

If you want to emulate the races from that world or similar d20-based game, you can pick up the *Savage Pathfinder* book and use those templates, or simply add two points of abilities to the character types found in this book.

and heroines from such places are all the more impressive for standing against such evil. They might have Enemy, Outsider, or Wanted Hindrances instead of Ruthless, to reflect their banishment, ostracization, or escape from home.

INHERENT POWERS

Use the Arcane Background (Gifted) Edge to give characters inherent powers such as the ability to control water, shoot ice from their hands, or be invisible.

NAMES

The beings in this book don't have to use the names we've given them. Elves might be fey-folk or wyldlings or something more exotic. Serpent folk might be nagas, serpentors, coatls, lamias, or simply "snake people." Or they might be named after particular traits such as rattlers, pythons, or vipers. Rakashans might be leopard men, lion folk, cat people, ocelots, or katzen, depending on the background of their pride—or simply your creative whims!

Such appellations help differentiate your world, and can ground it in a particular background, culture, or mythology.

Of course this might also be confusing to your players, so you might also have an "official" name for a people they call themselves and another they're called by most others. Maybe the goblins call themselves by their tribal names, but the rest of the world just calls them goblins, gobbos, runts, skulkers, or some other derogatory term.

CULTURAL PACKAGES

Ancestral abilities can be based on culture as much as physical traits. Below are a few examples you can add to your world or use as examples when making your own.

■ **HORSE LORDS:** These people are raised around horses or other mounts, learning to ride almost before they can walk. They should start with Riding d6 and perhaps the Born in the Saddle Edge. Heroic clans might balance this with the Code of Honor Hindrance while steppe raiders are Ruthless (Minor) and Illiterate.

■ **MOUNTAIN FOLK:** People who live in high mountains are hardy souls who tolerate the cold better than most. They start with Vigor d6 and Environmental Resistance to Cold. They may personally enjoy warmer climes but aren't physically acclimated to them and so have Environmental Weakness to Heat.

■ **SEA PEOPLE:** Those raised on or by the sea learn to swim and sail from a young age, starting play with Athletics and Boating at d6. Communities built around fishing or whaling have little experience with mounts and might have a -1 Skill Penalty to Riding, while those from pirate or other marauder societies might be Wanted (Major).

■ **DESERT NOMADS:** People from the harsh deserts are acclimated to heat and skilled at finding food and water where it's scarce. Desert nomads start with Survival at d6 and Environmental Resistance to Heat. They have a low tolerance for chilly temperatures and so have Environmental Weakness to Cold.

"RED ISN'T A NAME. IT'S
A COLOR."

-GABE

NEW ANCESTRAL ABILITIES

Below are commonly used abilities and their cost when building ancestries.

↗ Abilities marked with this symbol have been updated since some printings of the Savage Worlds Adventure Edition.

VALUE ABILITY

5/10	↗ Additional Actions (1): Reduce Multi-Action penalties by 2 for 5 points, or 4 for 10 points.
1/2/3	↗ Bite (1): The species has fangs that cause Str+d4 damage and may be used on grappled foes. Increase the bite to d6 for +1 point, and AP 2 for +1 point. See Natural Weapons in <i>Savage Worlds</i> .
2	Breath Weapon (1): The species can breathe fire, cold, acid, or other energy by making an Athletics roll as a limited action. This uses the Cone Template, may be Evaded, and causes 2d6 damage (3d6 with a raise on the Athletics roll). A Critical Failure on the attack causes Fatigue. Fiery breath automatically has a chance to set someone on fire (see Hazards in <i>Savage Worlds</i>). Other breath weapon types may use appropriate effects from the Power Modifiers starting on page 98 at the listed cost. Cold breath may Hinder for +1 point, for example.
1/2	Camouflage (1): The being's skin or exoskeleton allows her to effortlessly blend in with her natural surroundings. For one point, pick a terrain type she can blend into: arctic, desert, forest, jungle, plains, sea, mountain, swamp, urban, or underground. For 2 points, she can change color to match any natural surrounding (GM's call). While camouflaged, she adds +2 to Stealth (+4 if completely motionless).
-3	Cold-Blooded (1): The species subtracts 1 from Agility, Strength, and Vigor rolls after spending more than ten minutes in temperatures below 60° Fahrenheit (18° Celsius).
1	Dark Vision (1): The species can see in the dark a short distance, ignoring all illumination penalties and up to 2 points of penalties from <i>invisibility</i> or similar powers within 10" (20 yards) distant.
2/4/6	<p>Diminutive (1): The cost to create a Diminutive ancestry is 2 points for Small Scale, 4 points for Very Small, or 6 points for Tiny. They may not take Ancestral Abilities, Edges, or Hindrances that alter their Size.</p> <p>Remember Scale Modifiers (see <i>Savage Worlds</i>) make Diminutive characters much more difficult to hit for most foes; hence the cost of what at first might look negative.</p> <ul style="list-style-type: none"> • Small races (Size -2) have a maximum Strength of d8. They subtract 2 from their Toughness and damage rolls (melee, ranged, magic, etc.) Gear made for Small characters weighs and costs half the listed value. Reduce the Min Str for Small armor two die types (minimum d4). • Very Small races (Size -3) have a maximum Strength of d6. They subtract 3 from their Toughness and damage rolls (melee, ranged, magic, etc.) Gear made for Very Small characters weighs and costs a quarter the listed value. Reduce the Min Str for Very Small Armor three die types (minimum d4). • Tiny races (Size -4) have a maximum Strength of d4. They subtract 4 from their Toughness and damage rolls (melee, ranged, magic, etc.) Gear made for Tiny characters weighs and costs a tenth the listed value. Reduce the Min Str for Tiny Armor four die types (minimum d4).

	Echolocation (1): The character can "see" by emitting sound and receiving for its echo. As long as he can emit and receive sound, he may ignore all illumination penalties and ignore up to 4 points of blindness, invisibility, or other penalties inflicted by sight or illumination within 10" (20 yards). Creatures with keen hearing may be able to hear the character's calls (GM's call).
1	Phosphorescence (1): Via arcane, divine, or natural means, the character's body can generate light. This eliminates up to two points of illumination penalties in a Small, Medium, or Large Blast Template around her and subtracts 4 from her Stealth rolls if they're based on sight. The being's light may be activated or deactivated as a free action. For 2 points, the being may "strobe" her light, inflicting a -1 penalty to opponents' melee attacks against her and adding +1 to Tests in appropriate situations (GM's call).
1/2	Poisonous Touch (1): With a successful regular or Touch Attack, the victim must roll Vigor or suffer the effects of Mild Poison. For 3 points the poison can be upgraded to Disabling, Knockout, Lethal, or Paralyzing instead, but each use causes the hero Fatigue. The character may always choose whether or not to use her poison touch. For +2 points, the character can spit or otherwise project her poison. This requires an Athletics roll as a limited action at a target up to 6" (12 yards) distant.
1/3/5	



AQUARIANS

From the crushing ocean depths come these aquatic folk. They take a variety of forms, from fish-headed deep dwellers to humanoids with barely visible gills on their sides or necks. The depths make them thick and sturdy but they suffer greatly in the dry air or searing heat of the surface.



Variant Ideas: Deep sea aquarians might have Phosphorescence and increased Toughness or Vigor. Those who live in darkness might also have Echolocation.

Consider Edges like Roar if the species has Echolocation, or Arcane Background (Gifted) with *elemental manipulation* or even *blast* if they can control water.

- **AQUATIC:** Aquarians cannot drown in water and move at their full Pace when swimming.
- **DEPENDENCY:** Aquarians must immerse themselves in water one hour out of every 24 or become automatically Fatigued each day until they are Incapacitated. The day after the Incapacitation from dehydration, they perish. Each hour spent in water restores one level of Fatigue.
- **LOW LIGHT VISION:** Aquarians are used to the darkness of the depths. They ignore penalties for Dim and Dark illumination.
- **TOUGHNESS:** Life in the depths of their watery world has made aquarian flesh dense and resilient. Add +1 to their Toughness.

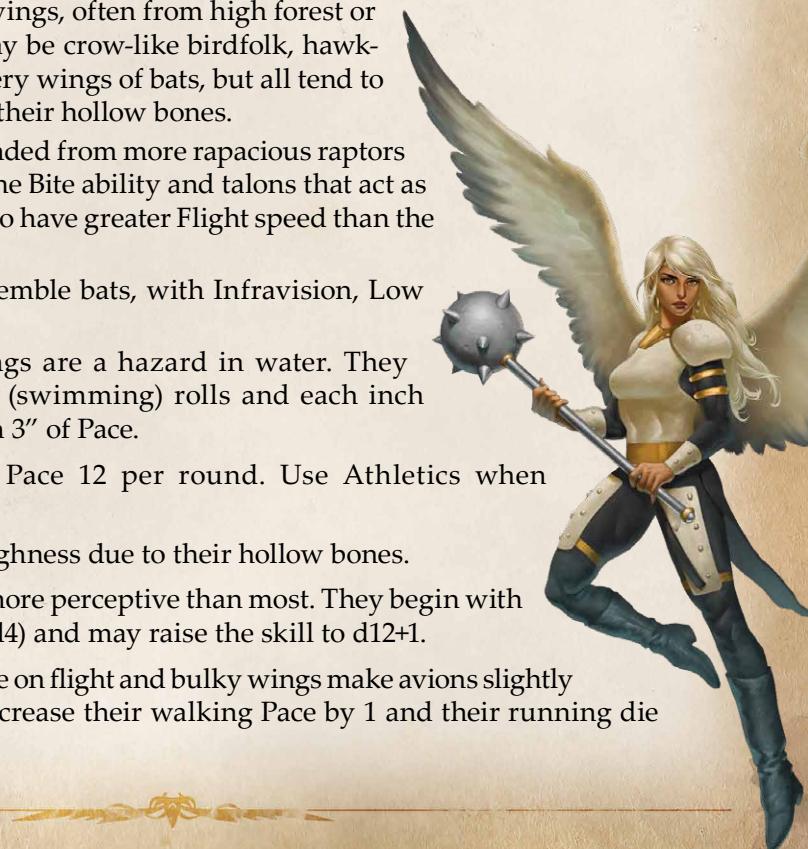
AVIONS

Avions are humanoids with wings, often from high forest or mountain regions. Avions may be crow-like birdfolk, hawk-like raptors, or have the leathery wings of bats, but all tend to be very slight of build due to their hollow bones.

Variant Ideas: Avions descended from more rapacious raptors might have beaks that grant the Bite ability and talons that act as Claws. Such hunters might also have greater Flight speed than the ability listed here.

Nocturnal avions might resemble bats, with Infravision, Low Light, or Dark Vision.

- **CAN'T SWIM:** Avions' wings are a hazard in water. They subtract 2 from Athletics (swimming) rolls and each inch moved in water costs them 3" of Pace.
- **FLIGHT:** Avions fly at a Pace 12 per round. Use Athletics when maneuvering.
- **FRAIL:** Avions have -1 Toughness due to their hollow bones.
- **KEEN SENSES:** Avions are more perceptive than most. They begin with a d6 in Notice (instead of d4) and may raise the skill to d12+1.
- **REDUCED PACE:** Dependence on flight and bulky wings make avions slightly slower when walking. Decrease their walking Pace by 1 and their running die by one step.



CELESTIALS

In many worlds, the gods and goddesses take an active interest in the affairs of mortals, sending angels into the mortal realm to serve as their representatives. Celestials have many forms, but their most noteworthy trait is a pair of white, feathery wings sprouting from their back.

Variant Ideas: Not all celestials serve the light. Avatars of darker powers trade Code of Honor for Hindrances such as Arrogant, Ruthless or destructive Vows. They are often known for their cruelty or hatred of mortals. As a cruel irony they might retain their angelic wings, or appear instead with bat-like or demonic wings.

- **FLIGHT:** Celestials fly at a Pace 12 per round. Use Athletics when maneuvering.
- **ATTRACTIVE:** Celestials have an unearthly beauty, giving them the Attractive Edge.
- **CODE OF HONOR:** Celestials are innately moral. They abhor lies, protect the weak, and seek justice for wrongs.
- **VOW (Major):** Serve the deity who created them.

CENTAURS

Centaurs have the lower body of a horse and the upper body of a man. Most stand as tall as humans, though larger lines exist. Centaurs encompass all horse-human hybrids, including those descended from exotic species such as pegasi or zebras.

Variant Ideas: Increase Size to +2 and take Brawny to represent centaurs descended from warhorses, Clydesdales, or the like. Offset with Ancestral Enemies, or a choice of warlike tendencies such as Stubborn or even a penalty to Smarts or the Clueless Hindrance if the culture emphasizes battle over education. Centaurs related to pegasi might have wings (Flight), offset by slower Pace on land (reduce Pace to 8 and a d8 running die).

- **DEPENDENCY:** Centaurs need to gallop beneath the open sky at least one hour out of every 24. They take a level of Fatigue each day if they can't, and recover a level per hour spent out of doors once free to do so. This cannot lead to Incapacitation.
- **HOOVES:** A centaur's hooves do Str+d4 damage, and Edges that increase the centaur's natural weapons, such as Martial Artist, apply to their kicks as well as other natural attacks.
- **SIZE +1:** Average centaurs are human-size with the additional hindquarters of a horse. Their size adds +1 to their Toughness.
- **PACE +4:** Centaurs are swift runners. They have a Pace of 10 and a d10 running die.
- **UNUSUAL FORM:** Centaurs cannot ride mounts or use certain types of armor, gear, or other equipment that does not fit their form (GM's call).



DRAGONFOLK

The humanoid dragonfolk hail from scorching deserts, volcanic caves, or steaming jungles. Some say their temperaments are almost as fiery as the lands they call home. They are similar to other lizard-like humanoids but have the ability to breathe fire like the great dragons themselves.



Variant Ideas: The dragonfolk presented here are born of fire and heat. Adjust the Environmental Resistance, Environmental Weakness, and Breath Weapon as desired to reflect other ancestries. If dragonfolk in your setting have wings, add Flight to the list and balance it with additional Negative Racial Traits.

- **ARMOR +2:** Dragonfolk have thick, scaly skin.
- **BITE/CLAWS:** Str+d4, AP 2. Note that Bite allows a character to bite grappled prey rather than just crush; and claws add +2 to Athletics when climbing most surfaces.
- **BREATH WEAPON:** Dragonfolk can breathe an impressive gout of fire. This takes an Athletics roll, may be Evaded, and causes 2d6 damage in a Cone Template or a 12" line (choose one during character creation). A Critical Failure on the attack causes Fatigue.
- **COLD-BLOODED:** Dragonfolk subtract 1 from Agility, Strength, and Vigor rolls after spending more than ten minutes in temperatures below 60° Fahrenheit (18° Celsius).
- **ENVIRONMENTAL RESISTANCE (Heat):** Dragonfolk receive a +4 bonus to resist heat or fire based effects and reduce damage from such sources a like amount.

- **ENVIRONMENTAL WEAKNESS (Cold):** Dragonfolk are poorly suited to frigid conditions. They subtract 4 from rolls made to resist cold or -based effects and take +4 damage from such attacks.
- **ILL-TEMPERED:** Dragonfolk are proud of the mighty dragons to which they're related. This gives them the Arrogant Hindrance. If the dragon folk of your setting don't have this trait, pick two points of Negative Racial Penalties that better suit their background or society instead.

DWARVES

Dwarves are short, stout, hardy people who come from massive caverns deep within the earth or high mountains strongholds. They are typically a proud, warlike race due to frequent contact with hostile races such as orcs and goblins.

Dwarves usually live upwards of 200 years. In most fantasy campaigns, they are known for their love of ale, knowledge of stoneworking, and impressive beards.

Variant Ideas: "Dark dwarves" or "duergar" are an offshoot of dwarves who migrated even deeper into the underearth, losing all connection with the surface world and the peoples who dwell upon it. They may not be evil, but they are insular and strict and often battle with their cousins. Substitute Darkvision for Low Light Vision.

Most individuals have negative personality Hindrances, such as Greedy, Stubborn, and Vengeful, traits their insular society see as necessary for their survival.

Fire dwarves embrace chaos and destruction. They are the enemies of most other civilizations, whom they see as nuisances at best and existential threats at worst. They are masters of cannons, fire, and firearms, and revel in the mass destruction such arms cause their foes.

Their abilities remain the same, but most are adept craftsmen (they start with d4 in Repair) and carry various black powder weapons and perhaps even a few grenades.

- **LOW LIGHT VISION:** Dwarven eyes are accustomed to the dark of the underearth. They ignore penalties for Dim and Dark Illumination.
- **REDUCED PACE:** Dwarves have short legs compared to most races. Decrease their Pace by 1 and their running die one die type.
- **TOUGH:** Dwarves are stout and tough. They start with a d6 Vigor instead of a d4. This increases maximum Vigor to d12+1.



ELEMENTAL SCIIONS

Elemental scions are somehow connected by birth to one of the four elements: earth, fire, water, or air. The type here looks mostly human, but may have telltale signs of their heritage. Air scions have white hair that continuously stirs as if blown in a phantom wind. Earth scions have gravelly voices, brawny bodies, and a ruddy cast to their skin. Fire scions have a shock of bright orange or yellow hair, sibilant voices, and red pupils. Water scions have a bluish tint to their skin and hair, and speak with silvery voices.

Variant Ideas: Scions “closer” to their heritage might have more developed powers over the elements. They may be able to fly, start with the *elemental manipulation* (Arcane Background (Gifted)), or be stronger, tougher, or have other advantages granted by their ties to the elemental plane. Balance this out with the major form of Outsider, Environmental Weaknesses, or other Hindrances that reflect the element’s “personality.”

- **ENVIRONMENTAL RESISTANCE:** Elemental scions receive a +4 bonus to resist negative effects from their ancestral element, and damage from that element is also reduced by 4.



- **AQUATIC (Water Scions Only):** Water scions cannot drown in water and move at their full Pace when swimming.
- **INNER AIR (Air Scions Only):** Air scions do not need to breathe. They aren't affected by inhaled toxins, can't drown, and don't suffocate in a vacuum.
- **OUTSIDER:** Most people find it difficult to relate to elemental scions. They have the Outsider (Minor) Hindrance, subtracting 2 from Persuasion rolls with all but others of their own kind.
- **QUICK (Fire Scions Only):** Fire scions are frenetic and always in motion. They have the Quick Edge.
- **ROCK SOLID (Earth Scions Only):** Earth scions are born sturdy. They start with a d6 in Vigor instead of a d4. This increases their maximum Vigor to d12+1.

ELVES

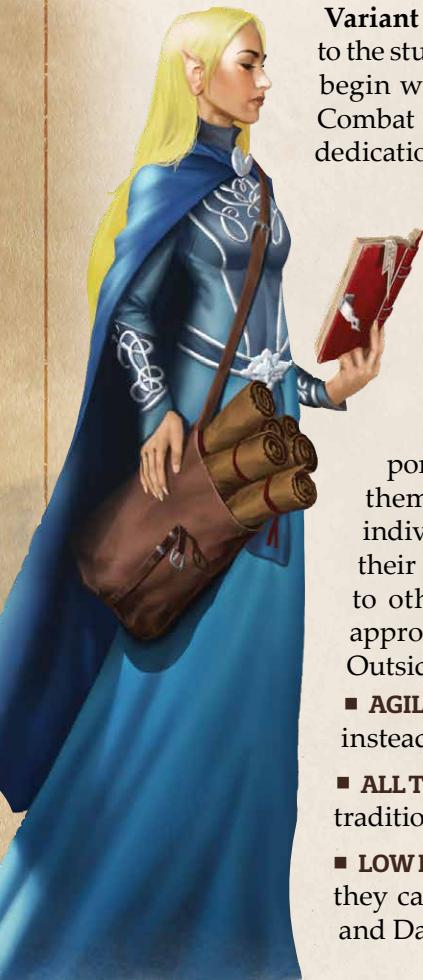
Elves are a tall, thin people with pointed ears and deep-set eyes of various colors. Whether they hail from the deep forests or hidden valleys, they are a graceful, spiritual people who may live several centuries. Most have fair skin with hair of various hues, including shades of silver, blue, and gold.

Variant Ideas: The shining cities of the “high elves” are often dedicated to the study of magic, martial prowess, and lore. Player characters might begin with a choice of Edges such as Arcane Background, a Novice Combat Edge, or skill points in Academia and Occult to reflect their dedication to such fields. Such beings might have cultural drawbacks such as Arrogant or Overconfident, reflecting their outlook on the less-developed societies of their world.

Those elves who hail from the deep woods might begin play with a d4 or d6 in Survival and Stealth and the Woodsman Edge. This can be balanced with Ancestral Enemies, Vows to their communities or to protect the forests, or penalties to mechanical skills like Repair.

In many fantasy settings, the so-called “dark elves” are portrayed as evil, scheming creatures. The Deceptive Edge suits them well. Heroes who hail from such societies are exemplary individuals willing to stand against their culture and perhaps even their families. They are still likely haughty and distant compared to other races, so let them make up for their advantages with appropriate personal or background Hindrances such as Enemy, Outsider, or Wanted.

- **AGILE:** Elves are graceful and agile. They start with a d6 in Agility instead of a d4. This increases maximum Agility to d12+1.
- **ALL THUMBS:** Elves have an inherent dislike of mechanical objects in traditional fantasy settings, giving them the All Thumbs Hindrance.
- **LOW LIGHT VISION:** Elven eyes amplify light. Other races often claim they can see stars in the elves’ eyes. They ignore penalties for Dim and Dark Illumination.



FAIRIES

Fairies are an integral part of high fantasy. They are small, often-impetuous winged creatures who serve a fairy queen, king, or court. Danger is always close at hand in a world of much larger creatures, so they must choose their battles carefully, perhaps relying on traps, tricks, or alliances with larger beings to defeat their foes.

Variant Ideas: Fairies raised in the “seelie” court might have increased skills such as Persuasion offset by a Vow to serve their King or Queen. Evil fairies of the “unseelie” court are full of mischief and spite. They have the Mean Hindrance and embrace their Curiosity and Big Mouth Hindrances to spread dissent anywhere they roam. This might give them faster Flight or abilities like Hardy to help them survive the trouble they cause.

- **ALL THUMBS:** Traditional fairies have great disdain for mechanical objects. They have the All Thumbs Hindrance.
- **BIG MOUTH:** Though they are full of secrets, they rarely keep them to themselves.
- **CURIOS:** Fairies have endless questions and curiosities about life, especially for affairs outside their homelands.
- **FLIGHT:** Fairies flit about at Pace 6.
- **IMPULSIVE:** Restraint is not a quality often found in fairies.
- **DIMINUTIVE:** Fairies are Tiny (see the ability description on page 8). They benefit from Scale modifiers, subtract 4 from their Toughness and damage rolls, and have a maximum Strength of d4.

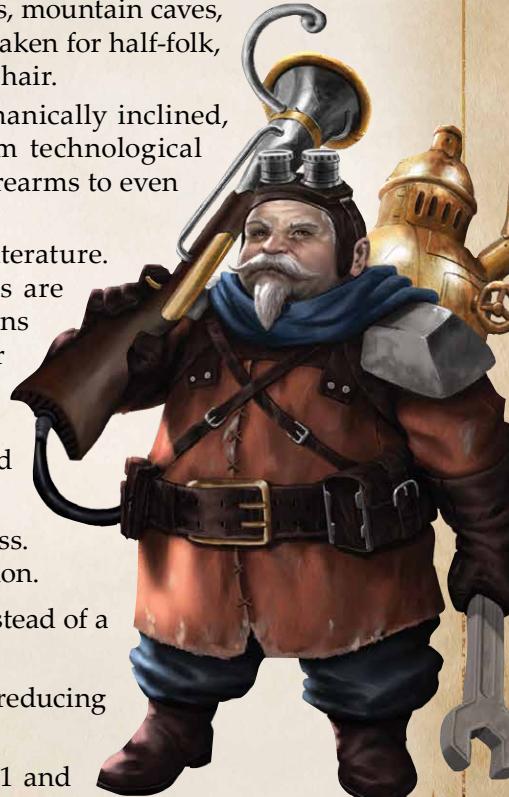
GNOMES

Gnomes are small humanoids who live in deep forests, mountain caves, or other dark and isolated places. They are often mistaken for half-folk, but the type here is better proportioned and have less hair.

Variant Ideas: Most gnomes are curious and mechanically inclined, but it’s not a universal trait. Those who come from technological communities might start with Repair or even favor firearms to even the odds against larger foes.

Gnomes have a long and complicated history in literature. Some are rotund, kindly, and curious, while others are mischievous souls who cause great trouble when humans or others encroach on their domains. Add Obese for portly gnomes and Vengeful (Minor) for those who resent outsiders.

- **CUNNING:** Gnomes start with a d6 in Smarts instead of a d4. This increases maximum Smarts to d12+1.
- **LOW LIGHT VISION:** Gnomish eyes can see in darkness. They ignore penalties for Dim and Dark Illumination.
- **KEEN SENSES:** Gnomes start with a d6 in Notice instead of a d4. This increases their maximum to d12+1 as well.
- **SIZE -1:** Adult gnomes are typically four feet tall, reducing their Size and Toughness by 1.
- **REDUCED PACE:** Decrease the character’s Pace by 1 and running die one die type.



GOBLINS

Few argue that goblins are quarrelsome beings. Most serve orcs, ogres, or other larger humanoids, acting as scouts, weapon carriers, or even *food*. Sometimes tribes are brought together by circumstance, opportunity, or cunning leaders, but most have short and brutal lives thanks to their larger cousins, bloodthirsty adventurers, or hungry predators.



Variant Ideas: “Midnight” goblins dwell in the utter darkness of deep caves, giving them Darkvision rather than Infravision. They hunt by night to raid their enemies and evade more dangerous predators.

- **INFRAVISION:** Goblins can see in the infrared spectrum, halving penalties for bad lighting when attacking targets that radiate heat or cold.

- **MEAN:** “Vicious” and “cruel” are the two adjectives most used to describe goblins. They subtract 1 from Persuasion rolls.

- **SHORT:** Goblins average only about 4' tall, reducing their Size (and therefore Toughness) by 1.

- **SNEAKY:** Goblins quickly learn how to sneak around more ferocious masters who want to kill or harm them. They start with a d6 in Stealth, which increases their skill limit to d12+1.

- **SURVIVORS:** Goblins develop numerous tactics to survive in their savage and violent environs. They start with a free Novice Edge of their choice (though they must still meet all the Edge’s Requirements).

GOLEMS

Golems are generally mindless automatons created by a sorcerer or inventor to protect their lairs. But some are either gifted with sentience or come into it through arcane accidents, powerful spells, blessings by benevolent deities, or other unorthodox means.

Variant Ideas: The stone golem here is easy to adapt to those constructed from other materials such as metal, bone, ash, or even flesh. Add the Bite, Claws, or Horns ancestral ability to reflect integral weapons. If the golem can heal its Wounds by absorbing material, consider the Regeneration Ancestral Ability. Reduce the cost by 1 if the material is relatively uncommon.

- **ARMOR +2:** Stone golems are made of rock.
- **BIG:** Golems subtract 2 from Trait rolls when using equipment made for Normal Size Humanoids.
- **CLUELESS:** Lacking life experiences, golems subtract 1 from Common Knowledge and Notice rolls.
- **CLUMSY:** Golems subtract 2 from Athletics and Stealth rolls.
- **CONSTRUCT:** +2 to recover from being Shaken, ignores 1 point of Wound penalties, doesn’t breathe or eat, immune to disease and poison, doesn’t Bleed Out, Wounds are removed with Repair instead of Healing and there is no “Golden Hour.”
- **NO VITAL ORGANS:** Called shots do no extra damage to golems.

- **REDUCED CORE SKILLS:** Golems aren't raised like biological beings, and so don't start with Common Knowledge, Persuasion, or Stealth.
- **REDUCED PACE:** Golems are slow and clumsy. Their Pace is 5 and their running die is a d4.
- **SIZE +2:** Golems are dense, hulking creatures weighing around 900 lbs. This adds +2 to their Toughness.

GRAVEBORN

The mysterious and rare graveborn—sometimes called “dhampyres”—are the offspring of a living parent and a vampire. Most do not survive into adulthood, succumbing to ill health, the unforgiving sun, or superstitious villagers, but those who do can be very powerful indeed.

Graveborn are not undead but have a sickly gray complexion, stringy hair, and dark eyes. Their frail appearance belies abnormal strength, however. They have an innate connection to the dead and cause other living creatures around them—especially animals—to feel uneasy.

Variant Ideas: Graveborn derived from more feral vampires might have more fantastic powers such as Flight (with bat wings!). Others may have Regeneration, Wall Walker, or the ability to turn into mist (Arcane Background (Gifted) or use the *Super Powers Companion*). Balance these abilities with multiple drawbacks or raise the level of positive abilities for all player characters in the campaign.

- **ANIMAL AVERSION:** Animals find graveborn unnerving. They won't willingly approach within 5" (10 yards). In addition, graveborn subtract 2 from rolls to control or ride animals, except wolves, rats, ravens, and other animals commonly associated with the undead in that setting (GM's call).
- **BITE:** Graveborn have fangs that cause Str+d4 damage.
- **BLOOD DRINKER:** Once per game session, a graveborn can drink humanoid blood to make a natural healing roll. Causing a Wound with his Bite provides enough blood for the attempt, as does drinking from a downed (but living) foe. If the latter, the victim makes a Vigor roll to see if he survives.
- **LOW LIGHT VISION:** Night is when graveborn feel most at home. They ignore penalties for Dim and Dark Illumination.
- **OUTSIDER (Major):** Graveborn give off an uneasy aura even to their allies. Others may mistake them for true vampires—fearing or hunting them as fits their nature.
- **SUNLIGHT SENSITIVITY:** Graveborn must cover themselves completely or be Distracted as long as they're exposed to sunlight or magical / artificial equivalent.
- **UNNATURAL STRENGTH:** Graveborn are stronger than their human counterparts. Their starting Strength is d6 and their limit is increased to d12+1.
- **COLD RESISTANCE:** Graveborn are cool to the touch and hardly notice chilly temperatures. They have a +4 bonus to resist the negative effects of cold, and reduce cold damage by 4.



HALF-ELVES

Half-elves gain the elven grace or the adaptability of their human parent. Most 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 lifespans are closer to their human parent than those of their elven kin, living only to about 100 years.

Variant Ideas: In some worlds, elves are resistant to enemy magic, granting them the Fey Blood or Arcane Resistance Edge as an inherent ability. In barbaric settings, half-elves might be hunted by elves, humans, or both! They have the Wanted Hindrance but gain other abilities that reflect their life on the run such as increased Traits or additional Edges of their choice.

- **HERITAGE:** Half-elves may retain the grace of their elven parent or the adaptability of their human ancestry. A half-elf may either start with a free Novice Edge of his choice or a d6 in Agility instead of a d4 (which also increases his Agility maximum to d12+1).
- **LOW LIGHT VISION:** Half-elves ignore penalties for Dim and Dark Illumination.
- **OUTSIDER (Minor):** Half-elves are never quite comfortable in human or elven society, having a foot in both worlds but never fully standing in either. They subtract 2 from Persuasion rolls with all but others of their kind.

HALF-FOLK

Half-folk are short, hairy, and typically amiable people. Their cheerful optimism (or wily cunning) gives them a “never say die” attitude that makes them more than a match for those who would trouble them.

Most half-folk enjoy life’s little luxuries—good food, strong drink, and lively music. Few are adventurous, preferring to stay in close-knit communities far from trouble.

Variant Ideas: In more barbaric worlds, half-folk might have to eschew their gentler side for martial prowess. Overwhelming threats might increase their physical abilities or give them Combat Edges to survive in such hostile environs. Perhaps this costs their good nature, giving them Hindrances such as Mean or Ruthless.

You might also consider flipping the script on traditional Tolkien-inspired half-folk. Maybe they come from cruel and draconian cities rather than woodland shires. If so, trade their increased Spirit and good Luck in favor of Combat or Leadership Edges to reflect their more belligerent background.

Others variants might be optimistic and childlike, but also unabashed kleptomaniacs. They start with the Scavenger Edge, balanced with the Driven (Major) Hindrance (which represents their irresistible urge to pocket interesting-looking baubles wherever they go).

- **LUCK:** Half-folk draw one additional Benny per game session.
- **REDUCED PACE:** Decrease the character’s Pace by 1 and their running die one die type.
- **SIZE -1:** Half-folk average only about four feet tall, reducing their Size (and therefore Toughness) by 1.
- **SPIRITED:** Half-folk are generally optimistic beings. They start with a d6 Spirit instead of a d4. This increases their maximum Spirit to d12+1.

HALF-GIANTS

Tribes of these outcasts can be found in distant hills, yawning chasms, and towering mountains. They are strong, unstoppable forces well-suited to battling their way through the most savage environments.

Variant Ideas: If a half-giant descends from a particular type of giant, such as a fire giant, give it Environmental Resistance (Fire) and balance it out with its opposite, such as Environmental Weakness (Cold). For something like the scion of a storm giant, give it Environmental Resistance to Lightning and balance it out with a one point negative ability or Hindrance, such as Stubborn or whatever makes sense in your campaign world.

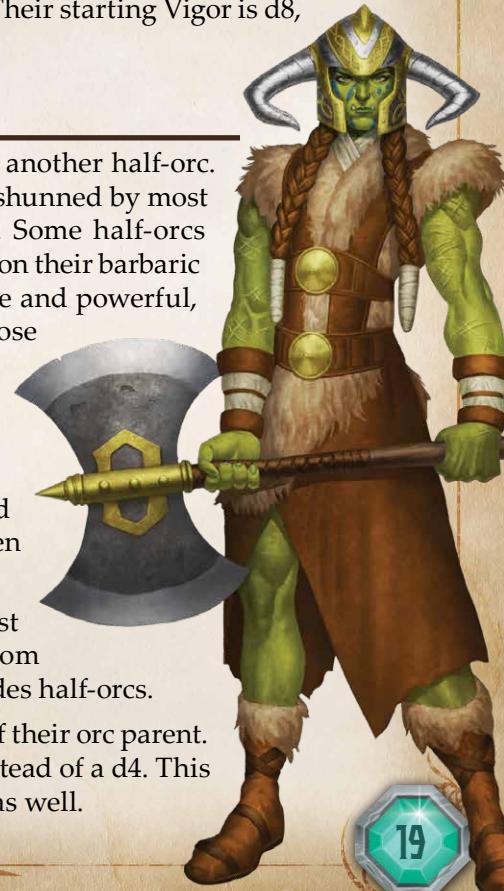
- **BIG:** Half-giants subtract two when using equipment designed for smaller beings, and cannot wear humanoid armor or clothing. Equipment, armor, food and clothing cost double the listed price.
- **BONEHEADED:** Half-giants' thick skulls mean they tend to be relatively simple thinkers. Smarts rolls are made at -1.
- **CLUELESS:** Half-giants reduce Common Knowledge and Notice rolls by one.
- **ILLITERATE:** Half-giants cannot read or write. They may buy off this Hindrance with an Advance.
- **OUTSIDER (Major):** Half-giants folk are terrifying to most humanoid races. They subtract 2 from Persuasion rolls and may not have basic rights outside their own familial clans.
- **SIZE +3:** Half-giants are 10' tall, towering over most humanoids. This adds +3 to their Toughness.
- **VERY STRONG:** The half-giants' size increases their starting Strength to d8 and their maximum Strength to d12+2.
- **VERY TOUGH:** Half-giants are tough, hardy beings. Their starting Vigor is d8, and the limit is increased to d12+2.

HALF-ORCS

Half-orcs are the offspring of an orc and a human or another half-orc. They are usually accepted by orcish communities but shunned by most other races, including humans, elves, and dwarves. Some half-orcs choose to join the "civilized" races, turning their backs on their barbaric roots. They vary greatly in appearance. Some are large and powerful, like orcs, while others can pass for human without close examination.

Variant Ideas: Half-orcs might be more scrappy than brutal in some settings, gaining Agility or Spirit or Luck rather than Strength and Vigor.

- **INFRAVISION:** Half-orcs can see in the infrared spectrum, halving penalties for bad lighting when attacking targets that radiate heat.
- **OUTSIDER (Minor):** Half-orcs aren't trusted by most other "civilized" races. They subtract two from Persuasion rolls when interacting with beings besides half-orcs.
- **HARDENED:** Half-orcs inherit some of the prowess of their orc parent. They start with either a d6 Strength or d6 Vigor instead of a d4. This increases the limit of the chosen attribute to d12+1 as well.



HUMANS

Humans are adaptable and ubiquitous in most fantasy settings, with traits common to their home culture rather than their species.

Variant Ideas: Humans are a natural fit for the Cultural Packages described on page 7.

- **ADAPTABLE:** Humans begin play with any Novice Edge of their choosing. They must meet its Requirements as usual.



INFERNALS

Infernals have demonic or devilish blood in their line. They are not inherently evil, but most are mischievous, either by nature or perhaps because they are expected to be by others. They come in many shapes and sizes, but all have some sort of telltale physical trait, such as a tail, horns, or serpent-like eyes.

The abilities below reflect a devilish individual with reddish skin, small horns, and a thin tail. The template reflects a fairly high-fantasy world where infernals may be viewed with suspicion but aren't generally hunted on sight.

Variant Ideas: Swap out fire for other types of energy, such as cold or darkness, to reflect alternate demonic origins. Increase the infernal's horns to Str+d6 damage if she has larger horns, and add Flight if she has wings. This may increase her Outsider Hindrance to Major, depending on the world.



■ **DARKVISION:** Infernals' ancestors hail from the darkest abyss. They ignore penalties for Illumination up to 10" (20 yards).

■ **DEVILISH NATURE:** An infernal's true nature is always just below the surface and they can reveal it when they wish. They add +1 to Intimidation rolls.

■ **ENVIRONMENTAL RESISTANCE (Heat):** Infernals receive a +4 bonus to resist heat or fire based effects and reduce damage from such sources a like amount.

■ **ENVIRONMENTAL WEAKNESS (Cold):** Infernals detest frigid climes. They subtract 4 from rolls made to resist cold or cold-based effects and take +4 damage from such attacks.

■ **HORNS:** The infernal's horns cause Str+d4 damage, and cause +4 damage if the character runs at least 5" (10 yards) and hits with them.

■ **OUTSIDER (Minor):** No one truly trusts someone of devilish heritage, even in a high fantasy setting. The character has the Outsider (Minor) Hindrance.

INSECTOIDS

Insectoids or insectfolk come in many varieties. The template here features an ant-like being of roughly human size.

Culturally, most insectoids come from highly-organized societies built around roles assigned at birth and tend to be obedient to a fault.

Variant Ideas: Some insectoids come from more independent species, such as beetles or mantises. Drop the Hive Minded Hindrance and add abilities that fit that species, such as more armor for beetles or more dangerous pincers for mantises. Flying insectoids are also common. Add Flight at the appropriate level and balance with Hindrances like Dependency for a particular diet or the inability to speak.



- **ADDITIONAL ACTIONS:** The character has four usable arms. This reduces their total Multi-Action penalty by two as long as at least one of the actions makes use of their limbs (typically Agility, Strength, or linked skills).
- **ARMOR +2:** Insectoids have thick exoskeletons.
- **HIVE MINDED:** Insectoids have the Driven (Major) and Loyal Hindrances when it comes to serving their “colony” (their community, adventuring party, etc.). Once set upon a path, they stay on it until the task is complete. This causes them great stress when their goal contradicts their inherent loyalty.
- **BITE OR CLAW:** Insectfolk mandibles or pincers deal Strength +d4 damage.
- **OUTSIDER:** Other races find Insectfolk unsettling and alien. The character has the Outsider (Minor) Hindrance.
- **UNUSUAL BODY SHAPE:** An insectoid’s unique physiology means they can’t use most clothing, armor, or furniture fitted for humanoids. They can use weapons and other hand-held equipment normally.
- **WALL WALKER:** Insectfolk may walk on vertical surfaces normally, or inverted surfaces at half Pace.

MINOTAURS

Minotaurs have a human body and the head and musculature of a bull. They may be mythological creatures, created by deities as a form of punishment, or simply a humanoid species with their own culture and customs. Regardless of origin, minotaurs are known for their physical strength, ill tempers, and wicked horns. They are fearsome in one-on-one combat.

Variant Ideas: Tailor the attributes accordingly for characters who blend human bodies with other types of bovines, such as yaks, bison, or buffaloes. Increase the damage and AP of the minotaurs’ horns if they descend from long-horned species.

- **THIN SKINNED:** Minotaurs are quick to lose their temper when Taunted. They have the Thin Skinned (Major) Hindrance.

- **SIZE +1:** Minotaurs are tall and broad, adding +1 to their Toughness.
- **VERY STRONG:** Minotaurs start with Strength d8, increasing their maximum Strength to d12+2.
- **HORNS:** Minotaur horns cause Strength+d6 damage, adding +4 if the character runs at least 5" (10 yards) and hits with them.
- **UNEDUCATED:** Minotaur society favors physical prowess over intellectual ability. Smarts rolls are made at -1.
- **TOUGH:** Minotaurs' starting Vigor is d6, increasing the limit to d12+1.
- **BIG:** Their muscular frame causes minotaurs to subtract two when using equipment designed for smaller beings, and they cannot wear humanoid armor or clothing. Equipment, armor, food and clothing cost double the listed price.
- **MEAN:** Taught that might makes right, minotaurs struggle with diplomacy and tact. They have the Mean Hindrance.



MOUSELINGS

These tiny creatures resemble ordinary mice except for being bipedal and intelligent. Perhaps they were normal mice given sentience by a magical mishap. Or maybe they have always existed, hiding in the shadows of the larger races.

Variant Ideas: Mouselings may be inherently timid, giving them a Skill Penalty to Intimidation when dealing with anyone larger or more powerful than themselves. You can also use this template for other creatures descended from squirrels, chipmunks, or similar rodents. Swap Low Light Vision for Flight for flying squirrels, increased Athletics for squirrels, and so on.

- **DIMINUTIVE:** Mouselings stand only about six inches tall. This makes them Size -4 and grants them the benefits of being Tiny (see Scale modifiers in *Savage Worlds*). They subtract 4 from their Toughness and have a Strength of d4. See **Diminutive** on page 8 for more information.
- **LOW LIGHT VISION:** Mouselings are accustomed to living in tiny, dark crawlspaces or burrows. They ignore penalties for Dim or Dark Illumination.
- **OUTSIDER (Major):** Mouselings are cute novelties to most humanoid races. They subtract 2 from Persuasion rolls and may not have basic rights outside their own people.
- **PHOBIA (Minor) CATS:** Cats provoke an instinctual fear in mouselings.
- **REDUCED PACE:** Short legs and stature reduces Pace by 1 and the Running die to d4.
- **UNIMPOSING:** Most foes don't consider mouselings a threat. They have the Mild Mannered Hindrance.

OGRES

The proud and vicious ogres live in tribes most others see as savage and cruel. They pride themselves on gluttony and great feats of bravery or cunning. Whether they roam as nomads, rule a vital pass in the highest mountains, or lair in massive caverns near their “cousins” the orcs and goblins, their rowdy campfire feasts and the tales that come with them are legendary.

Variant Ideas: More savage ogres might be even stronger in exchange for an Attribute penalty to Smarts. “Dragon ogres” might have flaming Breath Weapons—useful for attacks as well as roasting their meals!

- **ARROGANT:** The culture of ogre-kind is one of great boasts and deeds. Others see them as haughty and distant, giving them the Arrogant Hindrance.
- **BIG:** Ogres are thick and burly creatures with wide shoulders and great guts they take immense pride in. They subtract 2 when using equipment designed for smaller beings, and cannot wear humanoid armor or clothing. Equipment, armor, food and clothing cost double the listed price.
- **CLUELESS:** Ogres subtract 1 from Common Knowledge and Notice rolls.
- **CLUMSY:** Ogres subtract 2 from Athletics and Stealth rolls.
- **OUTSIDER (Minor):** Their awkward and imposing size makes other beings nervous. Ogres subtract 2 from Persuasion rolls.
- **HARDY:** Ogres are exceptionally tough. A second Shaken result from damage does not cause a Wound.
- **SIZE +1:** Ogres are eight to nine feet tall. This adds +1 to their Toughness.
- **VERY STRONG:** Ogres have a starting Strength of d8 and a maximum Strength of d12+2.
- **VERY TOUGH:** An ogre’s starting Vigor is d8, and the limit is increased to d12+2.



ORCS

Orcs have a reputation for being savage, feral, brutish, and violent. This isn’t entirely unearned—marauding bands of orcs are terrors wherever they roam in most fantasy worlds. But where others see predation and cruelty, orcs see an uncomplicated struggle for survival. After all, in nature, the strongest outlast their enemies, and orcs see themselves no differently. Their social structure reflects this as tribes are ruled by the largest and toughest warriors, winning their thrones through honest but bloody combat rather than the guile and manipulation of more “civilized” societies.

Variant Ideas: Some orcs are even larger and more brutal than their more common cousins. Increase their starting Strength and Vigor and give them appropriate drawbacks such as higher penalties to Smarts or Hindrances like Illiterate, Mean, and Ruthless.

- **BRUTISH:** Orcs think with their fists and axes. They subtract 1 from Smarts rolls.

- **INFRAVISION:** Orcs can see in the infrared spectrum, halving penalties for bad lighting when attacking targets that radiate heat.
- **OUTSIDER (Major):** Orcs subtract 2 from Persuasion rolls and may be treated as monsters outside their own clans.
- **SIZE +1:** Orcs are 7 to 8 feet tall. This adds +1 to their Toughness.
- **STRONG:** Orcs start with a d6 Strength instead of a d4. This increases their limit to d12+1 as well.
- **TOUGH:** An orc's Strength is matched by his endurance. They start with a d6 Vigor instead of a d4. This increases their maximum to d12+1 as well.

RAKASHANS

Rakashans are humanoid felines. Some have the bright colors of tigers, the speckled hides of leopards, or the exotic look of Siamese cats. All 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. They are often too clever and beautiful to be shunned, but too cunning to gain others' complete trust.

Variant Ideas: Some bloodlines may have larger claws and fangs (Str+d6 and add AP 2 to the bite), offset by Hindrances such as Bloodthirsty or Ruthless.

- **AGILE:** Feline grace gives rakashans a d6 Agility attribute instead of a d4. This increases maximum Agility to d12+1.
- **ANCESTRAL ENEMY:** Rakashan society rose at the expense of another. Pick a common race in your setting. Members of each culture subtract 2 from Persuasion when dealing with each other and often attack on sight.
- **BITE:** Rakashan fangs cause Str+d4 damage and may be used against grappled foes.
- **CLAWS:** Their claws cause Str+d4, AP 2 damage and add +2 to Athletics (Climbing) rolls.
- **BLOODTHIRSTY:** Rakashans are cruel to their foes, often toying with them for simple amusement. They rarely take prisoners and feel little compunction about punishing captured foes.
- **CAN'T SWIM:** Rakashans actually can swim, they just shun it and are not particularly good at it. They subtract 2 from Athletics (swimming) rolls and each tabletop inch of movement in water uses 3" of Pace.
- **LOW LIGHT VISION:** Rakashan eyes amplify light. They ignore penalties for Dim and Dark Illumination.



RATLINGS

Natural-born survivors, ratlings are furry humanoids with hunched bodies, ratlike faces, and hairless tails. Opportunistic by necessity, their species has long been forced into sewers, tunnels, and slums by their many enemies. There they form loose packs, working together as long as it's expedient, but their social cohesion tends to fall apart in the face of perilous threats or undeniable opportunities.

Variant Ideas: Ratlings have much sharper bites in some worlds, and may spread poison as well. Balance these advantages out with Hindrances such as Ruthless or Mean to represent their feral nature.

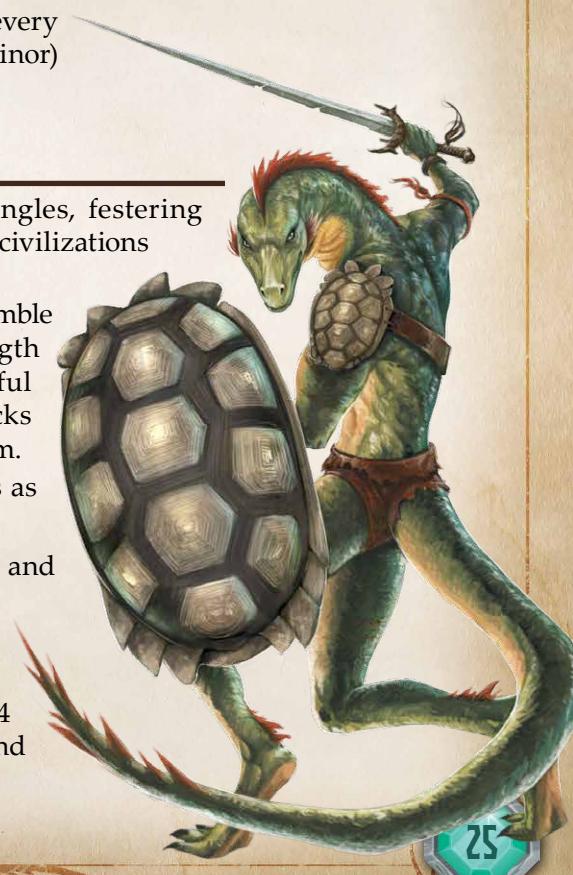
- **BITE:** Ratling fangs cause Str+d4 damage and may be used against grappled foes.
- **CLAWS:** The ratfolk's claws cause Str+d4 damage and add +2 to Athletics (Climbing) rolls.
- **NATURAL RESISTANCE:** Ratlings spend their lives scavenging in filth, making them immune to poison and disease.
- **LOW LIGHT VISION:** Ratlings ignore penalties for Dim or Dark Illumination.
- **SCAVENGER:** Ratlings obsessively collect items wherever they go, carrying them on their bodies and in their burrows. They have the Scavenger Edge.
- **SIZE -1:** Ratlings are about four feet tall, reducing their Size (and therefore Toughness) by 1.
- **OUTSIDER (Major):** Ratlings are typically despised by other peoples. They subtract 2 from Persuasion rolls and are treated as monstrous vermin outside their own packs.
- **CRAVEN:** Ratlings learn early that discretion is the better part of valor. They have the Yellow Hindrance.
- **GREEDY (Minor):** Acquiring new treasures is every ratling's obsession. They have the Greedy (minor) Hindrance.

SAURIANS

Lizard men typically come from steaming jungles, festering swamps, or deep deserts where they have unique civilizations unknown to other sentient races.

Variant Ideas: Saurians in some worlds may resemble the great dinosaurs! Increase their Size and Strength and raise their Bite to Str+d6. Offset these powerful abilities with Big, Outsider, or similar drawbacks that reflect the fear most others have toward them.

- **ARMOR +2:** Saurians have scaly skin that acts as leather armor.
- **BITE:** A saurian's fangs cause Str+d4 damage and may be used against grappled foes.
- **ENVIRONMENTAL WEAKNESS (Cold):** Though not truly cold-blooded, saurians are poorly suited for frigid conditions. They suffer a -4 penalty to resist cold environmental effects, and suffer +4 damage from cold-based attacks.



- **KEEN SENSES:** Saurians have acute senses, giving them the Alertness Edge.
- **OUTSIDER (Minor):** Most races distrust saurians for some reason. Perhaps it is their strange ways and customs, their often-sibilant speech, or an ancient subconscious fear of their reptilian ancestors. Saurians subtract 2 from Persuasion rolls with all but others of their kind.

SERPENTFOLK

Slithering forth from great warrens or isolated nests are a variety of serpentine humanoids. Species vary greatly between the broader genus, representing constrictors and vipers of various types, but share the same humanoid physiology and serpent-like heads.

Variant Ideas: Serpentfolk may have the body of a snake instead of humanoid legs. These “nagas” might have increased Pace or the Free Runner Edge balanced by the Unusual Form (see Centaurs on page 11).

You might also upgrade the serpentfolk’s poison to Knockout, Lethal, or Paralyzing by taking an additional 2 points in Negative Racial Abilities or Hindrances. Characters related to rattlesnakes, for example, might be Mean or have Racial Enemies, and those who resemble cobras might have the ability to spit their Poison (see page 53).

■ **BITE:** Serpentfolk can bite for Str+d4 damage.

■ **COLD-BLOODED:** Serpentfolk subtract 1 from Agility, Strength, and Vigor rolls after spending more than ten minutes in temperatures below 60° Fahrenheit (18° Celsius).

■ **ENVIRONMENTAL WEAKNESS:** Serpentfolk suffer a -4 penalty to resist cold environmental effects, and damage from cold-based attacks is increased by +4.

■ **INFRAVISION:** Serpentfolk can detect heat thanks to pit organs, halving penalties for bad lighting when attacking targets that radiate heat.

■ **PACE:** 10, Running die d10. Serpent folk move as quickly as the snakes they descend from.

■ **VENOMOUS BITE:** Victims Shaken or Wounded by a serpentfolk’s bite must make a Vigor roll or suffer the effects of a Mild Poison.

■ **OUTSIDER (Minor):** Serpentfolk are rarely trusted by most other races. They subtract 2 from Persuasion rolls outside their own clans.



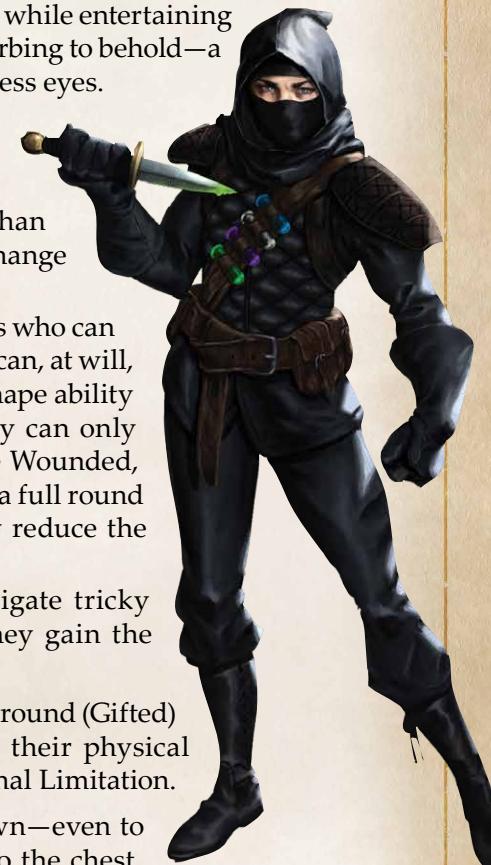
SHAPESHIFTERS

These peculiar and often mistrusted creatures have the ability to change their appearance to look like someone else. They are the ultimate social chameleons, moving stealthily through society. Some unscrupulous shapeshifters use this ability to become con artists, thieves, or even assassins, while others use it while entertaining to enhance their performance. Their “true” form is disturbing to behold—a largely featureless humanoid with gray skin and pupilless eyes.

Variant Ideas: Some shapeshifters are limited in their abilities and only able to mimic the appearance of someone they’ve interacted with or even touched. They are able to maintain the new appearance much longer than other shapeshifters, extending the Duration of their Change Shape ability to one day (see below).

Shapeshifters don’t need to be a race of eerie humanoids who can mimic others. Some look just like any other humans but can, at will, transform into an animal. The shapeshifter’s Change Shape ability uses the *shape change* power instead of *disguise*. If they can only transform under certain circumstances—such as while Wounded, by the light of a full moon, and so on—or need to spend a full round taking no other actions but transformation, they may reduce the Power Point cost by 2 (GM’s call).

- **CHARISMATIC:** Shapeshifters quickly learn to navigate tricky conversations to fit in with new communities. They gain the Charismatic Edge for free.
- **CHANGE SHAPE:** Shapeshifters have the Arcane Background (Gifted) Edge. As a limited free action, they may change their physical appearance as per the *disguise* power with the Personal Limitation.
- **SECRET:** A shapeshifter’s true nature is rarely known—even to other shapeshifters. They keep their ability close to the chest, granting them the Secret (Major) Hindrance. Should they ever be discovered by anyone other than their closest allies, they trade this Hindrance for Enemy, Shamed, Wanted, Outsider, or another appropriate Hindrance.



“IT’S NOT JUST THE FACE, THE NAME, THE CLOTHES, THE ACCENT.
YOU MUST...BECOME. YOU MUST WALK AS THEY DO. EAT WHAT THEY EAT, LAUGH AS THEY LAUGH AND CRY AS THEY CRY. IT IS MORE THAN MIMICRY, MORE THAN DECEPTION, IT IS A TRIBUTE.”

-A SHAPESHIFTER-

NEW HINDRANCES

AMOROUS (MINOR)

The character is easily enamored with a pretty face. Perhaps it's lust or lechery, or perhaps he just has a keen appreciation of natural beauty.

Amorous characters suffer an additional -2 penalty to resist Tests by any character with the Attractive or Very Attractive Edge.

ARCANE SENSITIVITY (MINOR/MAJOR)

A spell gone wrong, an old curse, a strange bloodline, or some other mishap caused your hero to be more susceptible to arcane energy than others.

As a Minor Hindrance, subtract 2 when making a Trait roll to resist a power, including arcane creature abilities (GM's call). Subtract 4 as a Major Hindrance.

ARMOR INTERFERENCE (MAJOR/MINOR)

This Hindrance may only be taken by those with an Arcane Background.

Those with this Hindrance subtract 4 from arcane skill rolls, and cannot use other abilities granted by their Arcane Background Edge or any Edge that has Arcane Background as a Requirement when wearing medium or heavy armor, or using a medium or heavy shield. The character may wear cloth or light armor, or use light shields, without interference.

As a Major Hindrance, the penalty also applies to light armor.

BLUNDERER (MAJOR)

Some heroes take a while to master their craft. Select a skill central to your character, such as Spellcasting for a wizard or Fighting for a warrior. The hero suffers a Critical Failure whenever she fails a roll and that skill die is a 1.

CORRUPTION (MAJOR)

This Hindrance may only be taken by a character with an Arcane Background.

The caster's magic draws on some foul, evil, or tainted source. Whenever he rolls a Critical Failure on his arcane skill roll, he gains a new Minor Hindrance, or trades or upgrades a Minor Hindrance gained by Corruption for a Major Hindrance, that reflects his degrading mind and body. A wizard might become Jealous (Minor), for example, as he realizes how difficult it is to gather his power. Then Bloodthirsty (Major) as his rage turns to violent thoughts.

These Hindrances last until the spell-user's next Advance, at which time he may remove one Minor Hindrance, or reduce or trade a Major Hindrance for a Minor. This is in addition to his regular Advance.

CURSED (MAJOR)

Your heroine crossed some dark power and has forever after been marked by its tainted touch. Beneficial magical powers and effects intended to aid her, including those cast by allies or even herself, suffer a -2 penalty to the arcane skill roll. Worse, if the roll is a Critical Failure, the caster is Stunned! The penalty applies if the Cursed character is within an area effect power or targeted by the Additional Recipients modifier.

The Curse has no effect on hostile powers.

DOOMED (MAJOR)

Death is eager for your hero. Perhaps she cheated it at some point in her path, or was brought back from the dead and owes the Ferryman a fee. Whatever the reason, the heroine subtracts 2 from Soak rolls.

GRIM (MINOR)

The hero is serious, taciturn, and finds mirth tiresome. He's Provoked (see *Savage Worlds*) on any successful Taunt—whether the opponent has the Provoke Edge or not.

Provoked characters subtract 2 from rolls to affect any opponent except the one who insulted him. This lasts until a Joker is drawn (by either side) or someone else successfully Taunts the dour ruffian.

Grim also counts as a Requirement for the Menacing Edge (see *Savage Worlds*).

IDEALISTIC (MINOR)

You see things in black and white and struggle with more nuanced dilemmas. Most of the time this is an admirable virtue, but it causes great issues when on the horns of a moral dilemma, such as whether to hand a starving poacher over to the king's guards or let him get away with his desperate but perhaps necessary crime.

JINGOISTIC (MINOR/MAJOR)

The character dislikes people from other cultures and believes his own to be far superior—a snooty city dweller, for example, might dislike “uncouth” barbarians or the citizens of a rival city-state. He cannot help belittling other cultures at every opportunity.

As a Minor Hindrance, the targets of his ire may not benefit from his Command Edges. He cannot keep from insulting them and subtracts 2 from Persuasion rolls when interacting with them. The penalty increases to -4 for the Major Hindrance.

MATERIAL COMPONENTS (MAJOR)

This Hindrance may only be taken by those with an Arcane Background.

The spellcaster’s powers consume material items. Maybe a wizard needs a piece of brimstone to cast a fireball (*blast* with a fire Trapping) or a priestess needs a splash of holy water for her goddess to grant *smite*.

Such items are assumed to be at hand—usually in a pocket, bag, or convenient pouch. If the caster is ever stripped of her possessions and can’t get the materials she needs, she reduces all arcane skill rolls by 4 until they’re restored (50gp × the caster’s Rank at a shop or a day’s worth of gathering or foraging in an appropriate environment with a Survival roll per Rank).

A caster also runs out of material components if she rolls a Critical Failure and may replenish as above.

SELFLESS (MINOR/MAJOR)

You think of others before yourself. You sleep on the floor to give another the bed. You pretend to be full to give your friends the last bite of meat. You stand before your friends when the dragon breathes fire. You buy the book that everyone else in your adventuring party reads—a true hero!

The extent and frequency of your sacrifice determines whether this is a Minor or Major Hindrance.

TALISMAN (MAJOR/MINOR)

Only characters with an Arcane Background Edge can take this Hindrance.

The caster is dependent on a physical item to activate his powers. The Talisman might be a magic staff, a sacred symbol, a wand, a weapon, or any other transportable item.

When caught without it, he subtracts 1 from all arcane skill rolls (-2 as a Major Hindrance), and is Stunned if the roll is a Critical Failure.

Replacing a lost Talisman depends on the object, but should usually require getting it back from whoever took it. If it was destroyed, the Game Master should work with the player to figure out what might make a suitable replacement and how it might be gained.

**"ELVES ARE SOFT, LIKE THEIR
BREAD."**

-DWARVEN SAYING

CLASSES

Savage Worlds doesn't use "classes" like *Dungeons & Dragons*, *Pathfinder*, or some other roleplaying games, but it's easy to mimic them with your Edge choices. Check the list below if you're looking to emulate these traditional classes. (And if you're interested in "Class Edges," check out *Pathfinder for Savage Worlds*!)

- **BARBARIANS:** Take high Strength, Vigor, Fighting, and the Berserk Edge. Take Brawny and Brute for a muscle-bound barbarian. Look at Edges like Nerves of Steel, Mighty Blow, No Mercy, and especially Savagery as you advance.
- **BARD:** Begin with Arcane Background (Bard), high Performance, and the Instrument Edge. Look at Social Edges, along with Charismatic and Fame, for skill synergy. As you advance, take the Inspire Heroics and Troubadour Edges.
- **CLERIC:** Start with high Spirit, Faith, and the Arcane Background (Cleric) Edge. For healer types, take the Healer and Mercy Edges. For those who battle undead, take Champion and look at Destroy Undead or Holy/Unholy Warrior.
- **DRUID:** See Arcane Background (Druid) on page 87. Consider the Beast Bond, Beast Master, Beast Talker, and Woodsman Edges. The Heartwood Staff Edge grants you a powerful weapon that is unique to druids.
- **FIGHTER:** Start with Strength, Vigor, and Fighting, then pick Edges for your combat style. Take Sweep for great weapon fighters, Two-Fisted for dual wielders, Feint for swashbucklers, or Defender for "sword-and-board" types.
- **MONK:** Take the Brawler and Martial Artist Edges. If your monk has *wuxia*-like abilities, take Mystic Powers (Monk) or Arcane Background (Gifted) from the core book with range limitation. Take Martial Warrior and Chi as you advance.
- **PALADIN:** Start with Arcane Background (Cleric), Aura of Courage, and the Champion Edges. As you advance, take Destroy Undead to keep the carrion hordes at bay, and Holy/Unholy Warrior to protect yourself with divine power.
- **RANGER:** Take Shooting, Survival and the Woodsman Edge. Consider Beast Master if you want an animal companion. Take Favored Enemy and Favored Terrain to be the master of particular wilderness domains.
- **ROGUE:** High Stealth and Thievery skills are must-haves, as are the Thief and Streetwise Edges. Take Sneak Attack and Assassin for backstabbers. For acrobatic thieves, take the Acrobat and Combat Acrobat Edges.
- **SORCERER:** The Arcane Background (Sorcerer) presented in this book is inspired by the tales of Robert E. Howard and other pulp swords and sorcery tales. If you're looking to mimic the more modern gaming concept of bloodlines, either take appropriate Edges that mimic those abilities, or, with the GM's permission, ancestral abilities that reflect more exotic concepts such as draconic, fey, or elemental bloodlines.
- **WARLOCK/WITCH:** For casters who gain their power from pacts, take Arcane Background (Diabolist) and Leadership Edges. For more traditional witches, take the Arcane Background (Warlock), and the Healer Edge.
- **WIZARDS:** Take Arcane Background (Wizard), the Spellbooks Edge, and additional spells. Take a Familiar for a pet, or Artificer if you want to make magic items. As you advance, consider other Power Edges like Power Surge.

NEW SKILL

ALCHEMY (SMARTS)

This is the arcane skill for alchemists (see page 82) but may also be used to craft alchemical items (page 60). It can be used in place of Science when examining chemical reactions, studying reagents, and other related topics.

ANIMAL HANDLING

Adventurers must frequently train, control, ride, or otherwise attempt to get creatures of animal intelligence to do their bidding. Rather than create a new skill that might conflict with others, we use Intimidation or Persuasion, depending on approach and demeanor.

With success, the animal attempts to follow the instructions to the best of its ability. It's still just an animal though, so complex tasks are usually beyond its abilities to comprehend.

Unlike influencing sentient creatures, a hero need not worry about speaking the same language as the animal. If he is able to speak to the animal, however, he adds +2 to the roll.

NEW EDGES

The Edges below cover a wide variety of characters typical to most fantasy settings.

→ Edges with the lightning bolt symbol have been updated from some printings of the core *Savage Worlds* rulebook.

BACKGROUND EDGES

Background Edges reflect years of training, culture, or life in particular environments. If the Game Master allows them to be taken after play begins, there should be a good reason for it, such as training "off-camera" for months, constant and intense action that might lead to the ability, or the effects of powerful magic.

ANCESTRAL EDGES

The Edges in this book aren't divided by ancestries—any being can take any of the Edges as long as they have the Requirements.

The Game Master may want to change this for her campaign world, perhaps making Arcane Resistance available only to elves, Sunder the exclusive domain of dwarves, or Master Artificer a specialty of gnomes.

Doing so can make each ancestry feel unique and special, though of course it also limits player choice and reinforces stereotypes.

That's a trade-off you and your group can discuss for yourselves. Maybe your campaign is about characters breaking those stereotypes—like a band of "dark" elves rebelling against their draconian culture, or half folk pushing their insular neighbors to venture forth and join in some great crusade.

You might also just leave it to your players, letting them naturally gravitate to those Edges they feel fit their character's image. You can always reinforce the tropes you feel are important to your world in the nonplayer characters they meet—who may be more "iconic" of a culture than a player character.

ARCANE BACKGROUND

A number of new Arcane Backgrounds are described in Chapter Four. Each is its own Edge and has its own special abilities.

→ ARCANE RESISTANCE

REQUIREMENTS: Novice, Spirit d8+

Magic and the supernatural hold little sway with this individual. Whether by nature, heritage, or training the character is particularly resistant to magic and other supernatural energies.

Enemy arcane abilities targeting the hero suffer a -2 penalty and magical damage is reduced by 2 as well. If a hostile power fails to affect the hero due to this penalty, it still activates and consumes Power Points (and may still affect other targets). This includes magical bonuses granted to weapons, such as the *smite* power or the damage bonus of magical weapons.

IMPROVED ARCANE RESISTANCE

REQUIREMENTS: Novice, Arcane Resistance

As above, but the penalty to the arcane skill roll and damage are increased to 4.

CHOSEN

REQUIREMENTS: Novice, Wild Card

Prophecies tell of a being destined for greatness. One who will, with the help of her boon companions, do great things. When the Chosen spends Conviction, it lasts until the end of the encounter without having to maintain it with Bennies!

Of course, such a boon comes at a great cost. The Chosen has the Enemy (Major) Hindrance—there's always some powerful being opposed to her quest! Worse, she has a mark of some sort that can't be removed no matter how much she tries. It might be a tattoo, birthmark, sixth finger, catlike pupils, or some other visible cosmetic oddity, but those who know what to look for can find it. And by whatever narrative means necessary, the mark shows through occasionally, regardless how hard she attempts to cover it with clothing, wraps, or even illusions. This means the hero's foe and his minions are always on her trail.

FEY BLOOD

REQUIREMENTS: Novice

Elves, half-elves, and certain fey are often resistant to hostile magic. Those with some amount of it in their blood get a free reroll when resisting enemy powers and spell-like effects.

FAVORED ENEMY

REQUIREMENTS: Novice, Athletics, Fighting, or Shooting d6+

Your hero has fought a particular type of enemy for many years. She knows how best to attack and defend against them, and where their weak spots are.

Choose a type of enemy native to your character's homeland or backstory, such as undead, fey, demons, constructs, giants, animals, or a particular ancestry such as elves or dwarves.

Your hero gets a free reroll when rolling to track (Survival) or attack (Athletics (throwing), Fighting, Shooting) that type of being.

You may take this Edge more than once to reflect experience with multiple types of foes.

FAVORED TERRAIN

REQUIREMENTS: Novice, Survival d6+

Rangers, druids, and those who spend great amounts of time in the wilderness know how to use it to their advantage.

Choose a terrain type (Arctic, Aquatic, Desert, Forest, Hill/Mountain, Jungle, Plains, Swamp, Urban, or Underground). While in his Favored Terrain, your character gets a free reroll to Survival and Notice rolls. In addition, the character draws an additional Action Card for initiative when in his Favored Terrain. He may then choose from all possible Action Cards as usual.

Favored Terrain may be taken multiple times, adding a new Favored Terrain each time.

HEIRLOOM

REQUIREMENTS: Novice

Occasionally, powerful magic items wind up in the hands of relatively novice adventures. This Edge grants your hero one magic item (or a themed set, GM's call) chosen from those listed in Chapter Five with a total value of 10,000 gold pieces each time this Edge is taken.

This is a one-time only benefit—if the item is destroyed or is a consumable (like a potion), it isn't replenished. If it's lost, it must be recovered through adventure!

COMBAT EDGES

CHARGE

REQUIREMENTS: Seasoned, Fighting d8+

A short burst of speed adds significant impact to this hero's melee damage. If she runs at least 5" (10 yards), she adds +2 to the damage of her first Fighting attack that turn. This may be combined with a Wild Attack.

CLOSE FIGHTING

REQUIREMENTS: Novice, Agility d8+, Fighting d8+

Skilled knife-fighters exploit a foe's longer reach by slipping inside and striking with deadly precision.

A Close Fighter armed with a knife or similar small weapon (GM's call) can choose a single adjacent target as a free action each turn. Their attacks and Parry for that foe (only) increase by the target's Reach +1.

No bonus is granted if the foe is unarmed or also armed with a small weapon such as a knife.

IMPROVED CLOSE FIGHTING

REQUIREMENTS: Veteran, Close Fighting

The Close Fighter's bonus increases to his target's Reach +2.

DEFENDER

REQUIREMENTS: Seasoned, Fighting d6+

You can share your shield's Parry and cover bonus with one adjacent ally as a free action. Shield bonuses don't stack, so use only the highest if a character is protected by more than one.

DIRTY FIGHTER

REQUIREMENTS: Seasoned

Those with this Edge will do anything to win a fight. The dastardly cur is particularly good at tricks. He adds +2 to rolls when performing a Test with the Fighting skill.

REALLY DIRTY FIGHTER

REQUIREMENTS: Seasoned, Dirty Fighter

Your character is extremely skilled in tactical deceit. Should he get a raise on a Test, he gains The Drop against that opponent until the foe is no longer Shaken.

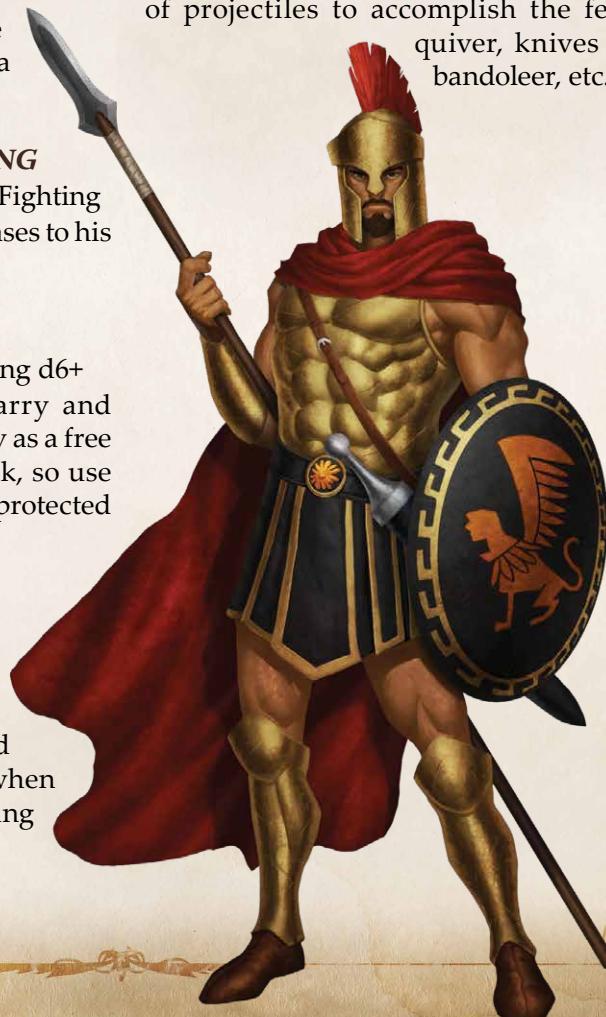
DOUBLE SHOT

REQUIREMENTS: Seasoned, Athletics d8+ for thrown weapons or Shooting d8+ for bows

Double Shot allows an archer to fire two arrows in one attack with a regular bow or hurl two thrown weapons as a single attack.

As a limited action, the character rolls two Shooting or Athletics (throwing) dice instead of one (this does not increase the Rate of Fire, does not incur Recoil, and uses two projectiles). Each die hits and causes damage separately. (The Wild Die may replace either shot as desired.)

The attacker must have a handy source of projectiles to accomplish the feat (a quiver, knives on a bandoleer, etc.)



IMPROVED DOUBLE SHOT

REQUIREMENTS: Heroic, Double Shot, Athletics d10+ for thrown weapons or Shooting d10+ for bows
The attacker may use her Double Shot Edge twice per turn.

FORMATION FIGHTER

REQUIREMENTS: Novice, Fighting d8+
The warrior has trained to fight alongside others, overwhelming their common foe with synchronized strikes and blows. She increases the Gang Up bonus by an additional +1 for herself and her allies. The maximum Gang Up bonus is still +4 no matter how many Formation Fighters stand together.

SHIELD WALL

REQUIREMENTS: Novice, Formation Fighter, Fighting d8+
Trained soldiers can stand against overwhelming odds and furious hordes with discipline, training, and a sturdy shield.

Characters with the Shield Wall Edge (and at least a medium shield) add +1 to their Parry if they are adjacent to one ally who also has the Shield Wall Edge, and +2 if they have two adjacent allies with that Edge (the maximum bonus).

MARTIAL FLEXIBILITY

REQUIREMENTS: Seasoned, Fighting d8+
Once per encounter, as a free action, the fighter can choose to gain the benefits of a single Combat Edge. He must meet all of the Edge's Requirements, and the benefits of the chosen Edge end after five rounds.

MISSILE DEFLECTION

REQUIREMENTS: Heroic, Fighting d10+
The hero's ability with a melee weapon is unparalleled. As long as he has a melee weapon in hand (or the Martial Artist Edge), physical ranged attacks (arrows, axes, powers with physical Trappings, etc.) directed against him (and assuming he can see it coming) use his Parry as the base TN.

OPPORTUNISTIC

REQUIREMENTS: Veteran
Opportunity is what one makes of it. When a character with this Edge is dealt a Joker, he adds +4 to his Trait and damage rolls instead of +2.

ROAR

REQUIREMENTS: Seasoned, Spirit d8+
Powerful lungs, magical ability, or great size allow the being to issue a great, bone-shaking roar! As a limited action, the character can make an Intimidation Test in a Cone Template. All targets within are affected and must resist separately.

SAVAGERY

REQUIREMENTS: Novice, Fighting d6+
Violence is a way of life for some. Those with this Edge hit their foes hard enough that they often don't get to reply in kind.

A character with this Edge causes +4 damage when making a Wild Attack rather than +2.

SCORCH

REQUIREMENTS: Seasoned, Vigor d8+, Breath Weapon
This Edge improves the damage dealt by a breath weapon by one die type. A breath attack that causes 2d6 damage, for example, does 2d8 after taking this Edge. It also allows the fire breather to use either the Cone or Stream template as desired.

SNEAK ATTACK

REQUIREMENTS: Seasoned, Assassin
The +2 bonus from the Assassin Edge is replaced by a d6, which may Ace as usual. This applies to Athletics (throwing), Fighting, or Shooting attacks.

IMPROVED SNEAK ATTACK

REQUIREMENTS: Veteran, Sneak Attack
The character's Sneak Attack bonus also now applies if the foe is Distracted.

STUNNING BLOW

REQUIREMENTS: Seasoned, Strength d8+

The character's blows are powerful or precise enough to stun his foes. If he strikes an opponent with a blunt weapon (a hammer, maul, mace, his hands, etc.) and causes at least a Shaken or Wound result, resolve damage and any attempt to Soak. Then the victim must make a Vigor roll or be Stunned.

SUNDER

REQUIREMENTS: Novice, Strength d8+

Those who spend their lives working with stone and other natural materials not only know how to craft tools with them—they also know how to *break* them.

When striking to break an object, the sunderer adds +d6 to his damage total. Damage dice may still not Ace, however (see **Breaking Things** in *Savage Worlds*).

TAKE THE HIT

REQUIREMENTS: Seasoned, Iron Jaw,

Vigor d10+

Fighters, barbarians, gladiators and the like must learn to endure violent lives filled with merciless brutality. A character with this Edge has learned to survive under the most relentless conditions. He gets a free reroll on Soak rolls made to eliminate Wounds or Vigor rolls to resist Knockout Blows.

TRICK SHOT

REQUIREMENTS: Seasoned, Athletics d8+ or Shooting d8+

When performing a **Test** with the Athletics or Shooting skill, the archer can choose to make the foe resist with Smarts instead of Agility.

UNCANNY REFLEXES

REQUIREMENTS: Veteran, Agility d8+, Athletics d8+

The character has an uncanny ability to avoid area attacks and effects. She ignores the usual -2 Agility penalty when making **Evasion** attempts. She also gets a regular Evasion attempt against area effect attacks

THE WIZARD EDGE

The Wizard Edge from the *Savage Worlds* core book is not used in the Fantasy Companion. This is done to better reflect a greater focus on magic.

Fantasy settings often feature multiple specialized arcane characters, and the ability to switch Trappings at will dilutes the uniqueness of many of these specialists.

Changing a Trapping is essentially like knowing a new spell—changing a fiery *blast* to a cone of cold, for example, or *smiting* a blade with the wrathful energy of a dark deity or the holy light of her other aspect. This is typically used to take advantage of a creature's weakness, but may have situational or narrative uses as well.

Since such flexibility is so powerful, it makes sense that changing Trappings should require some investment, either through an advance or Downtime (see page 77).

or effects that don't usually allow it (at the usual -2 penalty) such as *burst* or *blast*, or even *confusion* or similar spells cast with the Area Effect modifier.

WING GUST

REQUIREMENTS: Seasoned, Wings

The character's wings are powerful enough to beat down others of the same Size or less. Gusting is a limited action that requires an Athletics roll. On a Critical Failure, the flyer has over-exerted himself and takes a level of Fatigue. If successful, characters within a Cone Template originating from the hero must make a Vigor roll or be Shaken (at -2 with a raise). If the hero's Action Card is a Joker or she's currently under the effects of Conviction, those who fail are Stunned instead!

POWER EDGES

ARTIFICER

REQUIREMENTS: Seasoned, Arcane Background (Any)

Those who tangle with supernatural forces sometimes find ways to imbue powers into items. They may turn an ordinary blade into a magic sword, grant powerful potions to their friends, or even bless holy relics with divine grace.

Artificers can create temporary Arcane Devices and craft more permanent magical items. See **Arcane Devices** on page 101.

MASTER ARTIFICER

REQUIREMENTS: Heroic, Artificer, Occult d10+

The artificer gains 1000 gp progress for each success and raise on his Occult roll (rather than being limited to 2000 gp total progress per roll).

BATTLE MAGIC

REQUIREMENTS: Veteran, Arcane Background (Any), arcane skill d10+

This Edge allows the user to cast her spells on large units of Extras such as soldiers, henchmen, or guards. See **Battle Magic** on page 102 for details.

BLOOD MAGIC

REQUIREMENTS: Novice, Arcane Background (Any), an evil disposition

The character channels his arcane power through an evil or malevolent source, or has learned to draw power through the pain and misery of others.

Every time the mage causes a Wound to a conscious, sapient being of some sort (and the Wound isn't Soaked), he recovers a d6 Power Points. The caster must cause the damage directly, using his powers, bare hands, weapons, and so on. He gains no benefit from indirect harm such as that caused by a *puppeted* foe, ally, zombie, pet, or minion.

Those suspected of practicing such tainted magic are often hunted by local authorities. Sometimes

there are entire orders dedicated to their eradication. When caught, the sentence is almost always slow, painful, and fatal.

EPIC MASTERY

REQUIREMENTS: Veteran, Arcane Background (Any), arcane skill d6+

The spellcaster is so well-versed in her arcane or divine craft that she has learned new ways to manipulate her powers. She gains access to the Epic Power Modifiers for all her powers.

Epic Mastery applies to all a hero's Arcane Backgrounds if she has more than one, though she must meet the arcane skill requirement for each before she can use Epic Power Modifiers with that background's powers.

See Chapter Four for a complete list of Epic Power Modifiers.

FAMILIAR

REQUIREMENTS: Novice, Arcane Background (Diabolist, Druid, Elementalist, Necromancer, Shaman, Sorcerer, Warlock/Witch, Wizard)

"Familiars" are small creatures (Size -2 or -3) that serve as a mage's loyal pet and magical companion. They are loyal to their masters but aren't slaves. They are very smart versions of their species and can occasionally be distracted by their own inherent instincts. For example, a cat might interrupt its task to chase a mouse or take a brief nap, and a dog will almost certainly bark when a stranger approaches.

A familiar is a Wild Card with respect to Wounds and rolling a Wild Die with its Trait rolls. It doesn't get Bennies, but the mage can spend his own on its behalf.

The familiar can understand its master's speech and vice-versa (others hear only the creature's natural sounds), though concepts are limited to what a member of its species might understand.

The familiar has 5 Power Points of its own. It cannot cast spells, but the mage can draw on them as if they were his own. They recharge separately and at the same rate as the mage's.

The bond between the familiar and the mage makes it immune to the *beast friend* power cast by others.

Familiars don't advance, but instead gain one of the advantages below for each of its master's Ranks (including Novice) and for every fourth advance the hero gains past Legendary.

- **SECOND SIGHT:** The owner may use the familiar's senses as if they were her own, with a maximum range of 10 miles. She is Distracted and Vulnerable while doing so.
- **TRAINING:** The mage can increase one of the familiar's Traits one die type (no more than once per Trait).
- **ENHANCEMENT:** The familiar gains an Edge. It must make sense for the familiar's species (GM's call) and meet the Requirements as usual.

If a familiar dies, the hero is automatically Stunned (no matter how far away he is). He can summon another after 10 days and can change the type if she chooses.

FAVORED POWER

REQUIREMENTS: Seasoned, Arcane Background (Any), arcane skill d8+

The caster has dedicated his time to mastering a particular spell, miracle, or weird science device.

Choose one of your character's powers. She may ignore up to two points of *any* penalties (Multi-Action, Wounds, Fatigue, etc.) when activating that power.

MYSTIC POWERS

REQUIREMENTS: Seasoned; other Requirements are listed in the specific packages below.

In worlds where magic is relatively common, disciplined adventurers may learn a few simple powers to help them in their quests. Choose one of the packages below. The character has 10 dedicated Power Points that recharge normally. As a limited free action, the hero automatically activates the power with success for its regular cost, or with a raise for an additional 2 Power

Points. She may use applicable Power Modifiers if desired (at the usual cost).

Mystic Powers doesn't grant access to Edges that require an Arcane Background, but she may take the Power Points or Soul Drain Edge. If the hero also has an Arcane Background, none of its Edges or abilities can be used with Mystic Powers and vice-versa.

Abilities noted as "Self Only" do not get any additional benefit from that Limitation.

- **BARBARIAN (Strength d8+):** Boost Trait (*Fighting, Strength, Spirit, or Vigor* only), *smite*, and *speed*. All have the Personal Limitation.
- **FIGHTER (Fighting d8+):** Boost Trait (*Fighting, Shooting, Strength, and Vigor* only), *protection*, and *smite*. All have the Personal Limitation.
- **MONK (Athletics d8+):** Boost Trait (*Agility, Athletics, Fighting, and Spirit* only), *deflection*, and *smite*. All have the Personal Limitation.
- **PALADIN (Spirit d8+):** Boost Trait (*Fighting and Spirit* only), *healing*, *protection*, *sanctuary* and *smite*. All but *healing* have the Personal Limitation.
- **RANGER (Survival d8+):** Beast friend, boost Trait (*Athletics, Shooting, and Survival* only), *entangle*, and *farsight*. All but *entangle* and *beast friend* have the Personal Limitation.
- **ROGUE (Thievery d8+):** Boost Trait (*Athletics, Stealth, and Thievery* only), *darksight*, *lock/unlock*, and *wall walker*. All except *lock/unlock* have the Personal Limitation.

SILENT CASTER

REQUIREMENTS: Novice, Arcane Background (Any but Bard), Occult d8+

The character has learned how to cast spells or invoke miracles without speaking. She may cast underwater, in a vacuum, while gagged, within a *silence* spell, etc.

TRANSFER

REQUIREMENTS: Novice, Arcane Background (Any)

The mage, priest, or other practitioner of the arcane arts can give his magical energy to others. As a limited free action, the character may transfer up to five of his Power Points to anyone else in sight.

PROFESSIONAL EDGES

BORN IN THE SADDLE

REQUIREMENTS: Novice, Agility d8+, Riding d6+

There's no place this warrior would rather be than on the back of a fast horse or other, more exotic mount.

A hero with this Edge gets a free reroll on all Riding rolls and increases her mount's Pace by 2 and their running die one step.



EXPLORER

REQUIREMENTS: Novice, Vigor d6+, Survival d8+

The world is vast, and this wanderer is called to discover its uncharted reaches. When using the **Travel** rules (see *Savage Worlds*), the Explorer may make a Survival roll to draw an additional card from the Action Deck (or two additional cards with a raise) and choose which to use.

In addition, the Explorer and his party reduces **Travel Times** by 10 percent.

KNIGHT

REQUIREMENTS: Novice, Spirit d6+, Strength d8+, Vigor d8+, Fighting d8+, Riding d6+, Obligation (Major—serve their lord)

Knights pledge fealty to their lord, serving as enforcers and most importantly warriors in whatever cause their liege demands. They have whatever authority their lord gives them over common folk in their realm. This is usually limited to food, lodging, and basic services required to fulfill their duties, but with express approval may also include mustering militias, adjudicating disputes, and dispensing justice.

They represent their liege, and such, Knights represent their master, add +1 to Intimidation or Persuasion rolls with those who respect or fear authority.

If taken during character creation, or with the GM's approval afterward, the hero inherits or is granted a war horse, lance, long sword, a full suit of heavy armor (or medium if preferred), and a medium shield.

MOUNT

REQUIREMENTS: Novice, Riding d6+

The hero has a mount that is harder and more clever than most and utterly loyal to its master (even if it's cantankerous or otherwise disagreeable).

Normal Size heroes may have a riding horse, war horse, or elven horse (with the GM's permission). Smaller heroes may also choose a boar, large cat, dire wolf, or wolf. Other mounts may be available as makes sense for the character and the setting.

Whatever the beast, its Smarts is one die type higher than normal and it's Resilient.

For each of your character's current Ranks, and each time he gains a new Rank thereafter, the mount gains one of the following effects:

- Increase a Trait one die type, no more than once per Trait.
- Gain an Edge or Monstrous ability that makes sense for its species (GM's call). It must meet the Requirements as usual.

Death: If the mount perishes, another takes its place eventually, perhaps after a narrative encounter or visit to a place where such creatures can be tamed or purchased.

- **GREAT MOUNT:** At Heroic Rank you may choose to keep your mount and Advance it normally, or dismiss it for a "Great Mount." (Or simply take a Great Mount if you didn't have this Edge previously.)

Normal Size heroes may choose a bear, dinosaur (giant herbivore or pterosaur), elephant, giant animal (bird, centipede, scorpion, toad), griffin, hippogriff, pegasus, sabre-toothed tiger, unicorn, or wyvern. Small heroes may also choose a dinosaur (velociraptor), giant animal (ant, crab, lizard), lion, or peryton.

A Great Mounts' Smarts is one die type higher than normal, it's Very Resilient, and it gains one Advance for each of its master's Ranks as described above.

- **LEGENDARY MOUNT:** At Legendary Rank you may choose to keep your mount and Advance it normally, or dismiss it for a "Legendary Mount." (Or simply take a Legendary Mount if you didn't have this Edge previously.)

Normal Size heroes may choose to ride a dinosaur (tyrannosaurus rex), a dragon (young, the player chooses the type of dragon and breath weapon), drake, mammoth, roc, or tree folk (young). Smaller heroes have three additional choices: cockatrice, dragon (hatchling), hellhound, or small elemental.

THE MOUNT EDGE

Normal mounts may be purchased or acquired through play, but aren't loyal to their master and aren't replaced and don't advance like those taken with the Mount Edge.

How these special animals enter the game should be given some thought and a bit of narrative. Such a rare beast might be a reward for some service, the bounty of a grateful deity, conquered in battle, or saved from some dire fate.

The Game Master and player should take work together to describe how the beast was encountered and tamed. It should also be named and given its own personality and minor character traits that make it stand out from others of its kind.

A Legendary Mounts' Smarts is one die type higher than normal, it's a Wild Card, and it gains one Advance for each of its master's Ranks as described above.

POISONER

REQUIREMENTS: Novice; Alchemy, Healing, or Survival d6+

The character is an expert with poisons. She creates poisons in half the time. In addition, her contact poisons last 12 hours rather than four.

SCOUT

REQUIREMENTS: Seasoned, Survival d6+

Scouts are masters of navigating the mystic lands of their fantastic worlds. When the Game Master draws a face card while the party is traveling (see the Encounter Rules under **Travel** in *Savage Worlds*) the Scout may make a Notice roll at -2 to detect the hazard, creature, or event first.

Scouts are always considered alert for Notice rolls versus Stealth and

add +2 to Common Knowledge rolls to recall information about towns, outposts, landmarks, or lairs along a particular route they may have traveled before (player and GM's call).

STONECUNNING

REQUIREMENTS:

Novice, Repair d6+

Those who spend their lives around worked stone quickly perceive imperfections or alterations within its design. Assuming they can see or feel the work, they get one free Notice roll at +2 to detect traps, hidden doors, or compartments in stonework within 10 feet of their person. Success means they know some alteration has been made, and a raise gives them insight into its general purpose.

TRAP SENSE

REQUIREMENTS:

Seasoned, Repair d6+

Many adventurers become adept at spotting and defeating all but the most clever snares and traps. They get a Notice roll anytime a detectable trap is about to be sprung within 5" (10 yards). They must have line of sight to the trap and can't be Shaken or Stunned. This works generally like Danger Sense but applies only to mechanical and magical traps (see **Traps** on page 71).

If the trap is detected and may be Evaded, the rogue and anyone she warns ignores 2 points of Evasion penalties to do so. If the trap can't normally be Evaded, anyone warned may Evade at the usual -2 penalty.

Disarming Traps: A character with Trap Sense ignores up 2 points of Thievery penalties when attempting to disarm traps.

TREASURE HUNTER

REQUIREMENTS:

Novice, Notice d8+, Occult d8+

Tomb raiders and treasure hunters know what to look for when rifling through piles of gold and goods. They may roll Smarts to gauge the value of goods or treasures or get a basic idea of a magic item's abilities. One who finds an exploding stone (page 152), for example, might know that they're thrown for explosive effect

but doesn't know the Range increments or damage until he uses it.

Finally, when the Game Master rolls for magic items (see **Chapter Five: Treasure**), a Treasure Hunter can spend a Benny to have her roll again.

TROUBADOUR

REQUIREMENTS:

Seasoned, Common Knowledge d6+, Performance d8+

Troubadours travel the world, learning culture, etiquette, history, and above all, legends.

They add +2 to most Common Knowledge rolls (GM's call) and may use Performance in place of Battle for Leadership Edges or Edges that require Battle.

SOCIAL EDGES

DECEPTIVE

REQUIREMENTS:

Seasoned, Smarts d8+

Lies, deception, and misdirection are a stock-in-trade for this rogue. When making a Test based on Smarts- or Spirit-linked skills, he can choose whether the target resists with Smarts or Spirit.

WEIRD EDGES

AURA OF COURAGE

REQUIREMENTS:

Novice, Spirit d8+

A field of holy energy encircles this noble being. Allies within 10" (20 yards) add +1 to Fear checks and subtract 1 from **Fear Table** results.

BEAST TALKER

REQUIREMENTS:

Novice

The character can speak to and understand a general class of animals: birds, marine animals (fish, crustaceans, etc.), insects, mammals, reptiles, etc.

She doesn't control them, but can attempt to persuade them to help or provide whatever information creatures of their type might understand. The GM should impose appropriate modifiers when conversing with pets, hostile or skittish

animals, predators, or those animals who have been hunted or preyed upon.

The vocabularies, memories, and comprehension of such creatures are limited by their type—a dog knows and understands far more than a fish, for example. The nature of the world may also define how much its animals understand.

RAPID CHANGE

REQUIREMENTS:

Novice, Lycanthropy
This Edge is available to any character who has contracted lycanthropy (see page 210). Changing forms normally takes a painful and grotesque 10 minutes, but those with this Edge have learned to embrace the arcane aspect of the curse and may change form as a limited action.

LEGENDARY EDGES

HOME GROUND

REQUIREMENTS:

Wild Card, Legendary, Spirit d8+, Arcane Background (Any)
There are few things more dangerous than a druid in her home forest, a wizard in his lair, or a necromancer in the ruined city his undead horde have built for him.

Working with the Game Master, designate one area as your hero's "home." This might be an entire forest, bay, coastline, or lake and its surroundings for a druid, a church and the small town it serves for a cleric, a tower and its environs for a wizard or elementalist, or a keep full of contraptions and chemicals for an alchemist or tinkerer.

Once per encounter, while within this area, the character may spend a Benny to recover *all* her Power Points. The mage also has a sense of her home, no matter how distant she may be. She may concentrate for ten minutes (one minute if on her Home Ground) to ask three questions about the current, observable state of her homeland, revealed through scrying, visions, or other eldritch sense.

RELIC

REQUIREMENTS:

Wild Card, Legendary
Powerful magic items should normally be discovered only through epic quests, dangerous treks into vast dungeons, or exchanging vast quantities of gold and other treasure.

If those opportunities don't present themselves, a hero may take this Edge to choose any one magical item from this book. The Game Master must approve the choice as usual, deciding if such a thing even exists in her world. If so, the hero comes upon it somehow—perhaps via inheritance, at the end of the next quest, as a gift from those he aided.

If the item is lost, he eventually recovers or replaces it, but may have to do without for a session or two to recover it.

UNSTOPPABLE

REQUIREMENTS:

Wild Card, Legendary, Vigor d10+, Iron Jaw, Nerves of Steel

The hero is an irresistible force of nature, undaunted by hardship and steadfast in the face of the most seemingly insurmountable obstacles. She has the Unstoppable monstrous ability.



WARBAND

REQUIREMENTS:

Wild Card, Legendary, Command and at least two other Leadership Edges, Followers

Legendary leaders attract dedicated fighters to their side. Each time this Edge is taken, five of the champion's Followers gain the Resilient Monstrous Ability.

HINDRANCE SUMMARIES

Amorous (Minor): -2 to resist Tricks by foes with the Attractive or Very Attractive Edge.

Arcane Sensitivity (Minor/Major): Subtract 2 when resisting a power (4 if Major Hindrance).

Armor Interference (Minor/Major): Must have Arcane Background. Subtract 4 and cannot use abilities granted by Arcane Background or Edges that require it when using medium or heavy armor / shields (or light armor / shields as Major Hindrance).

Blunderer (Major): Roll of 1 on the skill die is a Critical Failure when using skill important to the character.

Corruption (Major): Must have Arcane Background. Gain a new Minor Hindrance (or increase Minor to Major) anytime an arcane skill roll Critically Fails, until the character's next Advance.

Cursed (Major): Casters subtract 2 when attempting to affect the hero with beneficial magic.

Doomed (Major): -2 to Soak rolls.

Grim (Minor): Hero is gloomy and provoked if successfully Taunted.

Idealistic (Minor): The hero sees things in simplistic, black and white terms.

Jingoistic (Minor/Major): The character has a natural bias toward other peoples and cultures. He subtracts 2 (4 if Major) and they may not benefit from his Command Edges.

Material Components (Major): Must have Arcane Background. The caster requires physical items to cast her spells. If she rolls a Critical Failure, she subtracts 4 from arcane skill rolls until she replenishes them.

Selfless (Minor/Major): The hero puts others before herself.

Talisman (Minor/Major): Must have Arcane Background. The caster needs a physical item (staff, symbol, etc.) to cast his powers. Without it he subtracts 1 from arcane skill rolls (2 as a Major Hindrance).

EDGE SUMMARIES

BACKGROUND EDGES

EDGE	REQ.	SUMMARY
Arcane Background	Special	See Chapter Four.
Arcane Resistance	N, Sp d8+	Enemy arcane abilities targeting the hero suffer a -2 penalty and magical damage is reduced by 2 as well.
Imp. Arcane Resistance	N, Arcane Resistance	The penalty to the arcane skill roll and damage are increased to 4.
Chosen	N, Wild Card	When the Chosen spends Conviction, it lasts until the end of the encounter without having to maintain it with Bennies. The Chosen also has the Enemy (Major) Hindrance and a "mark" that helps them find her.
Fey Blood	N	Free reroll when resisting enemy powers.
Favored Enemy	N, Athletics, Fighting, or Shooting d6+	-2 Persuasion, free reroll when failing to track (Survival) or attack against a particular type of foe.
Favored Terrain	N, Survival d6+	Character draws an additional Action Card in chosen terrain.
Heirloom	N	Character gains a magic item worth up to 10,000 gp.

COMBAT EDGES

Charge	S, Fighting d8+	+2 damage to first Fighting roll when running at least 5" (10 yards).
Close Fighting	N, A d8+, Fighting d8+	Fighter armed with a knife or small weapon adds Reach +1 and Parry +1 toward a single foe armed with a larger weapon.
Imp. Close Fighting	V, Close Fighting	The bonus increases to Reach +2.
Defender	S, Fighting d6+	Character may share his shield's Parry and cover bonus with one adjacent ally.
Dirty Fighter	S	+2 to Fighting Tricks.
Really Dirty Fighter	S, Dirty Fighter	Raise on a Fighting Test grants The Drop.
Double Shot	S, Shooting d8+	Extra Shooting or Athletics (throwing) die, once per turn.
Imp. Double Shot	H, Double Shot, Shooting d10+	Extra die up to twice per turn.
Formation Fighter	N, Fighting d8+	Fighter adds +2 to Gang Up bonus instead of +1.
Shield Wall	N, Formation Fighter, Fighting d8+	Fighter with shield adds +1 Parry to adjacent ally with Shield Wall Edge.
Martial Flexibility	S, Fighting d8+	Once per encounter, character may gain the benefits of an eligible Combat Edge for five rounds.
Missile Deflection	Heroic, Fighting d10+	Ranged attackers use character's Parry as base TN.
Opportunistic	V	A Joker adds +4 to Trait and damage rolls rather than +2.
Roar	S, Sp d8+	May make an Intimidation Test in a Cone Template.
Savagery	N, Fighting d8+	+4 damage when Wild Attacking rather than +2.
Scorch	S, V d8+, Breath Weapon	Character's breath weapon increases a die type, and allows her to use Cone or Stream Template.
Sneak Attack	Seasoned, Assassin	Replaces assassin's +2 damage with a d6.
Imp. Sneak Attack	V, Sneak Attack	May sneak attack a Distracted foe.
Stunning Blow	S, St d8+	Foe must make a Vigor roll or be Stunned if Shaken or Wounded with a blunt weapon.
Sunder	N, St d8+	Attacker adds +d6 to damage when trying to break things.
Take the Hit	S, Iron Jaw, V d10+	Free reroll when Soaking or resisting Knockout Blows.
Trick Shot	S, Athletics d8+ or Shooting d8+	Character may make foe resist with Smarts instead of Agility with Athletics or Shooting Test.
Uncanny Reflexes	V, A d8+, Athletics d8+	Ignores usual -2 penalty to Evade and may Evade area effect attacks that don't normally allow it.
Wing Gust	S, Wings	Athletics roll to cause everyone within a Cone Template to make a Vigor roll (-2 with a raise) or be Shaken.

POWER EDGES

Artificer	Se, AB (Any)	Character may create arcane items.
Master Artificer	H, Artificer, Occult d10+	Artificer gains 1000 gp progress for each success and raise on his Occult roll when making arcane items.
Battle Magic	V, AB (Any), arcane skill d10+	The mage may cast battle magic (see Chapter Four).
Blood Magic	N, AB (Any), evil	The mage recovers d6 Power Points when directly causing a Wound to a sapient creature.
Epic Mastery	V, AB (Any), arcane skill d6+	The caster may use Epic Power Modifiers.
Familiar	N, AB (See list)	Caster gains a small pet that grants her 5 Power Points and other abilities.
Favored Power	S, AB (Any), arcane skill d8+	Caster may ignore 2 points of any penalties when activating one chosen power.
Mystic Powers	S, Special	Grants various, auto-activating powers in different packages.
Silent Caster	N, AB (See list)	The mage does not need to speak to cast.
Transfer	N, AB (Any)	The mage may transfer up to five Power Points to anyone in sight as a limited free action.

PROFESSIONAL EDGES

Born in the Saddle	N, A d8+, Riding d6+	Free reroll on Riding rolls, mount's Pace increase by 2, Running die increases one step.
Explorer	N, V d6+, Survival d8+	Survival roll to draw an additional card when using the Travel rule and choose between the two types; decreases party's Travel Times by 10%.
Knight	N, Sp d6+, St d8+, V d8+, Fighting d8+, Riding d6+, Obligation (Major)	The character has some authority over his liege's subjects (and +1 to Intimidation and Persuasion), and gains a war horse, lance, long sword, a full suit of heavy armor (or medium if preferred), and a medium shield.
Mount	N, Riding d6+	The hero gains a mount that becomes more powerful as he gains Ranks.
Poisoner	N, Alchemy, Healing, or Survival d6+	The character creates poisons in half the time and contact poisons last 12 hours instead of four.
Scout	S, Survival d6+	Scout gets a Notice roll at -2 to detect Travel encounters, are always considered alert vs Stealth, and add +2 to Common Knowledge to know details of areas they've traveled.
Stonecunning	N, Repair d6+	Notice roll at +2 to detect traps, secret doors, etc., in stone.
Trap Sense	S, Repair d6+	Automatic Notice roll to detect a trap within 5" (10 yards); she and allies ignore 2 points of Evasion penalties to avoid them; ignores up to 2 points of Thievery penalties when attempting to disarm traps.

Treasure Hunter	N, Notice d8+, Occult d8+	Smarts to gauge value of goods, may spend Benny to have GM to reroll magic items in random treasure.
Troubadour	S, Common Knowledge d6+, Performance d6+	+2 Common Knowledge, may use Performance instead of Battle for Leadership Edges or Edges that require Battle.
SOCIAL EDGES		
Deceptive	S, Sm d8+	Character may make foe resist with Smarts or Spirit when making a Smarts or Spirit-based Test.
WEIRD EDGES		
Aura of Courage	N, Sp d8+	All allies within 10" (20 yards) add +1 to Fear checks and subtract 1 from rolls on the Fear Table.
Beast Talker	N	The hero can speak with animals.
Rapid Change	N, Lycanthropy	The character may change form as a limited action.
LEGENDARY EDGES		
Home Ground	WC, L, Sp d8+, AB (Any)	Once per encounter, while on "home ground," caster may spend a Benny to recover all her Power Points. She may also "sense" the state of her home.
Relic	WC, L	The character may choose any one magic item from the book (with GM's permission).
Unstoppable	WC, L, V d10+, Iron Jaw, Nerves of Steel	Hero has the Unstoppable Monstrous Ability.
Warband	WC, L, Command, at least two other Leadership Edges, Followers	Five of the champion's Followers gain the Resilient ability.





CHAPTER TWO

GEAR

This chapter presents new gear, armor, and weapons. It also includes descriptions of siege weapons and their effects on Mass Battles, as well as information on acquiring and maintaining strongholds.

Characters in a fantasy campaign start with \$300 instead of \$500. This change matches Savage Pathfinder and lets us price the gear in this chapter in a similar way. Note also that some items may be slightly different from their listing in *Savage Worlds* to reflect this change or more traditional fantasy tropes.

GEAR

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

GENERAL GEAR

ITEM	WEIGHT	COST
Alchemists' Bag	5	25
<i>Notes:</i> This portable laboratory contains an oil lamp, glass beakers and tubes, distillation vases, tweezers, pipettes, and a chart of minerals and herbs.		
Artificer's Kit	5	100
<i>Notes:</i> Various tools, vises, and equipment needed to enchant arcane devices (see page 101) and permanent magic items (page 161).		
Backpack (empty)	2	2
<i>Notes:</i> 1/2 the effective weight of contents		

ITEM	WEIGHT	COST
Bandoleer	2	.5
Barrel	30	2
Basket	1	.5
Bedroll	5	.25
Bell	2	1
Belt Pouch	0.5	1
Book	5	50
<i>Notes:</i> Allows Research rolls to find specific information. The GM may require a new book for each topic.		
Bottle	1	2
Caltrops	2	1
<i>Notes:</i> One batch covers a Small Blast Template, two a Medium, and three a Large. Counts as Difficult Ground; anyone moving through the area must make an Athletics roll or be Shaken. A Critical Failure causes a Wound to the feet (-2 Pace until healed).		
Candle	—	.25
<i>Notes:</i> A candle provides clear light in a 2" radius for two hours (Dim up to twice that). A candle blows out in a strong wind or whenever the character holding it runs.		
Canvas (sq. yd.)	1	1
Carriage/Coach	2000	100
Cart (300 lbs. capacity)	80	15
Case, map or scroll	0.5	1
Chain (5"/10 yards)	2	30

ITEM	WEIGHT	COST
Chalk (box of 12)	—	1
Chest (small)	25	2
Chest (large)	75	20
Crate	10	5
Crowbar	5	2
Flask (metal)	1	.25
Flint and Steel	—	.25
Grappling hook	4	2
<i>Notes:</i> Can be attached to a rope or similar line (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.		
Hammer	2	.5
Healer's Kit	1	50
<i>Notes:</i> Five uses, see Healing in <i>Savage Worlds</i> .		
Holy Symbol, wood	—	1
Holy Symbol, silver	1	25
Holy Symbol, gold	5	100
Hourglass	1	25
Ink (vial)	1	1
Journal, blank	1	5
Lamp (3" radius light)	1	.25
Lantern	3	12
<i>Notes:</i> Provides light in a 4" radius (Dim up to twice that) 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 Fire in <i>Savage Worlds</i>). A "bullseye" version has a shuttered, reflective hood that casts light in a Cone Template.		
Magnifying glass	—	100
Manacles	2	15
Musical Instrument	3	5
Mirror, small steel	0.5	10
Oil (1 pint)	1	.25
<i>Notes:</i> Fuel for lanterns. It stays alight for 10 minutes. Placing a lit fuse in an oil flask creates a crude throwing weapon with Range 3/6/12. Targets take 1d10 damage and may catch fire (see Fire in <i>Savage Worlds</i>). Lighting a fuse requires 1d6 rounds with flint and steel or 1 round with open flame.		

ITEM	WEIGHT	COST
Parchment (per sheet)	—	.25
Pick, mining	5	5
<i>Notes:</i> Picks are unbalanced as weapons and inflict a -1 penalty on the user's Parry and Fighting scores. Their damage is Str+d6.		
Pole, 12 foot	8	.25
Pot, iron	4	.5
Quill	—	.25
Rope, hemp (10"/20 yards)	10	1
<i>Notes:</i> 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.		
Rowboat	100	50
Sack, large	1	1
Sack, small	—	.25
Saddlebags	8	4
Scabbard	3	8
Sealing Wax, stick	1	1
Sewing Kit	1	5
Shovel, small	4	2
Soap	1	.25
Spellbook (blank)	3	15
Spikes/Pitons (10)	5	1
Spyglass	1	1,000
<i>Notes:</i> Notice +2 to spot distant objects		
Tack, riding	25	15
<i>Notes:</i> Includes a saddle, bridle, bit, stirrups, and reins. Attempts to ride a mount without proper tack imposes a -2 to Riding rolls. Double price for large or unusual mounts.		
Tankard, ceramic	1	.25
Tent, bivouac (2 person)	20	10
Tent (6 person)	40	30
Tent, pavilion (15 person)	50	100
Thieves' Tools	1	30
<i>Notes:</i> Attempts to pick a lock without these tools impose a -2 penalty to Thievery rolls.		

ITEM	WEIGHT	COST
Torch	1	.25
<i>Notes:</i> A torch provides light in a 4" radius (Dim up to twice that) 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.		
Trapmaking Kit	10	150
<i>Notes:</i> Attempts to create a trap without these tools impose a -2 penalty to the Repair rolls.		
Waterskin (empty)	—	1
Wheelbarrow	20	10
Whetstone	—	.25

ANIMALS

ITEM	WEIGHT	COST
Camel	—	150
Dog, Guard	—	25
Elephant	—	1,000
Hawk/Falcon	—	50
Horse, Riding	—	75
Horse, War	—	350
Mule/Donkey	—	8
Pony	—	30

FOOD

ITEM	WEIGHT	COST
Ale, gallon	8	2
Ale, mug	1	.25
Banquet (per person)	—	10
Feed, animal (1 day)	3	2
Meal, cheap	—	.25
Meal, average	—	.5
Meal, fine	—	1
Rations, basic (1 day)	1	.5
Rations, deluxe (1 day)	1	1
Water, quart (1 day)	2	.25
Wine, bottle	2	5+
Wine, glass	1	.5

CLOTHING

ITEM	WEIGHT	COST
Boots, heavy	4	2
Cloak, light (w/hood)	3	2
Common Clothing	2	1

ITEM	WEIGHT	COST
Formal Clothing	5	75
Fine Clothing	5	100+
<i>Notes:</i> Adds +1 to Persuasion rolls in situations where social status has an effect.		
PACKS		

Ready-made packs come with the most common gear for certain professions at a slight discount.

ITEM	WEIGHT	COST
Adventurer's Pack	23	45
<i>Notes:</i> Backpack, bedroll, candle, chalk, common clothing, flint and steel, grappling hook, lantern, small mirror, hemp rope, oil, shovel, soap, 3 torches, waterskin, whetstone, 1 week's rations.		
Alchemist's Pack	31	50
<i>Notes:</i> Alchemist's bag, backpack, flint and steel, bedroll, mirror, belt pouch, 3 pints of oil, rope, 1 week's rations, 5 quarts of water, 10 bottles, and 3 torches.		
Cleric's Pack	12	100
<i>Notes:</i> Holy symbol (silver), bedroll, flint and steel, candle, healer's kit, lantern, 3 pints of oil, parchment, ink and quill, backpack, waterskin, 1 week's rations.		
Entertainer's Pack	16	120
<i>Notes:</i> Musical instrument, backpack, bedroll, mirror, journal, ink and quill, flint and steel, cloak (light), formal clothing, 1 week's rations, flask, a sewing kit, and a bottle of wine.		
Dungeoneer's Pack	31	50
<i>Notes:</i> Rope, grappling hook, backpack, flint and steel, hammer, bedroll, crowbar, lantern, 5 pints of oil, spikes, shovel, 3 waterskins, 1 week's rations.		
Mage's Pack	16	80
<i>Notes:</i> Spellbook, backpack, bedroll, lamp, flint and steel, ink and quill, 3 pints of oil, cloak (light), one book, waterskin, 1 week's rations.		

ITEM	WEIGHT	COST
Mercenary's Pack	24	45
<i>Notes:</i> Bedroll, backpack, caltrops, lantern, 3 pints of oil, ale (gallon), flint and steel, a tankard, rope, manacles, waterskin, 1 week's rations.		
Thief's Pack	19	65
<i>Notes:</i> Thieves' tools, backpack, mirror, flint and steel, belt pouch, grappling hook, rope, caltrops, sack (small), 2 pints of oil, lantern (bullseye), waterskin, 1 week's rations.		
Wilderness Pack	24	36
<i>Notes:</i> Tent (two person), backpack, rope, bedroll, winter clothing, boots (heavy), flint and steel, shovel (small), cloak, waterskin, 1 week's rations.		

LIFESTYLE

GMs may wish to have characters pay for daily lifestyle expenses between adventures or during Downtime (see page 77). The price includes food, drink, lodging, and occasional entertainment, and should be adjusted based on the local situation.

Lower lifestyle expenses increase the chance of theft or other hazards, while high expenses are generally more secure.

ITEM	WEIGHT	COST
Destitute	—	—
Meager	—	3
Fair	—	5
Comfortable	—	12
Prosperous	—	25
Lavish	—	40
Opulent	—	75

HIRELINGS

Hirelings are paid by the day and must be provided with water, rations, shelter, transport, and any equipment they don't already have. They are loyal to their employer but aren't mindless—they won't do anything clearly suicidal or against their own code of ethics.

Hirelings are Extras and use the profiles in the Bestiary. Wild Card hirelings are available for three times the listed price.

ITEM	WEIGHT	COST
Archer (High Elf)	—	10
Archer (Wild Elf)	—	15
Assassin	—	50
Barbarian, warrior	—	5
Barbarian, shaman	—	7
Bard	—	15
Cleric	—	15
Courtier (Noble)	—	50
Fighter	—	5
Fighter, veteran	—	10
Jester (Noble)	—	10
Knight	—	35
Mage	—	15
Mage, veteran	—	30
Porter (Commoner)	—	3
Ranger	—	7
Sailor, Captain	—	25
Sailor, Crew (each)	—	3
Thief	—	15

CURRENCY

Costs are listed in "gp" or "gold pieces" for flavor and for those familiar with most fantasy roleplaying games. Game Masters are encouraged to create their own currencies for their worlds, perhaps stamped with the images of various rulers or important nonplayer characters in that campaign. Perhaps your heroes can even become famous enough to have coins stamped with *their* image some day!

LODGING

Lodging prices generally include two beds per room at an inn or boarding house, but some also have larger rooms with up to six beds for double the listed price. Long-term lodging may reduce the cost.

ITEM	WEIGHT	COST
Bath	—	.5
Flophouse	—	.25
Inn, poor	—	.25
Inn, common	—	.5
Inn, good	—	2
Inn, excellent	—	10
Laundry	—	.25
Stabling for Mounts	—	.25

TRAVEL

Travel is per passenger and includes suitable accommodations and a trained crew or staff, but passengers are expected to pay for their own food, water, or any special services they may require.

ITEM	WEIGHT	COST
Airship, cargo	—	20
Airship, passenger	—	35
Caravan	—	2
Cargo (50 pounds)	—	5
Coach/Carriage	—	5
Elephant, howdah	—	12
Palanquin	—	5
Ship, common berth	—	3
Ship, cabin	—	6
Ship, stateroom	—	15

"A FLYING SHIP? I'M NOT GETTING ON THAT THING!"

GABE SEEING HIS FIRST AIRSHIP

MASTERWORK ITEMS

Masterwork items are finely crafted versions of normal gear made by top artisans.

Weapons of masterwork quality are +1 AP. Masterwork melee and ranged weapons add 300 gp to the cost.

Masterwork arrows, bolts, or other ammunition subtract 1 point of Range penalty at Long or Extreme Range, and increase the cost 6 gp per unit. Masterwork ammunition loses its bonus after use even if recovered.

Armor and shields of masterwork quality reduce the Minimum Strength requirement by one die type, to a minimum of d4. Shields cost an extra 300 gp, while armor costs an extra 150 gp per piece.

You can't usually upgrade existing armor, weapons, or shields to masterwork quality—they must be crafted to high standards from the beginning.

The availability of masterwork items—whether for sale in the marketplace or commissioned—depends on the size of the settlement and is up to the GM. Such items typically take twice as long to create if commissioned.



SPECIAL MATERIALS

Weapons and armor are often created with special materials, either out of necessity or because they improve them in some way.

Qualities of special materials stack with masterwork weapons (see page 51), but not with other material qualities (use only the best).

■ **ADAMANTINE:** Adamantine adds +1 AP to any melee or ranged weapon ammunition made of its metal. This stacks with the bonus from masterwork items. Adamantine weapons cost an additional 3,000 gp.

Adamantine armor is harder to pierce than that made from other materials. It ignores up to 2 points of AP. Armor made from this material costs an extra 3,000 gp per point of armor bonus.

Adamantine items increase Hardness by four and cost an extra 3,000 gp.

■ **BRONZE:** Armor made from bronze is listed on page 54. Weapons made from bronze are brittle and lose their sharpness quickly. A Critical Failure shatters the weapon, and if it can't be sharpened after a fight, decrease damage totals by -2.

■ **COLD IRON:** Cold iron is iron that has not been heated in a forge before it's worked. It contains no carbon and is therefore pure but brittle. It's primarily useful against demons and fey with a cold iron weakness. Weapons cost twice as much as normal and shatter if the wielder rolls a Critical Failure while Fighting.

■ **DARK METAL:** Dark metal is a corrupted substance infused with raw and terrible evil. It may come from the corpse of a vile horror, meteorites, or tainted and corrupted places. Any living beings trying to Soak damage from dark metal weapons subtract 2 from their Vigor rolls.

Dark metal armor or shields add +1 to their armor bonus, or +4 versus dark energy (GM's call).

Dark metal items cost ten times the listed amount, but are considered evil and strictly outlawed in most societies.

■ **DRAGONHIDE:** Armorer can fashion their wares with the hides of dragons when such wonders become available. The number of armor pieces that can be crafted from a single dragon is equal to half its Size (round up). The hide can be used to craft light, medium, or heavy armor and counts as masterwork, granting the same bonus as other armors of the same type (+2 to +4).

Dragonhide increases the armor value by +4 against the element tied to the dragon's breath weapon (fire versus fire-breathing dragons, for example). This stacks with the Energy Resistance Power Modifier. Dragonhide armor costs an additional 2,500 gp.

■ **HARDWOOD:** This rare wood weighs half as much as equivalents and costs an additional 10 gp per pound of the original. Increase the item's Hardness (or Toughness if a vehicle) by 2.

■ **MITHRAL:** A rare metal, mithral is forged like steel but weighs much less. Mithral reduces the Minimum Strength of weapons, armor, and shields one die type (this stacks with the masterwork bonus) and the weight by half. Weapons and shields made primarily of mithral cost 100 times normal, while armor costs 10 times normal per piece.

Mithral weapons count as silver against creatures with a silver Weakness.

■ **OBSIDIAN:** In fantasy settings, obsidian weapons hold a sharper blade (AP +1) but shatter whenever the user Critically Fails when attacking with them.

■ **SILVER, ALCHEMICAL:** A complex process involving metallurgy and alchemy can bond silver to a steel weapon. This allows them to affect creatures with a Weakness to silver, such as lycanthropes. They cost ten times normal price.

POISONS

The use of lethal poisons is almost always frowned upon in polite society and mark their user as a murderer or assassin. In warfare, poison is considered a cowardly weapon reserved for tyrants.

Disabling: These poisons dull one of the victim's attributes and all linked skills (chosen at the time of creation) by creating hallucinations, inhibiting nerve function, causing euphoria, etc. The affected attribute and skills are reduced a die type (two with a Critical Failure on the Vigor roll) for 30 minutes.

DELIVERY

Poisons are delivered in several ways. In all cases, a being can't be forced to resist the same type of poison more than once per round.

Contact poisons must touch bare skin. They can also be applied to a weapon and remain effective for four hours.

Inhaled poisons are released by breaking their container. They form a Medium Blast Template cloud and affect everyone within.

Ingested poisons must be consumed. The target may make a Notice roll to detect the poison's smell or taste before consuming.

Injury poisons must be applied to a piercing or cutting weapon, and are delivered when an attack isn't Soaked and results in Shaken.

PURCHASING POISONS

Whether poisons can be bought openly or not depends on the setting. In most fantasy worlds, mild poisons or those used to take care of vermin or other common nuisances are readily available. Those typically used for more sinister purposes must be obtained via the black market or from those who set themselves off from the rest of society.

CRAFTING POISONS

Characters can make their own poisons for half the cost listed below. Doing so uses the Alchemy, Healing, or Survival skill and d6 hours of preparation per dose. A Critical Failure during this process results in the poisoner poisoning himself!

Strength: The crafter can make the potion stronger (resisted at Vigor -2) by increasing the time to 2d6 hours and paying the full cost listed below.

ANTIDOTES

Antidotes for poisons use the same crafting rules. An antidote only works against the specific type of poison for which it is created, and gives the user a Vigor roll minus the strength of the poison to recover completely from its effects (including removing Hindrances for Lotus Dust).

COMMON POISONS				
ITEM	TYPE	DELIVERY	COST	NOTES
Assassin's Brew	Lethal	Ingested	250	-2 Notice to detect
Crypt Spores	Mild	Inhaled	75	—
Ether	Knockout	Inhaled	300	—
Faerie Wine	Disabling (Smarts)	Ingested	200	—
Giant Snake Venom	Lethal	Injury	400	—
Goblin Poison	Disabling (Agility)	Injury	150	Goblins have immunity
Green Slime Extract	Paralyzing	Contact	200	+1 Notice to detect
Lotus Dust	Disabling (Strength)	Inhaled	225	Vigor -2 or gain a Habit (Minor) to the dust
Medusa's Blood	Disabling (Vigor)	Contact	300	—
Moon Draught	Disabling (Spirit)	Ingested	75	—
Wyvern Poison	Paralyzing	Injury	100	—



ARMOR

Armor is written in parentheses next to a character's Toughness, like this: 11 (2). This means 2 points of the character's 11 Toughness comes from Armor. An Armor Piercing attack can bypass those 2 points but not the other 9.

Note that greaves (leg guards) and vambraces (arm guards) are listed as pairs. Halve the weight and cost if a character wears only half the set (Minimum Strength doesn't change).

ITEM	ARMOR	MIN STR.	WEIGHT	COST
ARMOR EXTRAS				
Armor Spikes	—	—	10	50
<i>Notes:</i> May be added to any armor, causing +1 damage when Crushing while Grappling.				
Gauntlet, locked	—	—	5	8
<i>Notes:</i> +1 to Strength roll against Disarm; requires an action to fasten/release.				
CLOTH / LIGHT LEATHER				
Characters with the Armor Interference Hindrance (page 28) may wear cloth or light leather armor without penalty.				
Cloak with hood (torso, head)	+1	d4	5	5
Leggings	+1	d4	5	5
Tunic (torso, arms)	+1	d4	5	10
Robe with hooded Cloak (torso, arms, head)	+1	d4	8	10
LIGHT				
Studded Leather Armor and Natural Armor (thick hide, wood, bone, bark, etc.).				
Leather Tunic or Jacket (torso, arms)	+2	d6	11	20
Leather Leggings (legs)	+2	d6	8	20
Leather or Natural Cap (head)	+2	d6	1	10
Natural Shirt (torso, arms)	+2	d6	10	20
Natural Leggings (legs)	+2	d6	7	20
MEDIUM				
Chain Mail, Ring Mail, Scale Mail, Splint Mail, and Bronze Armor				
Chain Shirt (torso, arms)	+3	d8	22	100
Chain Leggings (legs)	+3	d8	10	100
Chain Hood or Pot Helm (head)	+3	d8	3	50
Bronze Corselet (torso)	+3	d8	13	200
Bronze Greaves (legs)	+3	d8	6	200
Bronze Vambraces (arms)	+3	d8	5	100
Bronze Helmet (head)	+3	d8	6	120
HEAVY				
Plate Mail Armor				
Breastplate (torso)	+4	d10	30	500
Greaves (legs)	+4	d10	10	500
Vambraces or Gauntlets (arms)	+4	d10	10	250
Heavy Helm (head)	+4	d10	4	250
Heavy Helm, Enclosed (head)	+4	d10	8	300
<i>Notes:</i> -1 to vision-based Notice rolls.				

SHIELDS

Shields add to a character's Parry as long as the defender is aware of the attack.

Facing in melee can usually be ignored since a defender can turn to face individual opponents throughout the combat round. If she's attacked by multiple creatures on the same Action Card, however, the shield protects against half the attackers (rounded up; defender's call which ones). Ignore that if the shield bearer has a superior position, such as flanked by allies with no foes behind them, blocking a doorway, corner, or narrow hallway, and so on. If using miniatures, remember that they're static but characters in the game world aren't.

A shield's Parry bonus is written in parentheses next to a character's Parry, like this: 8 (2). This means 2 points of the character's 8 Parry comes from a shield. Half of the foes who attack this character on the same Action Card can bypass those 2 points but not the other 6.

Cover subtracts from ranged attacks from the front and shielded side (attacks from the rear or unprotected side ignore cover). Unless stated otherwise, shields are Hardness 10.

While worn, shields can be used to bash for Str+d4 damage.

TYPE	PARRY	COVER	MIN STR.	WEIGHT	COST
Small (Bucklers, Targs)	+1	—	d6	4	5
Medium (Typical round or kite shield)	+2	-2	d8	8	9
Large (Tower shields, pavises)	+2	-4	d10	12	20

Notes: -1 Pace when carried or wielded

EXTRAS

Interlocking	—	—	10
<i>Notes:</i> Adjacent characters with interlocking shields may combine their cover bonus against ranged attacks, to a maximum of -6.			
Shield spikes	—	5	20

Notes: +1 damage when attacking with the shield.

BARDING (ANIMAL ARMOR)

The items below are based on Size 2 creatures. For other sizes, increase/decrease the weight and cost by 10% per Size difference.

ITEM	ARMOR	MIN STR.	WEIGHT	COST
Padded/Cloth	+1	d6	30	100
Leather	+2	d8	50	300
Chain or Scale	+3	d10	110	500
Bronze	+3	d10	120	1,500
Plate	+4	d12	130	5,000

"YOUR WAR HORSE HAS MORE ARMOR THAN YOU."
-GABE

"BUTTERCUP NEEDS IT MORE THAN I DO."

RED



MELEE WEAPONS

TYPE	DAMAGE	MIN STR.	WEIGHT	COST	NOTES
Axe, Hand	Str+d6	d6	3	6	—
Axe, Battle	Str+d8	d8	6	10	—
Axe, Great	Str+d10	d10	12	20	AP 3, Parry -1, Two Hands
Chakram	Str+d4	d4	1	1	Parry +1
Club, Light	Str+d4	d4	2	1	—
Club, Heavy	Str+d6	d6	5	2	—
Cutlass	Str+d6	d4	4	15	—
Dagger/Knife	Str+d4	d4	1	2	—
Flail	Str+d6	d6	5	8	Ignores shield bonus
Flail, Heavy	Str+d8	d8	10	15	Ignores shield bonus, Two Hands
Falchion	Str+d8	d8	8	75	AP 1, may be used Two Hands (if so, it causes +1 damage)
Glaive	Str+d8	d8	10	8	Reach 1, Two Hands
Guisarme	Str+d6	d6	12	9	AP 1, Reach 1, Two Hands
Halberd	Str+d8	d8	12	10	AP 1, Reach 1, Two Hands
Katana	Str+d6+1	d6	3	50	Two Hands
Lance	Str+d8	d8	10	10	AP 2 when charging, Reach 2, only usable in mounted combat
Mace, Light	Str+d6	d6	4	5	—
Mace, Heavy	Str+d8	d8	8	12	AP 1
Mancatcher	Str+d4	d6	10	15	Reach 2, two hands, no bonus damage on a raise but the victim is Bound
Meteor Hammer	Str+d6	d6	5	12	Reach 2, ignore shield bonus, two hands
Morningstar	Str+d6	d6	6	8	—

BARBED / TOOTHED WEAPONS

Some weapons are forged with extra prongs or “barbs” to cause horrific injuries on bare flesh. Others, like the Aztec *macuahuitl* or Polynesian *leiomano*, have teeth set into them. Such weapons aren’t as good against armored foes but rend terrible, bloody lacerations in bare flesh. With a raise on the Fighting roll, barbed or toothed weapons cause +2 damage as long as the target has no more than 2 points of armor.

Adding barbs, teeth, or spikes adds 10% to the cost of the weapon. A Critical Failure on a Fighting roll means enough barbs have broken off or teeth have fallen out that it no longer grants the damage bonus. It can be repaired with appropriate materials, an hour’s time, and a Repair roll.

MELEE WEAPONS (CONT.)

TYPE	DAMAGE	MIN STR.	WEIGHT	COST	NOTES
Maul	Str+d10	d10	10	12	AP 2, Two Hands, +2 damage to break objects.
Pike	Str+d8	d8	18	20	AP 1 when set, Reach 2, Two Hands
Rapier	Str+d4	d4	2	20	Parry +1
Ranseur	Str+d6	d6	12	10	AP 1, Reach 1
Sap	Str+d4	d4	1	2	Nonlethal damage
Scimitar	Str+d6	d6	4	15	—
Scythe	Str+d6	d6	10	18	Two Hands
Sickle	Str+d4	d4	2	3	—
Spear, Short	Str+d6	d6	3	1	One-handed
Spear	Str+d6	d6	6	2	Reach 1. Parry +1 if used with Two Hands
Spiked Chain	Str+d6	d6	6	8	AP 1, ignores shield bonus, Two Hands
Spiked Gauntlet	Str+d4	d6	1	5	+1 to Strength roll vs. Disarm
Staff/Quarterstaff	Str+d4	d4	4	—	Parry +1, Reach 1, Two Hands
Sword, Bastard	Str+d8	d8	6	35	AP 1, may be used Two Hands (if so, it causes +1 damage)
Sword, Great	Str+d10	d10	8	50	AP 2, Two Hands
Sword, Hook	Str+d6	d6	3	20	+1 to Disarm
Sword, Long	Str+d8	d8	4	15	—
Sword, Short	Str+d6	d6	2	10	—
Trident	Str+d6	d6	4	15	Reach 1
Warhammer	Str+d6	d6	5	12	AP 1
Whip	Str+d4	d4	2	5	Parry -1, Reach 2, With a raise on the attack roll the victim may be Entangled instead of rolling bonus damage.

AMMUNITION

All ammunition costs include a pouch or quiver to hold the ammunition.

TYPE	COST	WEIGHT	NOTES
Arrows	1/20 arrows	3 lbs/20 arrows	For all types of bows
Bolts	1/10 bolts	1 lb/10 bolts	For all types of crossbows
Darts	1/20 darts	—	For use with blowgun only
Flammable Arrows/Bolts	1 per arrow/bolt	3 lbs/20 arrows	Half normal Range, +1d6 damage, may ignite flammable items.
Shot (w/powder)	1/10 shots	0.5 lbs/10	For black powder weapons
Sling Stones	1/50 stones	1 lbs/20 stones	Polished stones for slings

RANGED WEAPONS

Type	Range	Damage	AP	ROF	Min Str.	Weight	Cost
Axe, Hand	3/6/12	Str+d6	—	1	d6	3	6
Bolas	3/6/12	Str+d4	—	1	d4	2	5
<i>Notes:</i> A target hit with a raise is Entangled. Bolas are Hardness 8.							
Blowgun	3/6/12	d4-2	—	1	d4	1	2
Bow, Short	12/24/48	2d6	—	1	d6	2	30
Bow, Long	15/30/60	2d6	1	1	d8	3	75
Bow, Composite	12/24/48	Str+d6	1	1	d6	3	100
Chakram	4/8/16	Str+d4	—	1	d4	1	1
Crossbow, Hand	5/10/20	2d4	—	1	d4	2	20
<i>Notes:</i> Reload 1. A one-handed, pistol-like crossbow.							
Crossbow, Hand Repeating	5/10/20	2d4	—	2	d4	3	160
<i>Notes:</i> Reload 1 for a case of 5 bolts, or 1 for a single bolt. Incurs Recoil penalty.							
Crossbow, Light	10/20/40	2d6	2	1	d6	5	35
<i>Notes:</i> Reload 1. Hand-drawn.							
Crossbow, Light Repeating	10/20/40	2d6	2	1	d6	8	250
<i>Notes:</i> Reload 1 for a case of 5 bolts, or 1 for a single bolt. Incurs Recoil penalty.							
Crossbow, Heavy	15/30/60	2d8	2	1	d6	8	50
<i>Notes:</i> Requires a windlass to load. Reload 2.							
Crossbow, Heavy Repeating	15/30/60	2d8	2	1	d8	12	400
<i>Notes:</i> Reload 2 for a “quick load” case of 5 bolts; or Reload 2 for a single bolt.							
Dagger/Knife	3/6/12	Str+d4	—	1	d4	1	2
Net (Weighted)	3/6/12	—	—	1	d4	8	20
<i>Notes:</i> A successful hit means the target is Entangled. The net is Hardness 10 and only vulnerable to cutting attacks..							
Short Spear/Javelin	4/8/16	Str+d6	—	1	d6	3	1
Shuriken	3/6/12	Str+d4	—	1	d4	—	1
Sling (Athletics (throwing))	4/8/16	Str+d4	—	1	d4	1	—
Spear	3/6/12	Str+d6	—	1	d6	6	2
Trident	3/6/12	Str+d6	—	1	d6	4	15

BLACK POWDER WEAPONS

Black powder weapons are only available in settings where gunpowder exists and is commonly available. They are all Reload 2, so many black powder users preload several flintlocks and simply drop them after firing.

Type	Range	Damage	AP	ROF	Min Str.	Weight	Cost
Blunderbuss	10/20/40	1-3d6	—	1	d6	12	300
<i>Notes:</i> Treat as shotgun (see Savage Worlds).							
Flintlock Pistol	5/10/20	2d6+1	—	1	d4	3	150
Musket	10/20/40	2d8	—	1	d6	15	300

CANNONS

Cannons traditionally use gunpowder, so are only available in settings in which it exists (though some settings might have magical alternatives). Cannons are used to destroy city walls, ships, or to break up large troop formations. Each cannon requires a crew of four to aim and load. The leader of the weapon's crew makes the Shooting roll.

Bombard: Assuming they have a rough idea of their target's location, bombards may fire at targets they cannot see by lobbing projectiles over intervening terrain or obstacles. Bombarding suffers a -4 penalty in addition to all other modifiers, and doubles deviation when the Shooting roll is failed (see **Area Effect Attacks** in *Savage Worlds*). Reduce the penalty to -2 with precise coordinates (such as from a skilled spotter).

Cannons can fire three different types of shells: solid shot, shrapnel, and canister. The crew can pick the type of ammunition to be loaded each time it reloads.

- **Solid Shot:** Heavy balls of iron, lead, or stone. If the Shooting roll is successful, roll a die. If even, the shot bounces to another victim behind and within 6" of the first and hits him as well. Continue in this way until the die roll is odd.
- **Shrapnel:** Shells filled with small metal balls that explode outward in a shower of debris. This is an area effect attack and uses the Medium Blast Template unless otherwise noted.
- **Canister:** Also called grapeshot, this is a shell that detonates inside the cannon barrel and fires out a spray of metal balls or debris like a giant shotgun. The attack is the size of a Medium Blast Template and moves in a straight line up to 24" (if not using miniatures, it affects d6 targets or 2d6 if they're tightly packed). Compare the Shooting roll to every target, adjusting for cover, the Dodge Edge, and other abilities.

Note: All types of shot are Heavy Weapons, Reload 8. Two crew may reload at the same time.

AMMO TYPE	RANGE	DAMAGE	AP	ROF	BLAST	WEIGHT	COST
Cannon (12 lb.)		By Ammo Type					1200
Canister	24" Path	2d6	—	1	MBT	—	50
Solid Shot	50/100/200	3d6+1	4	1	—	—	50
Shrapnel	50/100/200	3d6	—	1	MBT	—	50

SIEGE ENGINES

TYPE	RANGE	DAMAGE	AP	ROF	BLAST	WEIGHT	COST
Ballista	15/30/60	3d6	4	Special	—	1000	500
<i>Notes:</i> A ballista is essentially a massive crossbow. Heavy Weapon, Reload time is 5 minutes for a solo operator, or 2 minutes with a crew of 2.							
Catapult	24/48/96	3d6	4	Special	MBT	30K	800
<i>Notes:</i> Catapults hurl large stones at enemy defenses or ranks of troops. They require a crew of four to load the projectile, crank down the lever, then sight and aim it. Heavy Weapon, Reload time is every five minutes with a crew of 4.							

Ram	—	3d6	—	—	—	400	1,000
<i>Notes:</i> A ram is a heavy wooden post used to batter objects, like gates or doors. It requires a crew of two to eight people. The leader makes the attack roll and others provide Support.							

Siege Tower	—	—	—	—	—	200K	2,000
<i>Notes:</i> A siege tower is a massive wooden tower on wheels, designed for scaling walls. Moving the structure requires at least a crew of eight, who can push the device at Pace 1 from within the tower on the ground (double that if 16 individuals push the tower, and triple it if 24 push). Those within have complete cover and solid wooden walls until the ramp drops, usually at the highest level. Some siege towers may have arrow slits on the higher levels as well, allowing archers to fire as they approach the enemy walls.							

Trebuchet	30/60/120	3d8	4	Special	MBT	40K	1,000
<i>Notes:</i> A machine that uses a hanging sling to sling heavier stones than traditional catapults. The boulders average 500 pounds, take at least an hour to load, aim, and ready. Heavy Weapon, Reload time is five minutes with a crew of 4.							

ALCHEMICAL ITEMS

The following items may be found in most towns with an alchemist's shop, or created by alchemists (see page 82).

Type	Range	Damage	AP	ROF	Blast	Weight	Cost
Acid flask	3/6/12	2d4	—	1	SBT	1	10
<i>Notes:</i> Thrown like a grenade. Those within the template take 2d4 damage when hit and 2d4–2 damage at the start of their next turn unless the acid is washed off somehow.							
Alchemist's Fire	3/6/12	2d4	—	1	SBT	1	20
<i>Notes:</i> A sticky, flammable liquid that ignites on impact. Heavy Weapon. Those within the template take 2d4 damage when hit and 2d4–2 damage at the start of their next turn unless doused with water. Target might catch Fire (see <i>Savage Worlds</i>).							
Antitoxin, vial	—	—	—	—	—	1/2	50
<i>Notes:</i> Grants a +4 bonus to resist poison for one hour.							
Everburning torch	—	—	—	—	—	1	110
<i>Notes:</i> A "torch" permanently enchanted with <i>light</i> . It does not burn and emits no heat.							
Holy Water	3/6/12	2d4	—	1	SBT	—	25
<i>Notes:</i> Holy water can be thrown in a flask or splashed on an adjacent creature. Undead and certain evil creatures (GM's call) within the template take 2d4 damage when hit and 2d4–2 damage at the start of their next turn.							
Smokestick	3/6/12	—	—	1	MBT	1/10	20
<i>Notes:</i> An alchemically treated stick that creates thick smoke (Dark illumination) in a Medium Blast Template for one minute. Dissipates in strong wind in one round.							
Sunrod	—	—	—	—	—	1	2
<i>Notes:</i> A gold-tipped iron rod (Str+d4) that provides normal light in a 30 foot radius for six hours. It increases illumination one level for another 30' beyond that. It emits no heat, and counts as sunlight.							
Tanglefoot bag	1/2/4	—	—	1	—	4	50
<i>Notes:</i> A Size 3 or smaller victim hit by this small sack of sticky materials is Distracted for five rounds and must make an Athletics roll or be stuck to the ground (Entangled) as well.							
Thunderstone	3/6/12	—	—	1	MBT	1	30
<i>Notes:</i> An enchanted rock that explodes with a deafening boom when struck against a hard surface. Anyone in the template must make a Vigor roll or be Shaken as well as deafened for one hour.							
Tindertwig	—	—	—	—	—	1/10	1
<i>Notes:</i> A thin stick that alights with flame when struck against a hard surface. It allows torches and other flammable substances to be lit in a single action.							

MAKING ALCHEMICAL ITEMS

Anyone with the Alchemy skill may make any of the items found above. This takes a workshop, a number of minutes equal to the original cost in gold pieces, and half the listed cost in components, followed by an Alchemy roll.

If the roll is failed the time is lost but not the components. A Critical Failure means the alchemist cannot make that item until he replenishes his supplies at a town, lab, or other source of supplies (use the rules for the Material Components Hindrance on page 29)

STRONGHOLDS

Adventurers spend much of their time on the road, chasing down monsters and undertaking epic quests. Whether it takes the form of an imposing stone keep atop a promontory, a tower hidden deep in a pine forest, or a guildhall in the twisting streets of a sprawling city, having a fortress of their own gives them a place to recuperate from such journeys. There they can recover from injuries, store their hard-earned loot, hone their skills, host important emissaries, and plan their next adventure.

This section helps you establish a stronghold for the player characters in your game world. It can create anything from a humble manor with a few loyal servants to a mighty castle with thousands of troops and retainers. When you're ready to do so, following the steps below.

- **STEP 1:** Roll an Advantage (page 62).
- **STEP 2:** Roll a Complication (page 63).
- **STEP 3:** Determine the stronghold's Form and how the adventurers acquire it.
- **STEP 4:** Add any Upgrades (page 65) the structure might already have when acquired. The player characters can guide its growth from there.



STEP 1: ADVANTAGE

The Advantages listed on the table below are framed in terms of typical sword & sorcery settings. Use your imagination to apply them to other themes. A stronghold in a nautical fantasy setting, for example, doesn't have to be a massive stone castle. It might be a reliable old sloop, a small island that doesn't appear on any charts, or even a room hidden beneath a seaside tavern.

In all cases, "members" refers to any and all permanent party members who have free access to the base and its systems. If an individual quits or leaves the party, or if the base is destroyed, any bonus is lost.

ADVANTAGE (ROLL 1D6)

1—Exotic Location: The base is in an unusual location relative to the flavor of the campaign, such as a prominent point in a city, atop a hovering mountain, beneath a volcano, on a remote island, or deep in a cavern grotto.

If the stronghold is intended purely to serve as a home for the party rather than rule over a local populace, the group may decide to keep its location secret. This makes it more difficult for enemies to find and attack, while a known location makes it easier to host friendly guilds, royal emissaries, and other allies.

2—Hallowed: The structure or its grounds are deeply revered and respected. It may mark the site of a great battle or heroic sacrifice, hold the remains of a legendary person, or is the former home of a prestigious order of knights or mage academy. Most citizens have a friendly attitude toward any party members known to operate from its hallowed halls, and all team members start each session with an additional Benny.

3—Inspiring: Those who walk this stronghold's halls are inspired to great deeds of selflessness and heroism. Inspiration might come from a monument to a fallen hero, trophies from previous victories, or even amazing art or architecture that inspires the soul. All party members' Spirit die is increased one die type. The bonus is lost when a character leaves the team.

4—Mentor: The base is managed by an exceptional individual. He or she might be a sergeant-at-arms, a retired mage, a beloved relative of one or more party members, an amusing jester, a member of the priesthood, or even a ghostly spirit. The GM should create an appropriate Wild Card character and use him or her to support the team in their adventures.

At the start of each session, randomly choose one player character. Continue to do so each session until every player has been chosen once, then start again. That character may recite a brief tale of the mentor's guidance or inspiration to gain Conviction that must be used on some action relevant to the anecdote. If the Conviction isn't used by the end of the adventure, it's lost.

5—Productive: The stronghold or nearby land under its control produces exceptional wealth of some kind. Members share in the rewards and enjoy a monthly bonus equal to their starting funds times their Rank ($2\times$ at Seasoned, $3\times$ at Veteran, and so on). Of course, rivals covet the stronghold's fortune and may attempt to steal or destroy it.

6—Renowned: The stronghold is famous for something. Perhaps it holds a wondrous library of occult texts, is the last remaining structure from a past civilization, or is one of the foremost training academies.

All party members gain a permanent die type in a Trait of their choice. The bonus might come from exposure to divine or magical phenomena, exceptional training equipment or tutors, or the high standards the place demands of the party members.

STEP 2: COMPLICATION

Complications are long-term issues with the stronghold. The heroes might be able to resolve the matter for a while, but it eventually returns, changes, or evolves with a slight twist or change to keep the story interesting.

COMPLICATION (ROLL 1D6)

1—Contested: A powerful rival wants the stronghold for her own. She's constantly attempting to take it by guile, force, blackmail, subterfuge, or even holy writ! This is usually a villain, but could also be a rival party of adventurers or even an unfriendly aristocrat such as an envious duke or courtier with a petty grudge.

The team gains the Enemy (Minor) Hindrance. The enemy might be powerful but only show up occasionally, or may be less powerful but more frequent in its actions.

2—Crumbling: The stronghold is falling apart. It may be old, was built poorly, lies on an eroding sea cliff, or suffered one too many attacks by rampaging orc hordes. Doors stick, rats scuttle in the walls, books are ruined by mildew, floors slope at slight angles, or bits of masonry fall randomly.

When rolling for Encounters, a roll of 5–9 indicates the Collapse result instead (page 67).

3—Foreboding: The structure is labyrinthine, terrifying, a reminder of some terrible tragedy or betrayal, ugly, or perhaps located in some strange or unnatural place. Visitors are uneasy there, help is hard to find (and retain), and the world's perception of its inhabitants is inevitably tainted.

Party members have the Bad Luck Hindrance (this doesn't stack with a character's Bad Luck). Roll again until you get a different result if the stronghold's Advantage is Hallowed.

4—Well Known: The stronghold's location is known by everyone. Strangers arrive almost daily to ask for help and it's centered in an area likely to be a valuable target for raids or sieges. There's always a crowd outside, including greedy thieves, enemy agents, those asking for spurious help, or those who are truly in need.

If the location is difficult to reach, take the Remote result instead.

5—Intruders: The stronghold is frequently attacked by rival armies, orc hordes, pirates, undead, etc. The building may sit above an old burial ground, uncharted tunnels, or portals to another world.

These foes occasionally find their way inside to cause trouble, steal treasure, or even attack. They may be bandits, demons, a subterranean race, barbarians, ghouls, or beings from eldritch dimensions.

6—Remote: The stronghold is in a location far removed from civilized lands. It may be deep underground, underwater, on a mountaintop, or at an oasis in the center of a trackless desert. Whatever the location, travel to the base requires time or special equipment like an enchanted compass, a boat, airship, or magical portal.

STRONGHOLDS & CAMPAIGNS

Don't let the lack of an Advantage or Complication prevent you from using the stronghold as the campaign develops. Just because you didn't roll "Contested" on the Complication table doesn't mean it can't develop later in the campaign.

You should do whatever makes the campaign fun and interesting. The results on these tables can inspire you to develop the stronghold and its role in the campaign as you go.

Imagine a fire-breathing dragon attacking the heroes in their castle. It's partially destroyed and one of the valiant defenders falls. Perhaps it gains the Foreboding trait until the dragon is defeated. Then the survivors erect a monument to their fallen friend and it becomes Hallowed. That's a story worth telling!

STEP 3: FORM

Now that the nature of the stronghold has been established, figure out its general form and appearance. Is it a warehouse beside a bustling waterfront? An ancient stone keep hidden away in a swamp? A fern-filled grotto behind a waterfall? A mage academy?

Whatever it is, the stronghold is large enough to accommodate the party's personal quarters, mess, meeting rooms, and any Upgrades (page 65).

If the team later changes their stronghold so that the current description no longer makes sense, the GM and players can describe an expansion, they can move to a new location, or whatever else fits narratively.

ACQUISITION

Next decide how the heroes came by their base. It might have come from conquest, a windfall inheritance, a request from a king to administer the place and the area around it, or the heroes might simply decide to buy or build such a place with some massive treasure they earned in their latest adventure.

Don't worry about the "cost" of the stronghold. Decide what makes sense for the group and their environment and use it as an opportunity to emphasize the flavor of the setting. If the heroes are newcomers from a distant land, for example, maybe they have to settle for a building in a seedy part of the city. If the team are beloved folk heroes, maybe a grateful baron grants them a small tower overlooking an idyllic lake. Both reinforce the feel of the game and even create new adventure ideas.

What do the heroes have to do

to earn respect? Does the patron expect something in return?

If the party is more villainous, maybe they took their structure during a raid or betrayal. Or perhaps they stole an enchanted key that opened the magical door to their lair (and whoever they stole the key from wants it back!).

MAINTENANCE

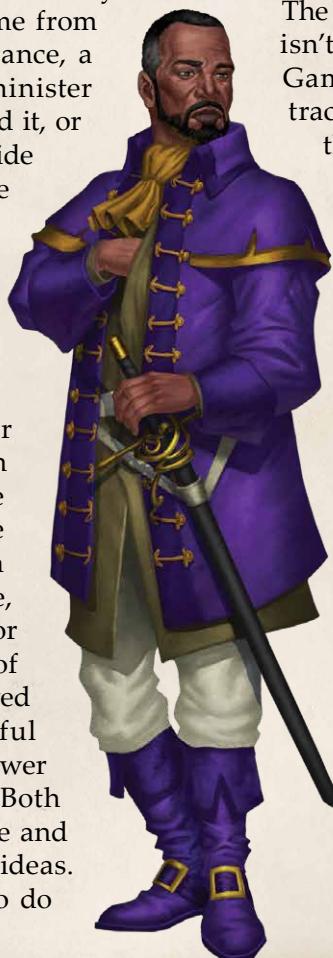
Large structures, such as keeps and castles, depend on many servants to handle day-to-day operations—castellans, maids, gardeners, chefs, groomers, castle guards, even loyal advisors. The players and GM should work together to understand and record the basics, naming any important staff members and giving them a few unique personality traits to make them memorable and unique. (You can use the Allied Personalities table in *Savage Worlds* for inspiration, if you like.)

The cost to maintain the stronghold isn't something the players and Game Master should normally track. It might be maintained by the people it offers protection to (serfs or peasants who work the land) or covered by an agreement with the queen who granted it. Financial matters might occasionally

create adventures, however! Perhaps a spiteful guildmaster sets out to ruin his rivals' income so they have to vacate or sell their building. Or a shortfall forces the party to take a distasteful mission they'd otherwise pass on.

Use the maintenance and upkeep of the team's stronghold to create drama and roleplaying situations.

Don't worry about counting gold pieces—that's not very heroic!



STEP 4: UPGRADES

Strongholds consist of personal living quarters, kitchens, meeting rooms, privies, and other basic areas by default. Anything else is an “Upgrade.” When the group earns an Advance, they may also add any one of the Upgrades below to their stronghold. It’s up to the party to figure out what to do if they can’t agree on which Upgrade to take!

Encounters: Of course there’s a price for owning something so valuable! Whenever you Upgrade your stronghold, roll on the Encounters table on page 67. If the party isn’t around for the encounter, the GM can send word of the event or save it for when they return as she sees fit.

ROOM UPGRADES

Alchemy Lab: The stronghold has an alchemist who produces one potion generated from **Table G: Magic Potions** (145) once per week.

Duelist: Requires *Training Grounds Upgrade*. A renowned fighter hones the party's martial skills. If a hero Trains with him (see Downtime on page 77), her Fighting increases a die type when activating her rerolls.

Dungeons: Small, secure cells in a secure part of the stronghold allow the party to hold prisoners. The number of cells grows as the castle grows (GM’s call). The dungeons are renowned far and wide, and individuals do what they can to avoid them. If the laws are generally fair, the people are more likely to be loyal and helpful. If the dungeons are cruel, the people are more subservient but rebels spring up from time to time to fight against such tyranny.

Great Hall: A large and impressive hall for feasting, meeting, or entertaining important guests. Antagonistic guests who abuse their hosts subtract 2 from Intimidation or Taunt Tests while within due to the hall’s grandeur.

Guards: The stronghold has a dedicated guard of about 50 soldiers, two officers, and barracks to house them. This Upgrade may be taken up to five times, doubling the number of soldiers and officers each time it’s taken to a limit of 800 troops and their officers. Larger armies should be handled by the Game Master outside of the Stronghold system.

Hidden Entrance: Whether it’s the main entrance or a secret back door, the stronghold has a secure method that its members and even their mounts can enter and exit discreetly. It might be a cave snaking far under the building, a secret door into an adjacent warehouse, or even a permanent magical portal which connects to a nearby ruin.

Hospital: The party has a medical facility with beds, supplies, and a dedicated healer (Healing d8). If this Upgrade is taken a second time, the healer is a Wild Card (Healing d10, the Healer Edge) and the hospital is large enough to accommodate local outbreaks.

Library: Scholars can consult a few shelves of common but useful books. Anyone performing a Common Knowledge, Occult, or Research roll in the library gets one free reroll per attempt if the GM feels such information might be found within. If this Upgrade is taken a second time, the library is a room full of books with a few rare tomes—researchers add +2 to their rolls.

Magical Workshop: A workshop characters can use to craft magic items (see page 161).

Master Archer: An archer of renown teaches archery and throwing. If a hero Trains with her (see Downtime on page 77), her Athletics (throwing) or Shooting (her choice) increases a die type when activating her rerolls.

Monument: This Upgrade may only be taken after a party member falls! A monument in a prominent location in the stronghold recounts her achievements and final sacrifice. Every member of the party increases their Spirit one die type permanently. This may only be taken once, no matter how many monuments are eventually installed.



ROOM UPGRADES (CONT.)

Orrery: The stronghold contains a working, moving model of the solar system, as understood by its most intelligent sages. If the world contains planes of existence, it somehow shows their relationship to the home plane as well. This provides a way to research the planes, and if cast from the orrery room, halves the deviation distance for the *plane shift* spell (see page 139). Using the orrery also provides a general notion of the location called for by the *teleport*, Greater Teleport Power Modifier (page 134). Aligning the orrery for either ruse requires ten minutes of time with a successful Science roll, or half that with a raise.

Pious Priest: *Requires Sanctuary Upgrade.* A devout priest attends the stronghold. He might be a high-ranking bishop or other elite, a druid, or a humble but powerful friar or lay priest. Training with him (see Downtime on page 77) increases a hero's Faith one die type when he activates his rerolls.

Sanctuary: The stronghold has a small chapel dedicated to a particular god or religion. If this Upgrade is taken a second time it becomes a church with seating for a large congregation. Those who follow this religion add +1 to any Faith roll made within the stronghold. If this Upgrade is taken a third time, it becomes a cathedral with seating for a community, and supernaturally evil creatures (or good if the religion is evil) are Distracted while on its grounds. A cathedral dedicated to good also makes the locals happier and more loyal. Evil religions make the locals ruthless and hostile to outsiders.

Self-Sufficient: The stronghold has its own clean water source and food-producing gardens. Those inside can survive within for up to 90 days even if cut off by a besieging army.

Stable Master: *Requires Stables Upgrade.* The heroes hire a veteran stable master to care for their mounts. After a few weeks training, the beasts' Fighting increases a die type.

Stables: The grounds contain secure stables for a dozen horses or other mounts. If this Upgrade is taken a second time, it contains stables and facilities (for shoeing horses, treating sick animals, etc.) for up to 50 horses or other mounts. If this Upgrade is taken a third time, the stables and facilities can hold a regiment of cavalry (around 500 animals).

Theater: A lively theatre open to the locals increases their happiness, contentment, and intelligence. The GM should keep this in mind when resolving Stronghold Encounters.

Training Grounds: A dedicated training area increases the stronghold guards' Fighting or Shooting skill one die type (distributed as the players see fit). If this Upgrade is taken a second time, it increases the guards' Strength or Vigor one die type (player's choice). The third time this Upgrade is taken, the guards have any one Combat Edge for which they're eligible.

Trophy Room: The heroes dedicate a room to relics of their most memorable quests. This Upgrade may be taken up to three times, representing new trophies that add a Benny to a special team pool. When this Upgrade is implemented, and at the start of each session afterward, the players should take turns being in charge of the pool. The player with this role can hand out these Bennies at any time, granting them as she thinks appropriate to her teammates (and even nonplayer characters).

Vault: Adds a secure room where the party can safely stash their treasures. The vault has a Hardness 10 door, and picking the lock suffers a -2 penalty. If this Upgrade is taken a second time, the door has a Hardness of 12 a -4 penalty to pick the lock.

Wizard's Tower: *Requires Library Upgrade.* The heroes attract a powerful mage who helps protect the stronghold and provides occasional arcane advice. A hero who Trains here (see Downtime on page 77) increases her Spellcasting one die type when she activates her rerolls.

Zoo: The stronghold has a zoo! The number of creatures kept within depend on the size of the castle, ranging from a few rare beasts to acres of creatures from across the realm. Opening the zoo to the people encourages curiosity and learning.

ENCOUNTERS

Every time your group Upgrades the base, roll a d20 and consult the **Encounter** table below. As always, the Game Master should customize details for her world and the party's particular backgrounds and adventures.

ENCOUNTERS

1—Time of Trouble: Roll twice and apply both results!

2—Peace: Nothing troubles the stronghold or its rulers this time around.

9—Collapse: Some part of the stronghold collapses. Any one Upgrade, GM's choice, is lost in some disaster, fire, or sorcerous explosion.

10—Defend: Something threatens the stronghold directly. Goblins tunnel up from below, an enemy army is on the march, or spirits rise in response to some mysterious slight.

11—Revolt: The locals are upset about something. They might have a genuine complaint that requires a diplomatic solution of some sort or there might be a true troublemaker fomenting dissent for his own nefarious ends.

12—Shortfall: The stronghold needs money for maintenance, expansion, or some unexpected dilemma. The heroes must find a way to generate significant income. They might raid an enemy kingdom, expand their territory somehow, delve into a dangerous dungeon for trouble, or take on a mission for a wealthy patron, such as the king, the church, or a noble.

13—Bandits: Thieves, marauders, or rogue humanoids plague your kingdom. They might lie in wait along common caravan paths or wander about the land raiding villages. The heroes must personally confront some of the most prominent bands and dispense justice to forestall others.

14—Plague: A plague infects the people. The heroes must decide how to deal with it and dispatch their troops to enforce it. They may have to wait it out, bargain with a great healer for her service, or gather some rare cure from a dungeon or faraway land.

15—Natural Disaster: A fire, flood, landslide, or other natural disaster devastates a village or other population center. The heroes must ride to the rescue, and perhaps fight some fiend responsible for the tragedy.

16—Leadership: A citizen (or group of citizens) have a complaint or problem that must be resolved by the heroes. Perhaps it is a grudge between merchants over resource rights, a citizen accused of murder without any proof, or two nobles who both claim the same land based on old and unreadable records.

17—Rampage: Rogue creatures terrify the countryside. Locals are missing or have been killed and the populace cries out for help.

18—Diplomatic Mission: A rival kingdom or landowner has a dispute with the heroes or their king. The party is tasked with negotiating the issue somehow, perhaps performing a favor for the rival, uncovering his foul scheme, or finding a suitor for his headstrong son or daughter.

19—Marriage: A neighboring keep, county, noble, etc., looks to cement a relationship with your stronghold. They propose a marriage between one of their sons or daughters and one of the player characters. Refusal may lead to suspicion or resentment.

20—The King is Dead!: The party's liege, mentor, or ally is slain. She might perish in some epic adventure, be the victim of an assassin or a coup, or simply pass after a long and happy life. The heroes are expected to attend the funeral, bring a memento to the family, and perhaps resolve any disputes over lineage or inheritance.

EXAMPLE STRONGHOLD: THE CLOCKTOWER

Advantage (Inspiring): The players roll an Inspiring location. Their low fantasy campaign takes place in a decaying port city which was once the crown jewel of a mighty empire, so they decide the stronghold should be located in one of the last remaining structures of that bygone era, an ancient clocktower overlooking the central canal. The mechanism hasn't worked in living memory and some of the pieces were stolen long ago to be melted down, but the structure is still sound, and those who live in the district hold it in reverence. The Spirit die of each party member increases one die type.

Complication (Contested): The area around the clocktower is known as the territory of a ruthless crime syndicate, the Tenfold Blades, whose thugs are a constant problem in this city. The Blades have long used the clocktower as a backup hideout, training ground, and lookout tower, and they don't take kindly to newcomers taking it over.

Form (Clocktower): Rising nearly sixty feet over the canal, the clocktower offers an amazing view of the city all around. Several chambers in the adjoining Clockmaster's residence provide sufficient area for personal quarters, while the party can use the storage rooms in the clocktower's lower levels for training, meetings, and supplies—once they drive all the pigeons away!

While it hasn't been maintained in over a century, the clocktower is (on paper, at least) the property of the crown. Having recently helped a local lord reclaim an important shipment from brigands, the party petitions the local lord to have the clocktower signed over to their stewardship. As long as the party continues to push back against the criminal activities of the Blades, the lord agrees to finance any repairs, maintenance, and upgrades.

UNIQUE STAFF MEMBERS

- **CAPTAIN OF THE GUARD:** Darian Ward isn't much for conversation, but he's always on high alert. He's fascinated with the old clock faces and likes to stay up there at night so he can look out over the smoky city.
- **STEWARD:** The lord who granted the clocktower to the party sent his longstanding servant, Nona Eldridge, to act as its primary caretaker. She's a fussy housemarm to the party, overseeing the project to gradually return the clocktower to its original grandeur.
- **CHEF:** Eddard Tolvurn once served in the army, where he was in charge of feeding nearly five thousand soldiers, retainers, and bannermen. Having to serve up hearty meals to a half dozen adventurers is his idea of early retirement.

FIRST UPGRADE (VAULT)

After a successful mission into a bandit-infested bog, the party decides they need a safe place where they can store their loot. They opt to have a vault added to a small below-ground storage room of the tower.

ENCOUNTER

After the Upgrade, the GM rolls for an Encounter and gets a 20—The King is Dead! Not an auspicious way to begin the party's new stewardship of the clocktower. The GM decides the lord who bequeathed it to them was slain. It doesn't take a leap of logic to realize who might be responsible—the Tenfold Blades! A public funeral takes place at the lord's estate in the high district and propriety demands the party be in attendance. This is a perfect opportunity for the Blades to hit the clocktower in the party's absence. Right after the funeral, the party must deal with a small contingent of assassins holed up in their own stronghold!

MEDIEVAL CASTLES

Castles are a common feature in any fantasy campaign: the benign keep on the borderlands where the heroes can retreat after exploring a hazardous dungeon, the king's pennant-covered white stone palace in the center of the city, the black iron citadel in which a necromancer is building his skeletal army, or even the crumbling ruins of an ancient stronghold which holds untold riches—and dangers.

Below are some types of castles the heroes may encounter during their travels, or perhaps even acquire to use as their own stronghold!

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.

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.

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.

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.



Motte and Bailey: Historically, these are the first true castles. They consist of a small keep or tower, usually on a hill, surrounded by an earthen 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.

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.

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.

SIEGES

Sieges and assaults on fortifications should usually be handled as narrative events using the Mass Battle system. If you want to game out a portion of such an attack on the table-top, however, use the rules below. As always, you'll need to improvise to handle any exotic circumstances.

SIEGE TACTICS

Most sieges were long, drawn-out affairs involving an army trapping a smaller or weaker force inside their fortifications until they starved or surrendered.

Besiegers might try to get through the walls by battering them with catapults, trebuchets, or (in later eras) cannons, then surging through a breach in an attempt to overwhelm the defenders.

Going over the walls was faster, but trickier. A tall ladder allowed a besieger to climb to the battlements but exposed him to attacks from above. Siege towers made reaching the battlements a safer proposition but were slow and ponderous.

Other tactics included digging tunnels beneath the walls to collapse them or get inside, hurling rotten animal carcasses over the walls to spread disease, or launching flaming bales of pitch to start fires behind the stronghold's walls.

Common defenses were pouring boiling oil down on attackers (or waste water if oil wasn't available), crude mines and flamethrowers, or tunnel-like entryways with "murder holes" to rain arrows down on the tightly-packed men below.

In a mass battle, these tactics should be figured into each side's overall modifiers. On the tabletop they can be gamed out, allowing the heroes to use all their wits and abilities to prevent or employ them.

BREACHES

On the tabletop, track damage for each 5" (10 yard) long section of wall. Treat each section as an object but with three Wounds. Each time damage equals or exceeds Hardness, the section takes a Wound (see **Breaking Things** in *Savage Worlds*). Attacks can't cause multiple Wounds in one shot.

The section's Hardness depends on its construction material (see below). Stone and metal walls can only be damaged by Heavy Weapons. Most gates and doors are naturally weaker and thinner than walls, reducing Hardness by two. This makes them obvious targets for siege engines—but also the most heavily defended locations!

A destroyed section collapses into a pile of rubble. Any defenders on the section may Evade to neighboring sections if they're close enough (GM's call). Those who fail take $2d6+2$ damage from the fall, or $5d6$ if they were on higher or thicker walls.

Repairs: A Wound can be repaired with 10 person-hours of labor—assuming the defenders have sufficient time and materials to plug the holes. Halve this time for wooden walls or gates.

Collapsed walls require more skilled labor, scaffolding, and time, and can't usually be repaired during a siege.

WALLS AND GATES

TYPE	HARDNESS
Wood	12
Metal	18
Stone	20
Gate/Portcullis	-2

TRAPS

Traps are mechanical or magical in nature, usually constructed to protect treasures or stop intruders. They range from simple camouflaged pits to poisoned darts and triggered magical *burst* effects.

Traps which involve intricate puzzles are best handled as a **Dramatic Task**.

Here's how to read each trap's description:

- **TYPE:** Mechanical or Magical
- **trigger:** Some common ways to activate this type of trap.
- **NOTICE CHECK:** Yes or No, with any modifier to a Notice roll to detect the trap's presence. Success lets the heroes react before the trap is triggered.
- **THIEVERY CHECK:** Yes or No, with any modifiers to the Thievery die roll needed to succeed in disabling a trap.
- **EFFECTS:** The trap's game effects.
- **RESET:** Some traps reset to their original state if they aren't disabled. Permanent traps don't need to reset and may be triggered again in the next round. Manual traps must be reset with a Repair roll at +2. Timed traps reset themselves and may be activated again after 3 rounds (short), 1 minute (medium), or 10 minutes (long).

CRAFTING TRAPS

Characters ambushing a group of enemies may have the desire to employ traps of their own. A character should work with the Game Master to determine the trigger and effect of the trap they are crafting. A trigger generally consists of a lever, tripwire, pressure plate, or other physical component that causes the trap to go off.

The most common effects of a trap are those that restrain someone, inflict poison or other debilitating effects, or cause damage. The traps listed below provide a good selection of triggers and effects for the player to use.

The time needed to craft a trap varies depending on its complexity and the

available tools. Once the character spends the necessary time working on the trap (determined by the GM), he makes a Repair roll. With a success, the trap is created and set up. Each raise on the Repair roll adds a -2 penalty to either the Notice Check or the Thievery Check (up to a max of -4 on each). With a Critical Failure the trap goes off immediately.

A hero with the Artificer Edge can include his devices in the creation of a trap. This allows a trap to use magical effects instead of mechanical ones, such as teleporting a foe out of the stronghold instead of firing arrows at him.

ACID SPRAY

Type: Mechanical

Trigger: Touch, tripwire, pressure plate.

Notice Check: Yes, at -2

Thievery Check: Yes, at -2

Effect: 2d6 damage to closest target (only) in Stream Template. May be Evaded.

Reset: None, manual, or timed (short).

CRUSHING WALLS

Type: Mechanical

Trigger: Lever, tripwire, pressure plate.

Notice Check: Yes, at -2

Thievery Check: Yes, at -2

Effect: 3d6 damage in Small Blast Template. May be Evaded.

Reset: None, manual, or timed (medium).

DEADFALL

Type: Mechanical

Trigger: Tripwire, pressure plate, noise.

Notice Check: Yes

Thievery Check: Yes

Effect: 2d6 damage in Medium Blast Template from falling rocks, bricks, ice, or other heavy objects. May be Evaded.

Reset: None or manual.

DEFENSIVE POWER

Type: Magical

Trigger: Arcane rune or sigil, warding spell, spoken password.

Notice Check: No

Thievery Check: No, but may be *dispelled*.
Effect: As per *arcane protection, banish, barrier, blind, boost/lower Trait, confusion, detect/conceal arcana, dispel, drain Power Points, entangle, fear, growth/shrink, illusion, light/darkness, mind wipe, sloth/speed, slumber, sound/silence, stun, zombie* and trappings.
 May have Power Modifiers.

Reset: None, manual, or timed (long).

ELECTRICAL DISCHARGE

Type: Mechanical

Trigger: Touch, tripwire, pressure plate.

Notice Check: Yes, at -4

Thievery Check: Yes, at -4

Effect: 2d6 damage in Stream Template.
 May be Evaded.

Reset: None, manual, or timed (short).

EXTREME TEMPERATURE

Type: Mechanical

Trigger: Button, pressure plate, doorknob.

Notice Check: Yes, at -4

Thievery Check: Yes, at -4

Effect: Area becomes dangerously hot or cold. Starting 3 rounds after the trap is triggered, victims must roll Vigor each round or suffer Fatigue (see *Savage Worlds*).
Reset: None, manual, or timed (long).

FLAME JETS

Type: Mechanical

Trigger: Pressure plate, doorknob, noise.

Notice Check: Yes, at -2

Thievery Check: Yes, at -2

Effect: 2d6 damage in Small Blast Template.
 May cause targets to catch fire. May be Evaded.

Reset: None, manual, or timed (short).

FLOOD

Type: Mechanical

Trigger: Lever, pressure plate, doorknob.

Notice Check: Yes

Thievery Check: Yes, at -4

Effect: Area fills with water in 3 rounds.
 Victims must hold their breath or begin drowning (see *Savage Worlds*).

Reset: None or manual.

GREASE OR OIL

Type: Mechanical

Trigger: Lever, tripwire, or touch.

Notice Check: Yes

Thievery Check: Yes, at -2

Effect: Grease covers floor, walls, or other surfaces in Large Blast Template. Reduce Pace by 4 (minimum 1) and cannot Run on horizontal surfaces, -4 on Athletics tests. On a slope, Athletics -4 or slide at Pace 6.
Reset: None or manual.

OFFENSIVE POWER

Type: Magical

Trigger: Arcane rune or sigil, enchanted statue, warding spell.

Notice Check: No

Thievery Check: No, but may be *dispelled*.

Effect: As per *blast, bolt, burst, curse, havoc, or summon ally* and trappings. May have Power Modifiers.

Reset: None, manual, or timed (medium).

PIT OR COLLAPSING FLOOR

Type: Mechanical

Trigger: Trapdoor, weak floor, lever.

Notice Check: Yes, at -2

Thievery Check: Yes, at -2

Effect: Any Size 0 or larger creature entering the space takes falling damage (1d6+1 damage per 2", max. 10d6+10). Optional spikes (+1d6 to falling damage, AP 2), fire (2d6 damage), water (Athletics roll to halve falling damage but victim might be subject to **drowning**), or magma (5d6 damage) at the bottom. May be Evaded.
Reset: None or manual.

POISON/DISEASE

Type: Mechanical

Trigger: Touch, pressure plate, button.

Notice Check: Yes, at -2

Thievery Check: Yes, at -2

Effect: Targets must make a Vigor roll to avoid the effects of the disease or poison (see *Savage Worlds*).
Reset: None or manual.

PROJECTILES

Type: Mechanical

Trigger: Pressure plate or tripwire.

Notice Check: Yes, at -2

Thievery Check: Yes, at -2

Effect: Darts (2d4 damage), spears (2d6 damage), arrows (2d6 damage, AP 1), or bullets (2d8 damage). May be Evaded. Projectiles may also be poisoned (see *Savage Worlds*).

Reset: None, manual, or timed (short).

ROLLING BOULDER

Type: Mechanical

Trigger: Pressure plate, lever, tripwire.

Notice Check: Yes, at -2

Thievery Check: Yes, at -2

Effect: Large round boulder (3d6 damage) affects everyone in Stream Template, or along a specially-made path or hallway. May be Evaded.

Reset: None or manual.

SNARE

Type: Mechanical

Trigger: Noose, bear trap, strong adhesive.

Notice Check: Yes

Thievery Check: Yes

Effect: Target is Entangled, or Bound with a Critical Failure. Some snares also deal 2d4 damage to the target.

Reset: None or manual, or timed (short).

SPIKES/BLADES

Type: Mechanical

Trigger: Tripwire, pressure plate, lever.

Notice Check: Yes

Thievery Check: Yes

Effect: 2d6 damage, AP 1. May be Evaded.

Reset: None, manual, or timed (short).

TELEPORTER

Type: Magical

Trigger: Energy field, invisible portal.

Notice Check: Yes, at -4

Thievery Check: No, but may be *dispelled*.

Effect: Victims are transported to another location. The trap itself is harmless.

Reset: Teleport traps are usually permanent, but some reset on a timer (medium).

CONFINED SPACES

Another type of “trap” often found in dank dungeons, crumbling ruins, or fortress corridors are chokepoints. Combat can get cramped quickly in such environments, especially when using miniatures on properly-scaled combat maps.

Players must pay close attention to their marching order, and the Game Master must decide exactly how cramped such areas are. If they’re wide enough to allow two characters to fight side by side, such as a standard ten foot wide hallway, changing positions might not require any sort of roll—two characters simply swap places on either of their turns. If more cramped, such as a five-foot wide corridor, perhaps the two parties must make Athletics rolls to swap places.

Once positioned (or stuck), creative use of the **Situational Rules** gives characters options besides just waiting for someone in front to fall or push their way into the room. Here are two examples.

Support: Dungeon-delvers can coordinate their actions and use Support to ensure success. For example, the barbarian tries to Push past an ogre blocking the entrance to the villain’s chamber, hoping to create space for the fighter. The thief rolls Support using Taunt (“Is that all you got?”) or Strength to assist with the barbarian’s Push attempt.

Test: Coordinate tactics to make it harder for enemies to fight back. In the Push example above, a nearby mage might Test the ogre with Taunt. She uses *speak language* to shout insults in its native tongue, and if successful, makes the ogre Distracted, which helps the barbarian win the opposed Push.



CHAPTER THREE

SETTING

RULES

This chapter clarifies some existing rules (New Rules, below), then introduces new Setting Rules you can add to your fantasy campaign to mimic particular tropes from your favorite film, story, or setting.

UPDATED RULES

We've made a few rules changes since the *Savage Worlds Adventure Edition* was first published. You'll find all of them in the latest update to *Savage Worlds* at our website and will be amended in future printings.

Here are two of the newest as of this book and are particularly important for some of the powers listed in **Chapter Four: Arcana**.

BOUND & ENTANGLED

Playtesting has shown us the *entangle* spell has become a bit too powerful, especially in small spaces like dungeons. We also wanted to make sure things like manacles weren't too easy to escape, so we've made a few changes.

First, the *entangle* power (from the core book) no longer has the Strong Power Modifier.

Second, the Entangled status now makes the victim Vulnerable rather

than Distracted, and we clarified a few aspects of Breaking Free from a device. The amended text for both is below.

- **ENTANGLED:** The victim can't move and is Vulnerable as long as he remains Entangled.
- **BOUNDED:** The victim may not move, is Distracted and Vulnerable as long as he remains Bound, and cannot make physical actions other than trying to break free.

Breaking Free: Attempting to break free from being Bound or Entangled is an action using Strength at -2 or Athletics.

Breaking Free from a Device: A character bound by a physical device (such as a net, manacles, or handcuffs) who fails to break free can't try again until the situation changes in some way (GM's call).

Bound or Entangled victims may try to destroy the entanglement with an accessible and appropriate weapon (GM's call based on circumstances and the entangling material). Weapon attacks hit automatically (see **Breaking Things**), and attackers may Wild Attack for +2 damage. Webs, ropes, nets, and the like are generally Hardness 4. If successful the character is un-Entangled (others in an area effect entanglement must be freed separately unless the attack is an area effect itself).

LIMITED ACTIONS

A character may only perform one limited action on their turn, whether it's the same or different actions. For example, a nature spirit (page 190) may meld into or out of its element as a limited action. That means it can't merge with its tree and back out in the same turn.

The same applies to free actions. If a cloak of teleportation allows a character to teleport as a "limited free action," he may only do so once per turn.

NEW RULES

Below are new rules you can use in your fantasy campaigns.

DESPERATE ATTACK

Desperate attacks are frantic efforts to hit a target at the expense of damage. The attacker adds +2 or +4 to any Fighting roll and subtracts a like amount from damage if he hits. This can be determined per attack (before rolling), and can't be combined with Wild Attack.

STREAM TEMPLATE

Any power or other effect that uses a Cone Template may use the Stream Template instead. This is a straight line 1" (2 yards) wide and 12" (24 yards) long. If you aren't using miniatures, the GM can generally assume it affects three foes.

NEW HAZARD

HIGH ALTITUDE

Traversing landscapes at high elevations can cause Fatigue—and potentially worse—to those who aren't used to it. When traveling at altitudes roughly a mile high or higher, a character must make a Vigor roll every four hours. Failure means the hero incurs a Fatigue level. The roll is at -2 for elevation greater than 10,000 feet, and -4 (maximum) for higher than 15,000 feet.

Characters acclimated to these elevations reduce the penalty by 2.

Incapacitation: Incapacitated victims fall unconscious for 2d6 hours.

Recovery: Victims regain one level of Fatigue per hour of rest as usual.

BETRAYAL

Some campaigns focus more on political maneuverings and inevitable betrayals than dungeon delving. A game modeled after George R.R. Martin's phenomenal *A Song of Ice and Fire* series or the television series that followed, *Game of Thrones*, for example, is rife with scheming, treachery, and familial bloodshed. In such an environment, those struck by surprise rarely survive.

If this Setting Rule is in play, characters may not Soak Wounds caused by The Drop, nor may they spend Bennies to resist a Knockout Blow.

As always, the Game Master decides when an attacker has The Drop. A butler striking a guest from behind as he dines, a lover stabbing his betrothed with a concealed knife, or musicians suddenly firing crossbows at unsuspecting wedding guests all make thematic sense here.

Betrayal only works when the defender is truly shocked and surprised by his attacker's actions.

DIFFICULT HEALING

It's fairly easy to keep a party at full strength if one or two members of the group have the *healing* power. In a realistic, gritty, or dark fantasy game, you can make healing a bit more difficult without getting rid of it entirely—constant penalties aren't much fun for players!

If this Setting Rule is used, a caster only has one chance to heal a particular Wound. A



healer can attempt to heal any new Wounds as they occur, but the power doesn't affect any Wounds it already failed to improve or are over an hour old.

Example: Red is shot by an orc's arrow for two Wounds. Gabe attempts to heal her and removes one. Later on, Red is bitten by a giant spider for a Wound. She now has two Wounds (one from the orc and one from the spider). Gabe's already attempted to heal the arrow Wound so he can't heal that one, even if he gets a raise on his healing roll, but he can try and remove the Wound from the spider bite as usual.

DOWNTIME

Adventurers often have time between their epic quests. Some might spend it practicing their sword fighting techniques or enchanting magic items. Others may pray to their gods, try to earn a few coins in town, spend time with their friends, or aid locals in need.

When the Game Master decides there's "downtime" (generally a few days to a week), you can choose one of the following

activities. Each provides a benefit of some sort, from financial rewards to progress in crafting or rerolls on select Traits. Narrate what your hero is doing then follow the instructions under each activity. Some Game Masters might also require characters spend money on Lifestyle (see page 50) during Downtime.

Unless an option says otherwise, its effect may only be gained once regardless of how long the downtime lasts.

CAROUSE

Carousing characters spend their time socializing with friends, making new ones, or cementing relationships with their contacts. This usually involves considerable cost and time spent at local restaurants and taverns.

During her Downtime, the character spends 50gp in food, drink, and entertainment. Double that for each Rank thereafter: 100 gp for Seasoned, 200 gp for Veteran, 400 gp for Heroic, and 800 gp if she's Legendary.

In exchange, she gains a local favor she can call in at any time. The greater her Rank and her overall standing in the community (GM's call), the greater the favor.

CENTER

The hero focuses on whatever brings her happiness. That might include quality time with friends, a solitary hunt through a secluded forest, riding a favorite horse, painting, reading, writing, performing, dancing, or courting a romantic interest.

Whatever the activity, the goal is inner peace and happiness. Taking a week to enjoy the fruits of one's labors grants the character Conviction.

EARN

The hero earns currency in some way. Perhaps he takes on odd jobs, kills rats in the local tavern, or even "procures" it from the local thieves' guild!

The hero must make a relevant skill roll to earn her reward—Thievery for scoundrels, Fighting for Mercenaries, Performance for entertainers, etc. Use an appropriate attribute for more mundane jobs.

A Critical Failure means the character doesn't make any money and takes Fatigue from **Bumps & Bruises**. If the job was dangerous, she also takes d4 Wounds. Failure means she doesn't make any money and embarrasses herself somehow.

Success earns her 100 gp if she's Novice rank, 200 gp if Seasoned, 300 gp if Veteran, 400 gp for Heroic, and 500 gp if she's Legendary. Double the reward with a raise.

ENCHANT

A character with the Artificer Edge can spend her time at a workshop creating magic items. See page 161 for details.

TRAIN

An adventurer can practice a specific skill or attribute to temporarily increase its effectiveness. A character might train Fighting by sparring with a swordmaster, Persuasion by public speaking, Occult by studying forbidden tomes, Strength or Vigor with vigorous exercise, and so on.

The character must possess at least d4 in any skill chosen for training. Afterwards, she gets a free reroll when failing that

skill or attribute for one entire encounter. This stacks with any other rerolls she may have from other sources.

The player chooses when to activate her rerolls as a free action.

If she Trains again, the previous focus is lost.

RESEARCH

A character can spend her Downtime developing or learning new powers. This doesn't permanently give her a power, but allows her to use any spell or miracle from her Available Powers list and of her Rank or lower for one entire encounter.

The character may also temporarily change the Trapping of a power she already has for one encounter—turning a fireball into an ice blast, for example.

The spell is cast at a -2 penalty, but is otherwise treated just like one of the caster's regular powers. This can be particularly useful if the mage or priest must prepare to face a threat with a particular weakness.

Finally, Research can also be used to reveal deep information about a particular subject. No Trait roll is required. The GM decides just how much the investigator can learn in a week given the topic, the location, and resources at hand.

REST

Those who have suffered grievous Wounds might need to rest during Downtime to recover their health.

Use the **Natural Healing** rules during the week. Any healers in the group can provide Support, as can other allies or hired professionals such as priests at a temple, or physicians in a nobleman's employ.

Regardless of the outcome, resting characters gain one Benny.

Characters may choose to rest even if they have no Wounds. They instead gain the same benefits as Centering, with the hero doing nothing but resting mind and body to recover from the stress of adventuring.

GIANT FOES

A common staple of fantasy are battles against enemies so huge the heroes can freely maneuver between the foe's massive legs, be swallowed whole by them, or even ignored completely as though they were tiny insects.

Creatures that are two or more Scales smaller than another may attempt to climb up the larger foe with an opposed roll of Athletics. If the smaller creature wins, he's attached and moves along with the larger creature on its turn. If the larger creature wins, the smaller creature falls or is shaken off, taking appropriate Falling damage.

If the smaller creature is in an appropriate spot (GM's call), he ignores up to two points of Called Shot penalties when making a melee attack. This lets a hero clamber up the back of a dragon, for example, and strike it in the back of the neck, eye, or other vulnerable spot.

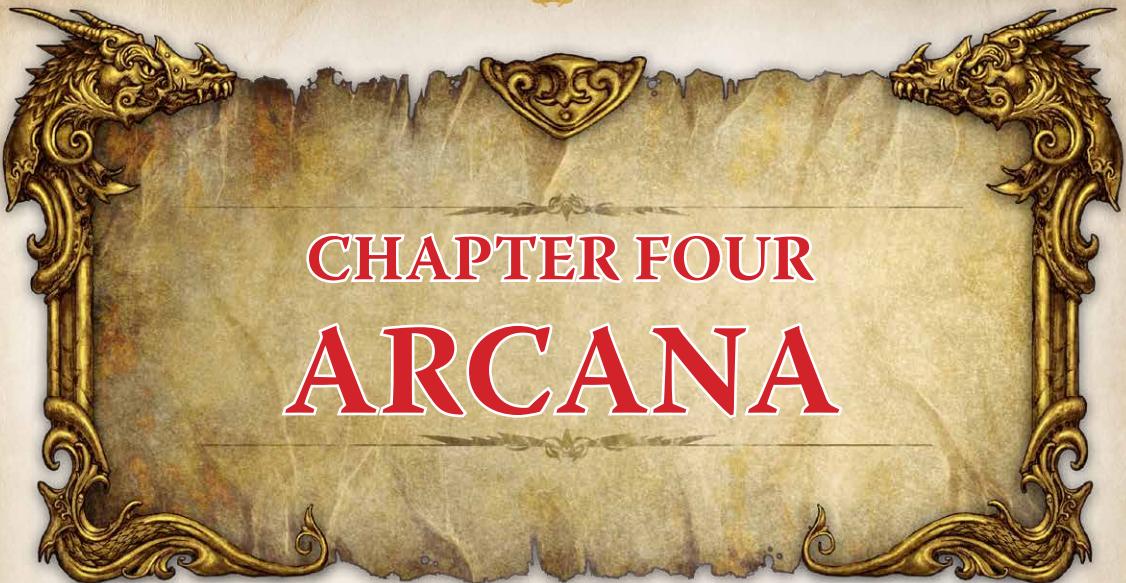
VILLAINOUS CONVICTION

The player characters have Bennies, Conviction, and even Adventure Cards to help them in their epic struggles—and the ability to earn more through great roleplaying. Wild Card villains get Bennies, but at a much slower rate, and while they can be given Conviction if the Game Master desires, it's not something they earn quite as easily as player characters.

The central villain of an adventure can also gain Conviction any time he succeeds at a significant goal or the heroes fail in some task related to his scheme. This makes them much more powerful and provides incentive for the heroes to act quickly and decisively when thwarting their plans.







CHAPTER FOUR

ARCANA

This chapter expands the material in the *Savage Worlds* core book, adding cantrips, new Arcane Backgrounds, and even new powers and modifiers to your game. How to cast spells, Trappings, and other rules are repeated here both for completeness and for updates.

ARCANE BACKGROUNDS

On the following pages are a number of Arcane Backgrounds you can easily drop into most fantasy worlds, or customize further for more unusual settings. (You can also use the basic Arcane Backgrounds described in *Savage Worlds* if you like.)

Each Arcane Background is designed with common tropes in mind—wizards can't wear heavy armor, priests serve active deities, tinkerers build mechanical devices with an arcane spark, and so on.

If you want to change these tropes, perhaps letting druids wear all the armor they want, giving tinkerers access to more powers, or adding the Corruption Hindrance to all wizards, simply customize these as you see fit. Or start with the more general Arcane Backgrounds in *Savage Worlds* and work from there.

MULTIPLE ARCANE BACKGROUNDS

If a character takes a new Arcane Background, she gets the new powers and a d4 in its arcane skill (if she doesn't already have it). If she already has an Arcane Background or Mystic Powers, she uses the largest starting pool of Power Points and applies any increases from other sources to it. All of her Arcane Backgrounds and Mystic Powers share this pool.

Each power is activated using the arcane skill of the Arcane Background through which it is gained, and specific Edges or abilities apply only to powers gained from it as well. The two powers gained through the New Powers Edge may be all for one Arcane Background or one each for both. For instance, a mage who takes on a priestly roll can't cast *healing* with her Spellcasting skill.

Example: Gabe starts with Arcane Background (Tinkerer) during character creation. He has 10 Power Points and two spells. Later he decides to become a summoner as well and takes Arcane Background (Summoner) as an Advance. His base Power Points increase to 15 since it's higher than his starting tinkerer Power Points, he gets a d4 in Spellcasting, and gains the starting spells and other abilities of a summoner.

ALCHEMIST

Alchemists create potions, oils, elixirs, and other consumables imbued with magical abilities. Their potions aren't like those listed in the Treasure chapter—those last for years, require investment of funds, and are created with the Crafting rules (page 161).

Instead, alchemists imbue their potions, grenades, and oils with the powers they've learned. Narratively, their concoctions are created "off-camera" some time prior to their use. In game terms, they're "cast" as the player needs them—pulling various vials or containers from their alchemist's bag or bandoleer and activating them as needed.

- **REQUIREMENTS:** Smarts d6+
- **ARCANE SKILL:** Alchemy (Smarts)
- **STARTING POWERS:** Any three from the list below.
- **POWER POINTS:** 15

■ **AVAILABLE POWERS:** Banish, beast friend, blast, blind, boost/lower Trait, burst, confusion, darksight, deflection, detect/conceal arcana, empathy, entangle, environmental protection, farsight, fear, fly, growth/shrink, healing, intangibility, invisibility, light/darkness, protection, puppet, relief, resurrection, shape change, sloth/speed, slumber, smite, speak language, wall walker, warrior's gift.

■ **POWER EDGES:** Alchemists may not take Power Edges except for Artificer, Master Artificer, New Powers, Power Points, and Edges specifically noted for Arcane Background (Alchemist).

■ **POWER MODIFIERS:** Alchemists can't use the Selective Power Modifier.

■ **ALCHEMIST'S BAG:** Concoctions are stored in an alchemist's bag, as are the ingredients, glassware, and other scientific equipment she needs to create them. An alchemist can't activate her powers without her bag.

As long as the alchemist has access to her bag, she can also make Alchemical Items (see page 60).

GIVING CONCOCTIONS TO OTHERS

An alchemist can "administer" her concoction to nearby allies just like casting any other power. If she wants to give someone a concoction to carry or use *later*, she states the concoction's power and invests it with any number of her current Power Points.

Gifted concoctions are created with a specific aspect—*boost Trait (Strength)*, for example, or *sloth* (but not *speed*). The alchemist has no choice in this—she can't give someone *boost Trait* without naming the Trait affected, even if her power doesn't normally have the Aspect Limitation.

Gifted concoctions last until used or 48 hours pass, whichever comes first. Once their Power Points are used, the alchemist recovers them normally.

The recipient rolls the maker's Alchemy skill to activate the concoction, just as if the alchemist were administering or using it herself.

Example: Red and Gabe are with a caravan when it's hit by bandits. The raiders ride off with several captives and Red wants to give pursuit. Gabe, an alchemist, must stay behind to heal the injured, so he gives his friend oil of protection and invests one Power Point in it.

Protection's normal Range is Smarts and its cost is 2, but since Gabe made it an oil (Range of Touch), it counts as the Range Limitation and reduces the cost to 1.

A few hours later finds Red in hot pursuit of the bandits. She applies the magical oil to her armor and rolls Gabe's Alchemy skill. She gets a raise and gains +2 Toughness! Gabe saves her skin—literally—even though he's many miles away!

- COMPONENTS:** Alchemists' potions, elixirs, pills, and grenades are expendable, giving them the Material Components Hindrance.

ACTIVATION

When an alchemist “casts” a power, the player must describe how it’s delivered.

Powers with a Range of Self or Touch are usually a consumable potion, edible, pill, salve, or oil. Fatigue from Critical Failure affects the recipient if someone other than the alchemist.

Powers with greater Range use misters, bellows, or grenades, with a maximum Range of 12” (24 yards). The alchemist “throws” the grenade or fires the bellows or mister with his Alchemy skill rather than Athletics or Shooting (but treats other projectiles normally). Critical Failure affects the caster normally—the grenade or mister shatters in his hand, showering him with noxious fumes that cause Fatigue.

ALCHEMIST EDGES

CHEMIST

REQUIREMENTS: Novice, Arcane Background (Alchemist), Alchemy d8+

The alchemist’s concoctions last one week rather than 48 hours when given to others. See the Alchemist Arcane Background on page 82 for more information.

MASTER ALCHEMIST

REQUIREMENTS: Seasoned, Arcane Background (Alchemist), Alchemy d10+

Alchemists craft permanent potions like any other (see Crafting on page 161). Some are particularly adept at it, however, and can create potent potables while traveling using alternate ingredients.

Master Alchemist allows the scientist to create potions at half the usual cost and as if she had access to Simple Workshop as long as she has her alchemist’s bag or makeshift supplies the GM feels contain necessary ingredients or reasonable facsimiles.

CUSTOMIZING ARCANE BACKGROUNDS

In this chapter are a large number of Arcane Backgrounds you can easily drop into any setting. This lets you, the Game Master, customize your world by choosing the Arcane Backgrounds that make sense for your *world* and letting your players choose from them.

If you want to customize the Arcane Backgrounds themselves, there are two easy ways to do so.

The first is to tweak the Arcane Backgrounds we’ve presented here, adding, dropping, or swapping out special abilities and features till you feel it makes sense and is generally balanced against other types of player character options.

The second is to use the basic Arcane Backgrounds in the *Savage Worlds* core rules as foundations, adding Edges, Hindrances, or special abilities from the Arcane Backgrounds presented here to balance them out.

You can also just let the players do this themselves, starting with the basic rules and taking the Edges or Hindrances they feel makes the character they want to play. Maybe the mage wants to wear plate mail and wield a great sword. That’s okay! The rules are balanced so he will certainly be powerful in some ways, but he must also split his Advances as the game goes on, making him less focused than others who choose a more specialized path.

The rules we chose to integrate into the Arcane Backgrounds in this chapter—such as Armor Interference for mages—aren’t there for balance, they’re to reinforce tropes. The game can handle whatever you and your players want to do!

BARD

Bards cast spells by singing, reciting poetry, or performing dramatic quotes. Some bards work their spells in other ways, such as captivating dances or farcical plays. They are usually erudite individuals, traveling the land to regale audiences with bawdy songs and epic poems.

- **REQUIREMENTS:** Spirit d6+
- **ARCANE SKILL:** Performance (Spirit)
- **STARTING POWERS:** *Boost/lower Trait, sound/silence* and one other power chosen from the list below.
- **POWER POINTS:** 10

- **AVAILABLE POWERS:** *Arcane protection, banish, beast friend, boost/lower Trait, confusion, detect/conceal arcana, dispel, divination, drain Power Points, empathy, fear, healing, mind link, mind reading, puppet, relief, sloth/speed, slumber, smite, sound/silence, speak language, stun, warrior's gift.*



- **MAGIC:** Bards may take Edges that require Arcane Background (Magic).
- **ARMOR INTERFERENCE (Minor):** Bulky armor interferes with a bard's grace and dexterity. They have the Armor Interference (Minor) Hindrance.
- **SHARP TONGUED:** Bards may use Performance as Taunt to Test a foe. They may also ignore the Repetition advice given under Tests (see *Savage Worlds*), as long as they recite different verses, stanzas, lyrics, etc. Bards may also substitute Performance for Taunt to meet Edge Requirements.

BARD EDGES

DIRGE

- **REQUIREMENTS:** Heroic, Arcane Background (Bard)

This baleful performance builds dread among the bard's foes. At the bard's discretion, any enemy within 10" (20 yards) and line of sight who spends a Benny to Soak or reroll a Trait or damage roll subtracts 2 from the total.

The bard must be able to speak, sing, or play her instrument to use this ability.

INSPIRE HEROICS

- **REQUIREMENTS:** Seasoned, Arcane Background (Bard), Performance d8+

Bards inspire their comrades with epic tales of valor and bravery. Once during any combat encounter (GM's call), the bard can spend a Benny to gain five Inspiration tokens. This is a limited free action.

For the remainder of the encounter, the bard may give these tokens to anyone within a Range of Smarts except himself. This may be done at any time (as long as the bard is conscious). The recipient must use the token immediately—it cannot be saved.

Each Inspiration token allows a character to reroll a Trait or damage roll. A Trait or damage roll may only benefit from a single Inspiration Token, even if there are multiple bards present. Further rerolls require spending a Benny or a special ability.

Inspiration tokens aren't Bennies, don't trigger Edges that use Bennies (such as Elan), and can't be used as such in any other way such as drawing new Action Cards or Soaking Wounds.

INSTRUMENT

REQUIREMENTS: Novice, Arcane Background (Bard)

Singing bards often use musical instruments to accentuate their ballads, striking chords or hitting high notes at particularly inspiring parts of their songs. Dancing bards may use streamers or swords as their instrument of choice, while oratory bards might incorporate elaborate props or masks.

A bard who uses an instrument of some kind when casting a spell adds +1 to her Performance roll. The bonus only applies when Performance is used as an arcane skill. Of course the instrument requires one or more hands to play.

CLERIC

Clerics draw their power from a divine presence of some sort, including gods, nature, spirits, or their revered ancestors. They invoke miracles from these entities by reciting prayers or performing rituals they believe are in their deity's best interests.

A cleric's particular service depends on the deity he serves. A list of "domains" the Game Master can assign to a particular source of power can be found on page 106.

- **REQUIREMENTS:** Spirit d6+
- **ARCANE SKILL:** Faith (Spirit)
- **STARTING POWERS:** *Healing, sanctuary,* and three other powers from their chosen Domain (see page 106).
- **POWER POINTS:** 10
- **AVAILABLE POWERS:** Choose a domain from those listed on pages 106 through 107 or create your own based on the world and the divine beings that watch over it.

- **MIRACLES:** Clerics may take Edges that require Arcane Background (Miracles).
- **HOLY SYMBOL:** Clerics who prominently display the symbol of their deity or religion in one hand get a free reroll on all Faith rolls. This means they cannot hold a shield or other weapon in that hand.
- **VOW:** Clerics must have a Vow (Major) to their deity or religion. If they fail to uphold their deity's values, they subtract 2 from Faith rolls for a week. Truly sacrilegious acts might rob them of their powers entirely until they atone in some way.

CLERIC EDGES

DESTROY UNDEAD

REQUIREMENTS: Seasoned, Arcane Background (Cleric)

The undead are abominations to good clerics. The dead have passed on to their just rewards and should not return to the land of the living. It is little wonder then that these holy men and women are so often called to stand against the raging hordes of the undead.

Evil clerics can also destroy those undead creatures that stand in their path. Perhaps it is their affinity with unnatural things, or perhaps their deity simply grants the power to clear their servants' path to greater mayhem.

As a limited action, the champion spends one Power Point to channel positive energy in a Large Blast Template centered on herself. Every undead creature within the template automatically takes 2d6 damage (or 3d6 damage for two Power Points).

MERCY

REQUIREMENTS: Novice, Arcane Background (Cleric)

As an action, the character can grant "Mercy" to any character within a Range equal to her Spirit, automatically removing one of the following states: Distracted, Vulnerable, or Shaken.

DIABOLIST

Dwellers in darkness, demons from the abyss, or spirits from devilish dimensions are the servants of the diabolist. He conjures them to do his bidding, entrapping or binding these otherworldly entities to fulfill his most arduous tasks and bedevil his foes.

A diabolist's Trappings always smack of corruption and deviltry. Their core power is *summon ally*, which conjures demonic, ghostly, or other malevolent spirits into the world.

Their conjurings smell of brimstone, offensive powers use fire or darkness, and those around them may hear insane whispers as their summoned servants coalesce into existence.

Diabolists aren't necessarily evil—they may just come from a place where such powers are common, or have decided to use the powers of the Abyss against those things that dare to leave its punishing environs.

- **REQUIREMENTS:** Smarts d6+
- **ARCANE SKILL:** Spellcasting (Smarts)
- **STARTING POWERS:** *Banish*, *havoc*, *summon ally*, and two other powers chosen from the list below.
- **POWER POINTS:** 10
- **AVAILABLE POWERS:** *Arcane protection*, *banish*, *barrier*, *blast*, *blind*, *bolt*, *lower Trait* (but not *boost*), *burst*, *confusion*, *curse*, *damage field*, *darksight*, *deflection*, *detect/conceal arcana*, *disguise*, *dispel*, *divination*, *drain Power Points*, *elemental manipulation* (fire only), *entangle*, *environmental protection*, *farsight*, *fear*, *fly*, *havoc*, *illusion*, *light/darkness*, *lock/unlock*, *locate*, *plane shift*, *protection*, *puppet*, *scrying*, *sloth/speed*, *smite*, *sound/silence*, *speak language*, *summon ally*, *telekinesis*, *teleport*, *wall walker*, *warrior's gift*, *zombie*.

■ **MAGIC:** Diabolists may take Edges that require Arcane Background (Magic).

■ **ARMOR INTERFERENCE (Major):** Bulky armor interferes with a diabolist's complex somatic movements. They have the Armor Interference (Major) Hindrance.

■ **CORRUPTION:** Diabolists consort with extra-planar entities, most of them evil or at least mischievous. They have the Corruption Hindrance (page 28).

■ **SUMMONING:** Diabolists may conjure demonic soldiers (page 177) with the *summon ally* power at Novice Rank, for four Power Points. At Seasoned Rank, they may call forth hellhounds (page 177) for 5 points. At Veteran Rank they may summon a nightmare (page 178) for 7 points.

DIABOLIST EDGES

HELL'S WRATH

REQUIREMENTS: Seasoned, Arcane Background (Diabolist)

Diabolists channel fiery, Hellish power that can boil flesh and melt bone. Once this Edge is taken, the diabolist's *bolt*, *blast*, and *burst* powers cause +2 damage.

INFERNAL ARMOR

REQUIREMENTS: Novice, Arcane Background (Diabolist)

As an action, a diabolist can limn his clothes (or armor if wearing any) with a Hellish glow that grants him +2 armor. This lasts as long as the diabolist wishes, but marks him as a channeler of dark magic and makes Stealth virtually impossible.

DRUID

Druids protect the wilderness, serve as priests for their local communities, or wander the world communing with nature and holding back the constant encroachment of civilization.

Most druids quickly acquire a heartwood staff (see below).

■ **REQUIREMENTS:** Spirit d6+

■ **ARCANE SKILL:** Faith (Spirit)

■ **STARTING POWERS:** *Beast friend, environmental protection, shape change,* and two other powers chosen from the Nature Domain list on page 107.

■ **POWER POINTS:** 10

■ **AVAILABLE POWERS:** See the Nature Domain on page 107.

■ **MIRACLES:** Druids may take Edges that require Arcane Background (Miracles).

■ **ARMOR INTERFERENCE**

(Minor): Bulky armor interferes with a druid's ability to sense and commune with nature. They have the Armor Interference (Minor) Hindrance.

■ **COMPONENTS:** Druids require small artifacts of their environment to cast their spells: sea shells, berries, twigs, etc. They have the Material Components Hindrance.

■ **ONE WITH NATURE:** The base Duration of *summon animal* is increased to one hour. The Duration is also increased to one hour for the *shape change* spell as long as the druid (or his target) takes the form of a natural animal (GM's call based on the setting; see the *summon animal* table on page 132 for examples).

■ **WILDERNESS STRIDE:** Druids pass through rough terrain such as dense forest, rocky hills, or desert sands with ease. They ignore movement penalties for Difficult Ground.

■ **VOW:** Druids have a Vow (Major) to guard and protect nature. If they willingly allow significant destruction to the natural world or order (GM's call), they subtract 2 from Faith rolls for a week. Catastrophic destruction might rob them of their powers entirely until they atone in some way.

DRUID EDGES

HEARTWOOD STAFF

REQUIREMENTS: Novice, Arcane Background (Druid)

Some druids focus their powers through a staff made from rare wood, such as the heart of a great oak or the last palm from a dying desert oasis.

If such a staff is lost or broken, the druid must spend at least eight hours in an old forest with at least a few trees a hundred years old or more. There he may make a Faith roll at -2 once per day to forge another. This sacrifices the tree it's taken from.

■ **HEARTWOOD STAFF:** Str+d8, Min Str d6, Weight 6 lbs., Parry +1, Reach 1, requires two hands. After the druid hits with the staff, he may spend a Power Point to cause an extra d6 damage. This die may Ace.

TRUE FORM

REQUIREMENTS: Seasoned, Arcane Background (Druid)
While shape changed, the druid can speak and cast powers at a -2 penalty even if in a form that usually wouldn't allow it.



Some druids essentially “live” in their animal form, maintaining their bestial shape for days on end. Doing so gradually erodes the druid’s humanity. For every day the druid spends more than half her time in animal form, she must make a Spirit roll. Failure reduces her Spirit a die type until she remains in human form for an entire week. If her Spirit is reduced below d4 in this manner, the druid becomes that creature forever.

ELEMENTALIST

Those who practice elemental magic call on the planes of earth, fire, water, and air for their powers.

- **REQUIREMENTS:** Smarts d6+
- **ARCANE SKILL:** Spellcasting (Smarts)
- **STARTING POWERS:** *Elemental manipulation* (native element only), *environmental protection* (native element only), and three other powers chosen from the list below.
- **POWER POINTS:** 10
- **AVAILABLE POWERS:** *Barrier*, *blast*, *bolt*, *burrow* (earth only), *burst*, *confusion*, *damage field* (fire only), *deflection*, *divination*, *elemental manipulation* (native element only), *entangle*, *environmental protection* (native element only), *fly* (air only), *havoc* (air only), *healing* (water only), *plane shift* (native elemental planes only), *protection*, *relief* (water only), *summon monster* (elementals of their chosen element only), *telekinesis* (air only).
- **MAGIC:** Elementalists may take Edges that require Arcane Background (Magic).
- **ARMOR INTERFERENCE (Major):** Bulky armor makes it more difficult to channel power from the elemental forces. They have the Armor Interference (Major) Hindrance.

■ **ELEMENTAL ORIGIN:** An elementalist must choose her primary element when she first takes this Edge. All of her powers use that element as its Trapping (she may not change the Trappings of her powers). Additional elements may be embraced via the Elemental Master Edge (see below).

■ **ELEMENTAL SYNERGY:** When the character is near a significant source of her chosen element, she gets a reroll on her arcane skill. Significant sources include a bonfire for flame, a lake for water, gale-force winds for air, or piles of excavated earth, stone, etc. for earth (simply standing on the ground, on natural boulders, etc. isn’t sufficient to empower the mage).

Conversely, if the element is in scarce supply, the mage subtracts 2 from her Spellcasting rolls. Thematically, this includes a water mage in a desert, an earth mage in a cloudship, a fire mage with no fire present, or an air mage in a deep dungeon or cave. If the element is essentially absent, she cannot cast at all.

ELEMENTALIST EDGES

ELEMENTAL ABSORPTION

REQUIREMENTS: Novice, Arcane Background (Elementalist)

The elements fill and sustain you. Your Toughness increases by +2 while experiencing elemental synergy (see above).

ELEMENTAL MASTER

REQUIREMENTS: Seasoned, Arcane Background (Elementalist)

Elementalists must choose an elemental origin when they become mages: earth, fire, water, or air. This Edge grants them domain over another elemental force. They may change the Trappings of their powers between the elements they’ve mastered at will.

Elemental Master may be taken multiple times to gain all four elements (or more if such exist in the Game Master’s world).

ILLUSIONIST

Illusionists are extremely limited in their power selection, but are masters of the incredibly versatile illusion spell. Some manipulate light to create mirages, others conjure ethereal phantasms, and some even trick the observer's mind into believing what isn't there.

- **REQUIREMENTS:** Smarts d6+
- **ARCANE SKILL:** Spellcasting (Smarts)
- **STARTING POWERS:** *Illusion, light/darkness, sound/silence*, and two other powers chosen from the list below.
- **POWER POINTS:** 10
- **AVAILABLE POWERS:** *Confusion, deflection, detect/conceal arcana, disguise, fear, illusion, invisibility, light/darkness, sound/silence.*
- **MAGIC:** Illusionists may take Edges that require Arcane Background (Magic).
- **ARMOR INTERFERENCE (Major):** Bulky armor interferes with an illusionist's manual dexterity and the intense concentration it takes to maintain their visual chicanery. They have the Armor Interference (Major) Hindrance.
- **STRONG ILLUSIONS:** The caster's *illusion* spells can fill a Large Blast Template and always have the Strong modifier for free. If a foe successfully disbelieves, however, he sees through all that caster's *illusions* for the remainder of the encounter.

ILLUSIONIST EDGES

DEADLY ILLUSION

REQUIREMENTS: Seasoned, Arcane Background (Illusionist), Spellcasting d10+
The caster may take the Deadly Power Modifier for their illusions at no additional Power Point cost.

MASTER OF ILLUSION

REQUIREMENTS: Novice, Arcane Background (Illusionist), Spellcasting d8+
The caster's illusions have the Mobility and Sound Power Modifiers at no additional Power Point cost.

NECROMANCER

Those who practice necromancy learn how to blur the line between the worlds of the living and the dead. Loathed by most, necromancers nevertheless relish in the great power conferred on them by death's dark energy.

- **REQUIREMENTS:** Smarts d6+
- **ARCANE SKILL:** Spellcasting (Smarts)
- **STARTING POWERS:** *Detect/conceal arcana, dispel, zombie*, and two other powers chosen from the list below.
- **POWER POINTS:** 10
- **AVAILABLE POWERS:** *Arcane protection, banish, barrier, blind, bolt, boost/lower Trait, confusion, darksight, deflection, detect/conceal arcana, dispel, divination, drain Power Points, empathy, entangle, farsight, fear, fly, havoc, healing, intangibility, invisibility, light/darkness, lock/unlock, mind link, mind reading, mind wipe, object reading, protection, relief, resurrection, sloth/speed, slumber, smite, sound/silence, stun, summon undead, telekinesis, teleport, wall walker, warrior's gift, zombie.*
- **MAGIC:** Necromancers may take Edges that require Arcane Background (Magic).
- **CORRUPTION:** Necromancers deal in the dark magic of unlife. They have the Corruption Hindrance.
- **RAISE THE DEAD:** *Zombie* is a Novice-Rank power for necromancers and the Duration is increased to four hours.

NECROMANCER EDGES

SOUL JAR

REQUIREMENTS: Legendary, Arcane Background (Necromancer), Occult d10+

The necromancer's mastery over the dark arts has finally allowed him to cheat death by hiding his soul.

Doing so turns the necromancer Undead, though he may continue to look alive and well for the duration of his natural lifespan. Eventually, however, time takes its toll, and the necromancer's true state becomes visible.

Choose a small to medium size vessel: a gemstone, a statuette, skull, vase, sword, etc. to act as the soul's container. If the necromancer is slain, the soul inhabits a new corpse 2d6 days later. If the vessel is destroyed, the soul is destroyed as well, so most necromancers hide their soul jars in a vault or other secure location.



UNDEAD FAMILIAR

REQUIREMENTS: Seasoned, Arcane Background (Necromancer)

The necromancer gains an undead animal companion that serves as his familiar. This works exactly as the Familiar Edge (page 36) except the creature gains the Undead ability: Undead: +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.

SHAMAN

Shamans are the spiritual backbone of those who choose to live far from the corrupting influence of civilization. They make great use of the natural world, worshiping it and exploiting it for the good of others.

- **REQUIREMENTS:** Spirit d6+
- **ARCANE SKILL:** Faith (Spirit)
- **STARTING POWERS:** *Arcane protection, relief, and three other powers chosen from the list below.*
- **STARTING POWER POINTS:** 10
- **AVAILABLE POWERS:** *Arcane protection, banish, barrier, beast friend, blast, blessing, blind, bolt, boost/lower Trait, burrow, burst, confusion, damage field, darksight, deflection, detect/conceal arcana, disguise, dispel, divination, drain Power Points, elemental manipulation, empathy, entangle, environmental protection, farsight, fear, havoc, healing, mystic intervention, object reading, protection, relief, resurrection, shape change, sloth/speed, slumber, smite, sound/silence, speak language, stun, summon animal, summon monster, wall walker, warrior's gift.*
- **ARMOR INTERFERENCE (Minor):** Shamans need access to the natural world and the spirits within, unhindered by the weight of armor. They have the Armor Interference (Minor) Hindrance.

SORCERER



- **MIRACLES:** Shamans may take Edges that require Arcane Background (Miracles).
- **FAVORED POWER:** Shamans choose one of their starting powers and may ignore up to two points of *any* penalties (Multi-Action, Wounds, Fatigue, etc.) when activating that power.
- **FETISH:** Shamans use a fetish connected to their tribe, people, or culture to focus their powers. This is usually a handheld stick draped in bones or tokens that carry some special significance to them. Without the fetish, a shaman subtracts 2 from her arcane skill rolls.
- **QUIRK:** Shamans are changed by their interactions with spirits. They have the Quirk Hindrance.

SHAMAN EDGES

PRIMAL MAGIC

REQUIREMENTS: Seasoned, Arcane Background (Shaman)

Primal Magic adds +2 to the damage of any power that causes damage such as *blast*, *bolt*, *burst*, or *damage field*.

If the caster rolls a Critical Failure, however, primordial energies flood into the world, stunning everyone in a Large Blast Template centered on the caster (including the caster!).

SACRED FETISH

REQUIREMENTS: Novice, Arcane Background, (Shaman), Faith d8+

Fetishes are devices that help a shaman focus her powers. A sacred fetish is one that's been blessed or sanctified in some way. As long as she has the fetish in hand or prominently displayed on her person, she gets one free reroll whenever she fails a Faith roll.

Should a sacred fetish be lost or destroyed, the shaman may replace it by visiting her tribe for some item of sentimental worth or creating a new device that captures the essence of her people.

Sorcerers channel and embrace the raw power of the cosmos. They treat with great and ancient forces greater even than the gods. They wreak terrible havoc, and inevitably pay an even more terrible price.

Sorcerers brim with raw power, usually taken by force or subterfuge from some ancient and unknowable source. Occasionally they catch the attention of this font and its dark eye latches onto them, searing the sorcerer's soul with its unholy gaze.

- **REQUIREMENTS:** Smarts d6+
- **ARCANE SKILL:** Spellcasting (Smarts)
- **STARTING POWERS:** Three powers chosen from the list below.
- **STARTING POWER POINTS:** 15
- **AVAILABLE POWERS:** *Arcane protection, banish, barrier, beast friend, blast, blessing, blind, bolt, boost/lower Trait, burrow, burst, confusion, damage field, darksight, deflection, detect/conceal arcana, disguise, dispel, divination, drain Power Points, elemental manipulation, empathy, entangle, environmental protection, farsight, fear, havoc, healing, mystic intervention, object reading, protection, relief, resurrection, shape change, sloth/speed, slumber, smite, sound/silence, speak language, stun, summon ally, summon animal, summon monster, wall walker, warrior's gift.*

■ **ARMOR INTERFERENCE (Minor):** Bulky armor interferes with the somatic gestures needed to steal mana from their source. They have the Armor Interference (Minor) Hindrance.

■ **Critical Failure:** Sorcerers who roll a Critical Failure on a Spellcasting roll are Fatigued, Stunned, and gain Corruption (see below).

■ **CORRUPTION:** Sorcerers entreat with ancient, powerful, and distant masters. Sometimes those entities' touch brings ruin on the spellcaster's body and soul. They have the Corruption Hindrance.



- **OVERPOWER:** Overpower increases a Spellcasting total after it's rolled by +1 for 1 Power Point, +2 for 3 Power Points, or +3 for 5 Power Points. It may not be used to improve a Critical Failure.

SORCERER EDGES

GREAT POWER

REQUIREMENTS: Veteran, Arcane Background (Sorcerer)

The sorcerer may spend a Benny to cast any single power of up to 20 Power Points at a -2 penalty to his Spellcasting roll. Leftover points are not saved. If the power fails, the sorcerer permanently loses a die type in any one attribute of his choice.

PHENOMENAL POWER

REQUIREMENTS: Heroic, Arcane Background (Sorcerer), Great Power

This works exactly like Great Power but allows the sorcerer to spend Conviction to cast any spell available in the setting. (He still adds his Conviction bonus to the roll as well.)



SUMMONER

These mages specialize in summoning creatures from the natural world or other planes of existence to bear their burdens for them. They are similar to diabolists except their servants are typically of animal intelligence, and while fierce, are no more malevolent in intent than any other beast.

- **REQUIREMENTS:** Smarts d6+
- **ARCANE SKILL:** Spellcasting (Smarts)
- **STARTING POWERS:** *beast friend, boost/lower Trait* (Limitation: Summoned creatures only), *summon ally*, and two other powers chosen from the list below.
- **POWER POINTS:** 15
- **AVAILABLE POWERS:** *Arcane protection, boost/lower Trait, burrow, darksight, detect/conceal arcana, farsight, fly, growth/shrink, healing* (Limitation: Self and Summoned creatures only), *locate, shape change, sloth/speed* (Limitation: Summoned creatures only), *summon ally, summon animal, summon monster, wall walker*.
- **MAGIC:** Summoners may take Edges that require Arcane Background (Magic).
- **ARMOR INTERFERENCE (Minor):** Bulky armor interferes with the somatic gestures needed to communicate with summoned minions. Summoners subtract 4 from Spellcasting rolls and Agility and Agility-based skill rolls if using medium or heavy armor or shields.
- **MASTER SUMMONER:** A summoner reduces the cost of *summon ally, summon animal, and summon monster* by 2 (to a minimum of 1), and the spells' Durations are measured in minutes rather than rounds.

SUMMONER EDGES

ARCANE BARDING

REQUIREMENTS: Seasoned, Arcane Background (Summoner), *summon animal*
The caster's animals appear swathed in eldritch barding forged from magical energies. This increases their Toughness by +2 and cannot be dispelled.

FEROIOUS SUMMONING

REQUIREMENTS: Seasoned, Arcane Background (Summoner), *summon monster*
A summoner with this Edge has learned to conjure fiercer, more experienced beasts with the *summon monster* power. He may grant them any one Combat Edge of his Rank or lower.

GREAT SUMMONING

REQUIREMENTS: Heroic, Arcane Background (Summoner), *summon animal*, *summon monster*

The mage can conjure beasts most others can't, including a barghest for 5 points, a mammoth for 7 points, a frost mammoth for 8 points, a tyrannosaurus rex for 8 points, or a young dragon for 11 points.

TINKERER

Inventors in fantasy settings rarely go on adventures. Most are firmly ensconced in their laboratories, surrounded by eclectic machines, spinning orreries, and long tables covered in bubbling concoctions.

Some eventually leave their confines to explore the wider world, however, carrying portable inventions with them to protect themselves from the people and things who would do them harm.

Tinkerers are highly specialized versions of the Weird Science Arcane Background who rely entirely on mechanical devices.

■ **REQUIREMENTS:** Smarts d6+

■ **ARCANE SKILL:** Repair (Smarts)

■ **STARTING POWERS:** Any two from the list below.

■ **POWER POINTS:** 15

■ **AVAILABLE POWERS:** *Blind*, *bolt*, *blast*, *burst*, *confusion*, *damage field*, *darksight*, *detect/conceal arcana*, *entangle*, *environmental protection*, *farsight*, *fly*, *light/darkness*, *lock/unlock*, *slumber*, *stun*, *wall walker*.

■ **WEIRD SCIENCE:** Tinkerers may take Edges that require Arcane Background (Weird Science).

■ **Critical Failure:** A tinkerer who rolls a Critical Failure when activating a device doesn't take Fatigue, but can't use that power again until the device is repaired (an hour's work and a successful Repair roll).

TINKERER TRAPPINGS

Tinkerers use mechanical devices for their powers. Here are some ideas for the suggested Available Powers.

- *Blind*: Flashing light.
- *Bolt*: A firearm.
- *Blast*: A grenade launcher.
- *Burst*: A bellows-like flamethrower.
- *Confusion*: Pulsing light grenade.
- *Damage Field*: Flammable suit.
- *Darksight*: Goggles.
- *Detect Arcana*: Goggles.
- *Entangle*: Glue grenade.
- *Environmental Protection*: Protective suit.
- *Farsight*: Goggles.
- *Fly*: Collapsible wings.
- *Light/Darkness*: Glowstone, smoke grenade.
- *Lock/Unlock*: Skeleton key.
- *Slumber*: Sleeping gas.
- *Stun*: Shock baton.
- *Wall walker*: Suction cups.

■ **POWERS ARE DEVICES:** A tinkerer's powers are expressed entirely through devices, such as foldable wings for the *fly* power, goggles for *darksight* or *farsight*, or a flintlock pistol for *bolt*.

Tinkerers *can* give their devices to others, allowing them to "cast" them using the tinkerer's Repair skill as their own (the ally gets a Wild Die only if they're also a Wild Card). This uses the tinkerer's Power Points as usual, and treats the ally as the caster for purposes of Range and the like. Allies may not use Power Modifiers when using the inventor's devices as they don't know how to properly "tinker" with them.

■ **LOST DEVICES:** If an enemy takes away a tinkerer's device, any powers associated with it can't be used until it's recovered or remade ($d6$ hours \times the power's Rank).

■ **TOOLS:** Tinkerer's can't use Power Modifiers without their tool kit—a satchel, belt, or bag of spanners, screwdrivers, hammers, and other tools they use to tweak their inventions.

■ **JINX:** A tinkerer can make a Repair roll on any mechanical device he can touch. If successful, the machine suffers a malfunction and stops working until it's fixed (a Repair roll as an action, at -2 if the tinkerer got a raise).

TINKERER EDGES

CONSTRUCT FAMILIAR

REQUIREMENTS: Novice, Arcane Background (Tinkerer)

The tinkerer gains a magically animated animal companion made of metal, clockwork gears, or other machina. This works exactly like the Familiar Edge (page 36) except the creature gains the Construct ability: Constructs add +2 when attempting to recover from being Shaken, ignore 1 point of Wound penalties, don't breathe or eat and are immune to disease and poison, don't Bleed Out, and Wounds are removed with Repair instead of Healing with no "Golden Hour."

TINKERER'S ARMOR

REQUIREMENTS: Seasoned, Arcane Background (Tinkerer)

The tinkerer modified his armor with cleverly placed springs, elastic straps, and reinforced bracers.

As long as the tinkerer wears at least leather armor and has four hours and some material odds and ends to make the proper adjustments, he can reduce the Minimum Strength of leather armor (+2) or greater by one die type. He may apply any one of the following effects with a minute's work and a Repair roll (and may choose a different effect later if he likes):

■ **ARMS:** The tinkerer adds +2 to his melee damage and gets a free reroll on Strength rolls (not damage rolls).

■ **TORSO:** Increase the Armor value of the chest and back by +2.

■ **LEGS:** The tinkerer can jump twice his normal distance and adds +4 to his Pace.

Breakdown: Any time the wearer suffers a Wound, roll a die. Odd, the armor's additional effect falls apart and requires four hours work and a Repair roll to replace the appropriate mechanisms.

WARLOCK/ WITCH

Warlocks (male) and witches (female) learn their craft from a mix of sources. They might learn one spell from an old wizard's grimoire, another from their grandmother's notes, and another from shadowy beings that lurk in the dark woods.

Warlocks and witches are often feared, even by those communities they serve. Desperate locals quietly seek their aid in times of personal crisis, but may chastise them by day—or even participate in a "witch hunt" should some calamity be attributed to their "consorting with dark spirits." For this reason, even good warlocks and witches tend to be wary, protective, and secretive. Those of a more vengeful nature

retaliate in terrible ways, inflicting curses and other maladies on the populations who persecute them.

- **REQUIREMENTS:** Smarts d6+
- **ARCANE SKILL:** Spellcasting (Smarts)
- **STARTING POWERS:** Any three chosen from the list below.
- **STARTING POWER POINTS:** 10
- **AVAILABLE POWERS:** *Arcane protection, banish, barrier, beast friend, blast, blessing, blind, bolt, boost/lower Trait, burrow, burst, confusion, conjure item, curse, darksight, deflection, detect/conceal arcana, disguise, dispel, divination, drain Power Points, elemental manipulation, empathy, entangle, environmental protection, farsight, fear, fly, growth/shrink, havoc, healing, illusion, invisibility, light/darkness, lock/unlock, locate, mystic intervention, object reading, mind reading, mind wipe, protection, puppet, relief, scrying, shape change, sloth/speed, slumber, smite, sound/silence, speak language, stun, summon ally, summon animal, telekinesis, wall walker, warrior's gift, wish.*

- **MAGIC:** Witches/warlocks may take Edges that require Arcane Background (Magic).
- **ARMOR INTERFERENCE (Major):** Warlocks and witches must move quietly, make intricate somatic gestures, and access their hex bags. They have the Armor Interference (Major) Hindrance.
- **COMPONENTS:** Witches and warlocks require bits and baubles for their spells, from eye of newt to the hair of a hanged man. They have the Material Components Hindrance (page 28), which they store in their "hex bags."
- **CORRUPTION:** Warlocks and witches gather power and knowledge from a variety of sources, some of which bring ruin to their mind and body. They have the Corruption Hindrance.
- **COVEN:** Though warlocks and witches tend to live alone in isolated areas of the world, they occasionally gather with others of their kind to exchange

knowledge, cast rituals, or fight some common threat. Covens tend to have an odd number of members, and no more than 13 at a time. Witches and warlocks may freely transfer Power Points between other members of their coven at any time, as long as they're within 12" (24 yards) of each other. They do not need line of sight to do so.

- **FAMILIAR:** Witches and warlocks maintain their connection to the natural world via small magical pets. They start with the Familiar Edge (page 36).
- **PREPARED POWERS:** As long as witches have access to their hex bags, they may prepare and retain up to two powers per day (page 103). In addition to any other effects, a Critical Failure when casting a retained power means the hex bag must be replenished (in a market or a day spent making a Survival roll in a suitable environment).

WARLOCK /WITCH EDGES

THE EVIL EYE

REQUIREMENTS: Seasoned, Arcane Background (Warlock/Witch)

Powerful witches and warlocks are known for their baleful stares. Locals call this the "evil eye," even if the mage is actually pure of heart.

Once per encounter, a witch may target an intelligent being within 6" (12 yards). For the rest of that encounter, the target must make a Spirit roll at -2 to spend a Benny.

THE WITCHING HOUR

REQUIREMENTS: Seasoned, Arcane Background (Warlock/Witch)

Witches and warlocks are more powerful between the hours of midnight and 1 am (or some other suitable time in your campaign world). During this hour, a witch or warlock cannot Critically Fail a roll (it's just a normal failure), and gets a free Soak roll anytime she takes a Wound!

WIZARD

The classic spellcaster of any fantasy campaign is the wizard. She might be an apprentice fresh from a magical academy, an aged mage who learned her craft by trial and error, or someone gifted from birth with eldritch affinity.

Wizards have the largest spell selection of all the Arcane Backgrounds, but no inherent special abilities, and no access to critical powers such as *healing* or *relief*.

- **REQUIREMENTS:** Smarts d6+
- **ARCANE SKILL:** Spellcasting (Smarts)
- **STARTING POWERS:** *Detect/conceal arcana, dispel, lock/unlock*, and three other powers chosen from the list below.
- **POWER POINTS:** 15
- **AVAILABLE POWERS:** *Arcane protection, barrier, beast friend, blast, blind, bolt, boost/lower Trait, burrow, burst, confusion, conjure item, curse, damage field, darksight, deflection, detect/conceal arcana, disguise, dispel, drain Power Points, elemental manipulation, empathy, environmental protection, entangle, farsight, fear, fly, growth/shrink, havoc, illusion, intangibility, invisibility, light/darkness, locate, lock/unlock, mind reading, mind wipe, mystic intervention, object reading, planar binding, plane shift, protection, puppet, scrying, shape change, sloth/speed, slumber, smite, speak language, stun, summon ally, telekinesis, teleport, time stop, wall walker, warrior's gift, wish, zombie.*

- **MAGIC:** Wizards may take Edges that require Arcane Background (Magic).
- **ARMOR INTERFERENCE (Major):** Bulky armor interferes with the precise patterns they must make when working their magics. They have the Armor Interference (Major) Hindrance.
- **COMPONENTS:** Wizard spells require various bits and baubles, such as gemstones or powders, giving them the Material Components Hindrance (see page 29).

WIZARD EDGES

ELDRITCH INSPIRATION

REQUIREMENTS: Heroic, Arcane Background (Wizard)

Great wizards gather esoteric information and collect it in various scrolls, manuals, and tomes collectively called spellbooks.

As long as a wizard has access to his spellbooks, he may spend a Benny to cast any power of his Rank or lower. The power may be maintained normally but afterwards is forgotten (the wizard doesn't add it to his list of powers).

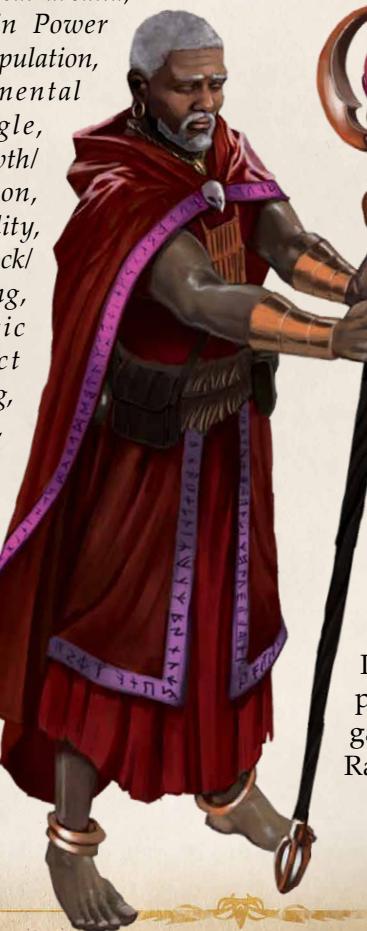
A wizard may not use this ability if his spellbook is taken away.

SPELLBOOKS

REQUIREMENTS: Novice, Arcane Background (Wizard)

A wizard's spellbooks contain copious notes on magical processes, arcane observations, and thaumaturgical insights.

Whenever he takes the New Powers Edge, he gets three new powers instead of two. He also gains an immediate power of his Rank or lower on taking this Edge.



ACTIVATION

A character activates a power by picking a target within Range and making an arcane skill roll. A roll less than 4 means the power doesn't activate. The caster spends one Power Point regardless of any Edges such as Channeling, unless the ability specifically says it reduces the minimum cost to 0.

A roll of 4 or higher means the power activates and consumes all the Power Points allocated to it, even if it misses the target (such as with *bolt*), or the defender resists.

Success means the hero spends the Power Points and resolves the power's effects. A raise has additional effects noted in the particular power description.

Backlash: A Critical Failure when activating a power is called Backlash. It causes a level of Fatigue and all currently active powers instantly terminate.

Group Rolls: The GM can choose to make **Group Rolls** when large numbers of nonplayer characters are affected by a power. It's useful to roll damage against each group of like targets separately in an Area Effect attack, for example, but to roll separately for those trying to escape an *entangle* or similar power.

Incapacitation: A caster's powers terminate instantly if she's Incapacitated, knocked unconscious, put to sleep, or otherwise rendered unconscious.

CASTING REQUIREMENTS

A character must be able to see his target and cannot be **Bound** (see *Savage Worlds*). Unless the caster has the Silent Caster Edge, he must also be able to speak. If she's gagged, underwater, affected by *silence*, or otherwise can't speak, she can't cast.

Casters must at least whisper their words of power, so if they don't want to be heard they must beware of those with keen ears (Stealth versus Notice if the GM feels a wary character might hear the recitation).

MAINTAINING POWERS

It costs 1 Power Point to maintain a power for its base Duration. If a power's Duration is five rounds, for example, it can be maintained for another five rounds for 1 Power Point.

Maintenance is per target but ignores other Power Modifiers, so renewing *boost* Trait on three allies costs 3 Power Points and extends the effect of each another five rounds. Unless a power says otherwise, the caster can terminate it as a free action.

RECHARGING

A character recovers 5 Power Points per hour spent resting, meditating, etc. What constitutes "rest" is up to the GM, but they do not recharge while powers are maintained, or during anything more than mild physical exertion, emotional stress, or mental distraction. A hero can rest while riding a horse, for example, unless the animal is restless, the road is terribly bumpy, traffic requires frequent concentration, etc.

Heroes can also regain Power Points while walking if the conditions are generally favorable and the pace is leisurely.

POWERS AS MULTI-ACTIONS

Each power activated is its own action, and the same or different powers may be cast multiple times as a **Multi-Action** (see *Savage Worlds*). A wizard in a fantasy setting might open combat by invoking *protection* and *deflection*, for example, or a priest might attempt to *banish* a spirit while invoking *smite* on his mace.

SHORTING

A character may cast a power with fewer Power Points than it requires (whether she has them or not) by increasing the difficulty of her arcane skill roll.

For every Power Point a character will short, she suffers a -1 penalty to the roll. Casting a 3-point *healing* with 0 Power Points, for example, inflicts a -3 penalty.

Shorting is risky. If a character fails a shorted arcane skill roll, it's considered a Critical Failure!

POWER MODIFIERS

Power Modifiers allow characters to customize their abilities, adding a special effect that better reflects their power's Trapping.

Power Modifiers are selected when a power is activated and may be freely changed each time. An icy *bolt* might cause Armor Piercing damage in one attack and Lingering Damage in the next.

The common modifiers listed on this page can be used with any power a character is using (unless otherwise prevented from modifying the power). Some powers also list additional specific Power Modifiers that can be used with that power.

Casters must declare which modifiers they're using before rolling their arcane skill. The number in parentheses is the price in additional Power Points it costs to add the effect. A Power Modifier may only be applied once per casting.

Duration: Power Modifiers last for the Duration of the spell, or until the end of the target's next turn in the case of Instant powers.

Epic Powers: Some Power Modifiers are marked with a gold star. These are Epic Powers requiring the Epic Mastery Edge.

ARMOR PIERCING

(+1 TO +3)

The attack is focused to defeat armor or seeks out a foe's exposed areas. Each Power Point spent grants the power AP 2, to a maximum of AP 6.

FATIGUE (+2)

Powers that drain or tax an opponent can cause Fatigue. The modifier may be attached to any power that can cause damage or is resisted by the target.

If she's affected by the power in any way, she also suffers Fatigue. This cannot cause Incapacitation, however.

GLOW/SHROUD (+1)

Glow creates soft light (caster's choice of color) in a Small Blast Template centered on the target. It subtracts 2 from her Stealth totals and negates 1 point of Illumination penalties for those attacking the glowing character.

Shroud dims and slightly obscures the target so that attacks against her suffer a -1 penalty and she adds +1 to her Stealth rolls.

HEAVY WEAPON (+2)

The caster creates a focused blast. The attack counts as a Heavy Weapon.

HINDER/HURRY (+1)

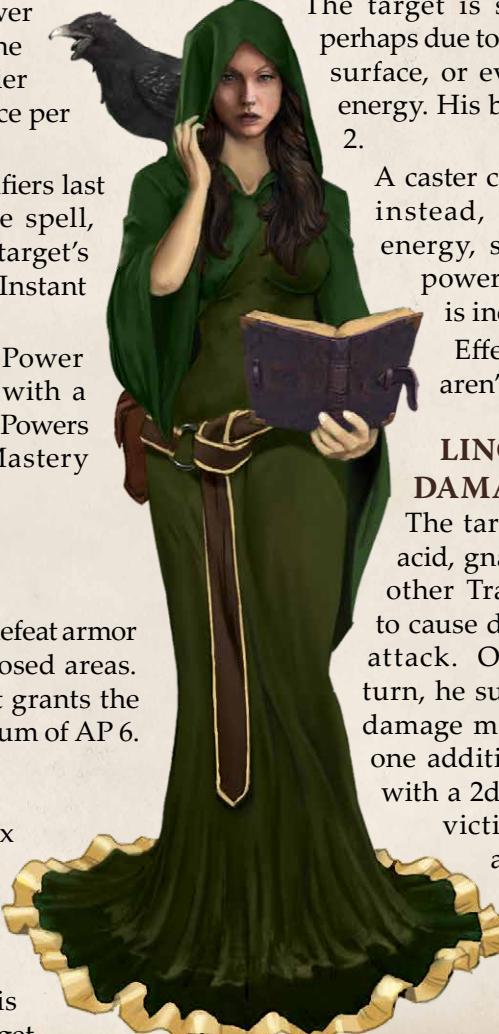
The target is slowed in some way, perhaps due to intense cold, a slippery surface, or even binding matter or energy. His base Pace is reduced by 2.

A caster can Hurry the recipient instead, granting increased energy, sure footing, or more powerful muscles. His Pace is increased by 2.

Effects of either modifier aren't cumulative.

LINGERING DAMAGE (+2)

The target is hit by fire, cold, acid, gnawing insects, or some other Trapping that continues to cause damage after the initial attack. On the victim's next turn, he suffers the power's base damage minus one die type (for one additional turn only). If hit with a 2d6 *bolt*, for example, the victim takes 2d4 damage at the start of his next turn. If the base damage is already a d4 die type, it is d4-2 instead.



RANGE (+1/+2)

Double the power's listed Range for 1 Power Point, or triple it for +2. This modifier may not be used on powers with a Range of Touch or the Cone or Stream Template.

SELECTIVE (+1)

With intense focus, the caster can choose not to affect any or all targets within a power's area of effect (picking all enemies instead of allies in a *blast*, for example).

HASTY (+2)

The caster can activate the power as a limited free action instead of an action. The arcane skill roll is subject to multi-action penalties as usual, but doesn't cause any itself.

Thus, you could swing a sword (or take any other action) and cast a Hasty spell without a multi-action penalty. Taking two actions would cause the -2 multi-action penalty to apply to both actions and the limited free action (the power does not contribute to the multi-action penalty, but it's still affected by it).

TRAPPINGS

Trappings allow the core powers presented in this chapter to have many different appearances. They don't usually have a game effect of their own, but are important for atmosphere and theme.

One character might fire magical missiles of glowing white energy while another hurls deadly icicles. Both use the *bolt* power and share the same mechanics, but they look and "feel" different.

Trappings *do* matter if an obstacle or opponent has a specific strength or weakness. If an ice troll suffers +4 damage from fire- or heat-based attacks, for example, a *blast* a player describes as a fireball counts as a fire attack and does +4 damage.

Once described, a power's Trappings don't change unless the caster uses an

Advance—see **Changing Trappings**, below.

A character can alter the power's effects or Trappings as she wishes using **Power Modifiers** (see page 98).

SYNERGY

Sometimes logic dictates a power's Trapping should have some additional effect. Zapping someone with a lightning bolt while they're standing in water should cause additional damage, for example.

When this occurs, the GM can decide there's synergy that either increases or decreases the effect or damage (GM's call) by +2 or -2.

Oppositional forces, such as fire and ice or light and darkness, *don't* have synergy against one another (though such effects are sometimes accounted for in some creatures' Special Abilities). If a fire *blast* hits ice armor (*protection*), for example, there's no additional effect because they cancel each other out.

LIMITATIONS

Sometimes a power's Trapping imposes a limitation on the power. If a character describes her *fly* power as growing wings, for example, she can claim the Personal Limitation listed below.

Each limitation placed on a power reduces its total Power Point cost by one (to a minimum of 1). If this would normally reduce the cost to 0, you gain a +1 bonus (+2 maximum) to the arcane skill total instead.

Limitations are always in effect unless altered with an Advance (see below).

- **RANGE:** The power's Range is reduced to Touch (if its usual Range is greater). The target of powers activated with the Touch Limitation must be within the reach of the caster's unarmed attack or Natural Weapon. The caster rolls his arcane skill but must meet the target's Parry and use this roll as the target's value in any appropriate Opposed Roll.

- **PERSONAL:** The power's Range becomes Self (if its usual Range is Touch or it has the range Limitation,

above). This includes an item if the power is normally cast on an object (such as *smite*).

- **ASPECT:** The character can only access one aspect of a power (that has more than one choice), such as *sloth/speed* or *boost/lower Trait*.

CHANGING TRAPPINGS

A character can learn two new powers when he takes the **New Powers** Edge, or he may instead add Trappings (along with any desired Limitations) to his powers in place of one or two of the new powers.

A hero who takes the New Powers Edge, for example, could choose one new power and add an ice Trapping to her *bolt*. The GM may also allow a player to *change* the Trapping or Limitation of an existing power when she gains an Advance. This should reflect a major change in the character in some way as determined by the player and GM.

CANTRIPS

A mage sets a broom to sweeping his floor. A priest lights a candle with the grace of her god. A bard tells an animated story in



the night air, illuminated with the dancing cinders of a campfire.

In fantasy films and fiction, those who channel arcane, divine, or psychic powers can often use their abilities for mundane purposes. Such lesser magicks are collectively called “cantrips.”

ACTIVATION

A character may cast a cantrip by making an arcane skill roll. This is an action, and the effect must be based on one of the character’s existing powers. A sorcerer could use *bolt* with a fire Trapping to light a campfire, for example. A druid could use *entangle* to make vines dance to entertain a group of children. A wizard can use *sound/silence* to ring a bell calling a servant to his study.

Success means the desired effect occurs with no cost in Power Points. A raise has an additional narrative impact of some kind—the candle glows brightly, the vines dance in perfect synchronicity, or the bell rings loud and pure.

Failure causes the spell to fail without effect. A Critical Failure causes the spell to backfire, which requires the caster to lose 1 Power Point or suffer Fatigue. Critical Failure also causes an embarrassment or minor mishap of some sort—an animated broom carelessly knocks a jar of ink onto the floor, a conjured flame lights a book on fire, or the power makes an embarrassing sound or smell.

A successfully cast cantrip’s Duration is the same as the power it’s based on and may be maintained by spending Power Points as usual.

The GM has the final say on what a cantrip can do, but the effect must not replace a power or cause damage (at least directly). It can be used to Test or Support, or grant a +1 bonus on a subsequent roll in the same encounter. For example, if the bard uses a cantrip to impress a crowd of village children, the GM might give him +1 to a Persuasion roll later on if he talks to their parents or someone else who witnessed the kindness.

ARCANE DEVICES

Arcane devices are temporary magic items infused with the spells or miracles presented in this chapter. Creating them requires the Artificer Edge (page 36), time, and Power Points.

Arcane devices may be technological, sacred, enchanted, diabolic or even psychically powered objects, depending on the creator's Arcane Background.

Creating one takes one hour per power that can be activated through it. The player lists which powers are imbued in the device when he creates it, then invests it with as many of his Power Points as he wishes. These points are lost to the artificer until 48 hours passes, they're transferred back (see below), or the device is used—at which point they may be recovered by the artificer normally.

Players are encouraged to be creative here—enchanting a rope with *telekinesis* to make a temporary rope of climbing, *speed* to make boots of speed, or *smite* to make an enchanted sword.

ACTIVATION

The creator rolls his arcane skill when using the device, regardless of its form. Others use whatever skill is best associated with the device's form—guns use Shooting, grenades use Athletics (throwing), and so on. If there is no obvious skill, such as for a potion or worn item, the character rolls the inventor's arcane skill as if it were his own (but does not benefit from any of the creator's Edges or other abilities, however).

Failure to activate the device costs one Power Point as usual, and a Critical Failure causes whatever effects are normally associated with the crafter's Arcane Background!

Power Modifiers: A device's user may spend its Power Points for any Power Modifiers he chooses, including Epic Power Modifiers if the artificer had the Epic Mastery Edge when he made it.

NOTES

Arcane devices may not be Shorted, and are not compatible with the No Power Points Setting Rule presented in *Savage Worlds*.

Artificers can create permanent magic items with the **Crafting** rules if they're willing to invest more time and treasure. See page 161 in the Treasures chapter for details.

Limitations: Arcane devices may benefit from **Limitations** (see page 99).

Transferring Power Points: Arcane devices don't recharge. A creator may transfer up to five Power Points per action between an arcane device and her own pool, either to or from the device as long as she's in physical contact with it.

Example: Red is a cleric tasked with escorting a young prince to his coronation. Along the way, Red uses her Artificer Edge to imbue the prince's breastplate with the protection and deflection powers, both with the Self Limitation (which reduces the cost of deflection by 1). She invests 4 Power Points into his armor, enough to activate both spells and maintain them once. It takes her two hours to do so (an hour for each power).

When the prince wishes to activate one of the powers (or both as a Multi-Action), he rolls Red's Faith die and his own Wild Die.

Red also gives the young prince a "smoke grenade," a glass orb filled with magical smoke (the darkness power). She invests 4 Power Points into it, enough to throw the grenade with the True Darkness Power Modifier. When the prince wants to activate it, he rolls Athletics.

Red has invested 8 Power Points total into the prince's armor and grenade, and can't get them back until she recovers the devices or 48 hours have passed, when they lose their magical charge.

BATTLE MAGIC

Battle priests and mages are often tasked with granting powers to warbands or select units of the army. Only those who have the Battle Magic Edge (page 36) may use the rules presented below.

Casting a spell via Battle Magic costs +5 Power Points. Only powers with the Additional Recipients modifier are eligible, though that modifier is not used when casting via Battle Magic. (It may be cheaper to use Additional Recipients with a small number of allies—that calculation is left to the caster!)

Spells may only be cast on characters with identical profiles, i.e. a unit of archers, a troop of cavalry, etc.

Resistance: Make a group roll for the defenders if the power is resisted.

Range: The Range of all Battle Magic is 100 yards.

Maintenance: Powers may be maintained normally, meaning that once cast, a caster may maintain *boost Trait (Shooting)* on a unit

of archers another five rounds for a single Power Point.

Battle Magic Penalty: The arcane skill roll suffers a penalty based on the number of troops affected, as shown on the table below.

BATTLE MAGIC	
NUMBER AFFECTED	PENALTY
2–50	-2
51–250	-4
251–500	-6

Example: A wizard casts puppet on an enemy formation of 400 orc warriors at the height of a climactic battle. The wizard's total, after the -6 penalty, is an 8. The orcs resist with a group roll and get a 6. The wizard is successful and decides to make the orcs stand idly for five rounds (if he tries to make them attack their fellows they get another roll to resist, as described in the puppet power).

Later, the same wizard decides to grant protection to an embattled troop of 50 cavalrymen. That's a -2 penalty to his Spellcasting, so he needs to roll a 6 for a basic success and a 10 for a raise.



PREPARED POWERS

Given time and the willingness to permanently expend valuable components, spellcasters, priests, and other arcanists may prepare powers for later use or to preserve their valuable energies for battle.

The benefits of preparing powers are two-fold: the character doesn't expend Power Points in the casting and may enhance a power to give it greater Duration.

Follow the steps below when a character wants to prepare a power:

- **SELECT POWER:** The caster chooses any of his powers (or has access to via abilities such as the wizard's Eldritch Inspiration, page 96) and adds up its total Power Points, including modifiers, existing Limitations, and enhancements from the table below. Prepared magic doesn't actually **cost Power Points**, but the total is used to determine the cost in components (see below).

PREPARED SPELL ENHANCEMENTS	
COST	EFFECT
3/5	Increase the Duration of a power expressed in rounds to minutes for 3 points, or an hour for 5.

- **COMPONENTS:** Once the power is chosen, the mage must gather components worth at least 100 gold pieces times the spell's total cost in Power Points. The GM decides what components are required—usually gold or treasure to simulate the costs of rare ingredients the mage keeps on his person, but depending on the setting, the GM could also require specific components such as precious stones, meteorite shards, magic items, or even holy relics.

- **PREPARATION:** Once the components are gathered the casting begins. The mage must spend ten minutes per Rank of the spell to create an "anchor." A Novice



Rank spell takes 10 minutes to prepare, while a Veteran Rank power requires a half-hour.

- **CAST:** Once the anchor is made, the power is retained in the mage's mind and he may attempt to cast it at any time thereafter by spending a Benny. The spellcaster may not attempt to activate his prepared power without the anchor. Activating the power works as normal, with the following exceptions: if the caster fails the arcane roll to activate, he may try again (but must spend another Benny). On a Critical Failure, in addition to the regular effects, the spell and anchor are lost. With success or better, the anchor is consumed. The caster may maintain the power but will not recharge Power Points as usual (see **Recharging** on page 97).

A spellcaster may only retain a single power at a time. The caster may dismiss a prepared spell as a free action, though he may reuse the anchor to prepare the exact same spell (including Power Modifiers) in the future.

RITUAL MAGIC

More elaborate rituals allow heroes to cast powers they don't normally have access to and give them even greater enhancements.

Ritual magic follows the same process as prepared powers with a few exceptions:

- The caster may cast any power he already knows or any he's found the proper ritual for—typically a written spell, prayer, or scroll found by Research or adventure (see **Using Rituals** below).
- Ritual magic offers some additional enhancements as well:

RITUAL SPELL ENHANCEMENTS

COST	EFFECT
3/5	Increase the Duration of a power expressed in rounds to minutes for 3 points, or an hour for 5.
3/5	If a power has an Area of Effect, it may be increased to a radius of 50 yards for +3 points, or 100 yards for +5. Either enhancement may also conform to a building, ship, or other irregular space of roughly the same size (GM's call).
5	Targets of the power resist its effects at an additional -2 modifier, in addition to any Power Modifiers such as Strong.

- If the caster knows the power, the cost to cast is 100 gold pieces times the spell's total Power Points (including modifiers, existing Limitations, and enhancements from the table above). If he doesn't know the power, the cost is 150 gold pieces per Power Point (including modifiers, existing Limitations, and enhancements from the table above) in addition to any costs required to get the scroll or tome. Scrolls used as part of a ritual are consumed in the process.
- The spell is activated with the Occult skill via a single-person, Difficult Dramatic Task. The penalty to cast is -1 for Seasoned powers, -2 for Veteran, -3 for Heroic, and -4 for Legendary. Each round of the Dramatic Tasks takes 10 minutes per rank of the spell, ie. 10 minutes for Novice, 20 for Seasoned, etc.
- A caster may use his arcane skill if the power is normally available to his Arcane Background (whether he has it or not).
- The power is cast immediately with the successful completion of the Dramatic Task. Use the final roll of the task as the casting total. Spellcasters may not spend Power Points to maintain the power. If the Dramatic Task fails, the ritual fails and the components are consumed. That caster can't attempt that ritual again for one week (but others may).

USING RITUALS

Ritual magic allows characters to cast spells they may not have to solve problems their group can't otherwise resolve. For example, a party confronted by evil spirits might not have *detect arcana* to see invisible spirits or *banish* to then expel them from the town they've been hired to protect. This encourages creativity and allows any character to access arcane powers on occasion (though at significant cost).

If a setting is relatively low-magic, it also makes even the most basic spells feel special and magical, such as *boosting* the party's Vigor while they cross the Great Desert.

Remember the party must have the spell or find the "ritual" to cast it, so if the GM doesn't want them to have access to something unknown she doesn't have to let them find it! Rituals typically come in the form of consumable scrolls or reusable tomes.

Finally, note that the *mystic intervention* power (page 123) *must* be cast via ritual magic. This is the spell to use to close gates to hostile dimensions, stop a mad god's tidal wave, or other epic goals. Of course the villains will attempt to intervene, forcing some of the heroes to fend them off while the others concentrate on the ritual!



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DOMAINS

Below are a number of “domains” you can use for your world’s deities and the powers they provide to their servants.

COLD

Cold deities are often cruel and harsh, demanding a great deal from their followers but offering very little in return. Priests are often from polar or mountain communities where life is hard.

- **COLD:** *Arcane protection, barrier, beast friend, blast, blessing, bolt, boost/lower Trait, burst, damage field, darksight, deflection, dispel, divination, drain Power Points, elemental manipulation, entangle, environmental protection, farsight, fly, growth/shrink, havoc, invisibility, light/darkness, mystic intervention, protection, shape change, sloth/speed, slumber, smite, sound/silence, stun, summon ally, teleport, warrior's gift, zombie.*

DEATH

This version of Death isn’t evil. Its followers simply believe that death is the natural end of life’s cycle, and those forces which disrupt it are abominations that must be stopped.

Evil clerics should normally be villains rather than player characters. They see Death as a tool to destroy their foes. They are the bane of the living, encouraging their wanton followers to revel in carnage and murder.

- **POWERS:** *Arcane protection, banish, barrier, blast, blind, bolt, boost/lower Trait, burrow, burst, confusion, damage field, darksight, deflection, detect/conceal arcana, disguise, dispel, divination, drain Power Points, entangle, farsight, fear, fly, havoc, intangibility, light/darkness, mystic intervention, object reading, protection, resurrection, sloth/speed, slumber, smite, sound/silence, stun, summon ally, summon monster, summon undead, teleport, warrior's gift, zombie.*

LIFE

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

- **POWERS:** *Arcane protection, banish, barrier, beast friend, blessing, boost/lower Trait, confusion, conjure item, darksight, deflection, detect/conceal arcana, disguise, dispel, divination, empathy, entangle, environmental protection, farsight, fly, growth/shrink, havoc, healing, light/darkness, mystic intervention, protection, relief, resurrection, sloth/speed, slumber, smite, sound/silence, speak language, stun, summon ally, summon animal, warrior's gift.*

JUSTICE

A god of justice is concerned with fairness and law. He may also seek vengeance without regard for the fallibility of mortal courts.

- **POWERS:** *Arcane protection, banish, blast, blind, bolt, boost/lower Trait, burst, confusion, conjure item, damage field, darksight, deflection, detect/conceal arcana, dispel, divination, drain Power Points, empathy, farsight, fly, havoc, invisibility, light/darkness, mind reading, object reading, mystic intervention, protection, sloth/speed, smite, sound/silence, speak language, stun.*

KNOWLEDGE

Deities of information, intelligence, and knowledge are typically worshiped by scribes or historians. Some are fanatical in their devotion, stopping at nothing to gather information.

- **POWERS:** *Arcane protection, banish, barrier, blessing, blind, boost/lower Trait, confusion, conjure item, darksight, deflection, detect/conceal arcana, disguise, dispel, divination, farsight, fear, havoc, healing, light/darkness, mind link, mind reading, mind wipe, mystic intervention, object reading, protection, slumber, sound/silence, speak language, stun, summon ally.*

MOON

Moon deities are mysterious and often mercurial, their disposition shifting with the phases of the moon. In fantasy settings with more than one moon, each moon might be ascribed to a different deity with its own unique aspect and venerated during different times of the calendar cycle.

- **POWERS:** *Arcane protection, beast friend, blessing, blind, bolt, boost/lower Trait, confusion, darksight, deflection, detect/conceal arcana, disguise, dispel, divination, drain Power Points, empathy, farsight, fear, fly, growth/shrink, healing, illusion, intangibility, invisibility, light/darkness, mystic intervention, puppet, relief, shape change, sloth/speed, slumber, sound/silence, stun.*

NATURE

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

- **POWERS:** *Arcane protection, barrier, beast friend, blessing, bolt, boost/lower Trait, burrow, conjure item, damage field, darksight, deflection, disguise, divination, elemental manipulation, entangle, environmental protection, farsight, fear, fly, growth/shrink, havoc, healing, mystic intervention, protection, relief, shape change, sloth/speed, smite, sound/silence, stun, summon animal, summon monster, wall walker, warrior's gift.*

SEA

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

- **POWERS:** *Arcane protection, barrier, beast friend, blast, bolt, boost/lower Trait, burst, damage field, deflection, dispel, divination, elemental manipulation, environmental*

protection, farsight, light/darkness, mystic intervention, protection, relief, shape change, sloth/speed, smite, sound/silence, summon ally, summon animal.

SUN

Sun gods and goddesses represent life, strength, and holding back the darkness.

- **POWERS:** *Arcane protection, banish, blast, blessing, blind, bolt, boost/lower Trait, burst, confusion, damage field, darksight, deflection, detect/conceal arcana, dispel, divination, elemental manipulation, environmental protection, fear, fly, havoc, healing, illusion, light/darkness, mystic intervention, protection, relief, resurrection, sloth/speed, smite, stun.*

THIEVERY

Followers of these deities rarely admit their beliefs, for it marks them as criminals. 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.

- **POWERS:** *Arcane protection, barrier, blessing, blind, boost/lower Trait, confusion, conjure item, darksight, deflection, detect/conceal arcana, disguise, dispel, drain Power Points, empathy, growth/shrink, havoc, illusion, intangibility, invisibility, light/darkness, object reading, protection, sloth/speed, slumber, sound/silence, speak language, stun, wall walker.*

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.

- **POWERS:** *Arcane protection, barrier, blast, bolt, boost/lower Trait, burst, conjure item, damage field, deflection, dispel, divination, fear, fly, growth/shrink, havoc, mystic intervention, protection, relief, sloth/speed, smite, stun, summon ally, summon monster, warrior's gift.*

POWERS

This section describes new powers and updates to classic powers and Power Modifiers.

❖ Powers marked with this symbol are new in the Fantasy Companion. They include: *blessing, conjure item, curse, locate, lock/unlock, mystic intervention, planar binding, plane shift, sanctuary, scrying, summon animal, summon monster, summon undead, time stop, and wish.*

➤ Powers marked with this symbol have been updated from early printings of the *Savage Worlds* Adventure Edition.

Each power has the following statistics:

Rank: The Rank a character must be to learn the power.

Power Points: The cost to activate the power in Power Points.

Range: The maximum distance between the caster and the power's effect. Range is often expressed as Smarts or some multiple thereof. If so, read Smarts as inches on the tabletop (twice that in yards). A Smarts of d10, for example, means the power can be cast up to 10" (20 yards) away.

Unless the power says otherwise, Range has no effect after the power is activated. An ally who has been granted *invisibility*, for example, may then move beyond the caster's Smarts with no ill effect.

SPELLCASTING SUPPORT FOR LONG TASKS

Spells like *boost Trait* last only five rounds; little use for something like boosting Survival for a scout attempting to lead their party through the mountains.

For long-term tasks, allow spellcasters to use their powers anyway, assuming they're able to *boost Traits*, grant *relief*, or provide *protection* at critical moments along the way.

Duration: How long the power lasts in rounds (unless otherwise noted).

Powers expire at the end of the character's turn X rounds later, where X is the Duration listed. Count the round the power activated. If the cleric activates *boost Trait* (Duration 5) on the second round of combat, for example, it remains in place until the end of her turn on the sixth round.

Powers may be maintained for their base Duration for 1 Power Point per individual.

Unless it says otherwise, the caster can terminate a power she's activated as a free action. She must terminate the entire power—she can't leave it on for some and off for others.

Trappings: These are descriptive ideas and suggestions for how the power might look or manifest for different characters.

Modifiers: The specific **Power Modifiers** (see page 98) a caster can use when activating the power. Those with the "gold star" bullets are Epic Powers. These are unlocked with the Epic Mastery Edge.

➤ ARCANE PROTECTION

Rank: Novice

Power Points: 1

Range: Smarts

Duration: 5

Trappings: Concentration, a dull glow around the protected character, a fetish. Success with *arcane protection* means hostile powers suffer a -2 penalty (-4 with a raise) to affect this character. If the hostile power fails to affect the target due to this penalty, it still activates and consumes Power Points (and may still affect other targets). If the power causes harm, damage is also reduced a like amount for the protected target.

Arcane protection stacks with Arcane Resistance should the recipient have both!

MODIFIERS

■ **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

★ **GREATER ARCANE PROTECTION (+2):** Hostile powers suffer a -4 penalty (-6 with a raise).

BANISH

Rank: Veteran

Power Points: 3

Range: Smarts

Duration: Instant

Trappings: Holy items, arcane symbols, handful of salt.

Banish sends entities from other planes back to their native dimensions. This includes ghosts, demons, elementals, and similar beings (at the GM's discretion).

Banishing a being is an opposed roll of the caster's arcane skill versus the target's Spirit. Success means the target is Shaken, and each raise causes a Wound.

If this Incapacitates the target it returns to its native plane of existence. *Banished* entities may return when the Game Master feels it's appropriate, or even a few rounds later if the being has the ability to travel between planes on its own!

Exorcism: Binding a powerful entity and then subjecting it to *banish* allows the caster to vanquish particularly powerful entities.

MODIFIERS

★ **AREA OF EFFECT (+1/+2/+3):** The power affects everything in a Small, Medium, or Large Blast Template.

✗ BARRIER

Rank: Seasoned

Power Points: 2

Range: Smarts

Duration: 5

Trappings: Fire, ice, thorns, bones, energy. *Barrier* creates a straight wall 5" (10 yards) long and 1" (two yards) tall, of immobile material that conforms to the surface it's cast upon. Double the length with a raise.

Thickness varies depending on what the wall is made of, but is usually a few inches.

The wall is Hardness 10 (or 12 with a raise), and may be destroyed as any other object. Each Wound destroys a 1" (2 yard) square section of wall (piercing weapons can't damage the *barrier*).

When the spell expires or the wall is broken it crumbles to dust or dissipates. Trappings are never left behind.

MODIFIERS

■ **DAMAGE (+0/+1):** The barrier causes 2d4 damage to anyone who contacts it. If the barrier is Immortal, this modifier costs +0 instead of +1.

★ **DEADLY (+1/+2):** The barrier causes 2d6 damage. If the barrier is Immortal, this modifier costs +1 instead of +2.

■ **HARDENED (+1):** The wall is Hardness 12 (or 14 with a raise).

■ **IMMATERIAL (+0):** Anything can pass through the barrier, its Hardness is 0, and it cannot be destroyed (but still provides concealment).

■ **SHAPED (+1):** The barrier forms a circle, square, or rectangle. It can't have a roof or floor, and can't Bind or Entangle anything within (use the *entangle* power for that).

■ **SIZE (+1):** The length and height of the *barrier* doubles.

BEAST FRIEND

Rank: Novice

Power Points: Special

Range: Smarts

Duration: 10 minutes

Trappings: The caster concentrates and gestures with his hands.

This spell allows an individual to speak with and guide the actions of nature's beasts. The cost to cast is equal to the sum of their Size (minimum 1 per creature; see the creatures in Chapter Six for examples). Controlling five wolves (Size -1) costs 5 points, for example. Controlling a rhino (Size 5) also costs 5 points.

Success means the creatures obey simple commands, like a well-trained dog. They attack foes and endanger their lives for their master. A raise on the arcane skill roll means the beasts are more obedient. They won't kill themselves but overcome their natural fears (fire, fearful creatures, etc.) to follow their orders.

Swarms can also be controlled. Small Swarms cost 1 point, Medium Swarms cost 2, and Large Swarms cost 3.

Beast friend works only on natural creatures with animal intelligence, not humanoids, and has no effect on conjured, magical, or otherwise “unnatural” animals unless the Bestarium modifier is applied.

MODIFIERS

- ★ **BESTARIUM (+2)**: The caster may affect magical beasts with animal intelligence.
- **DURATION (+1)**: The base Duration increases to 30 minutes.
- **MIND RIDER (+1)**: The caster can communicate and sense through any of the beasts he currently has befriended.

BLAST

Rank: Seasoned

Power Points: 3

Range: Smarts ×2

Duration: Instant

Trappings: Balls of fire, ice, light, darkness, colored bolts, swarm of insects.

Blast launches a ball of explosive energy or matter. The area of effect is a Medium Blast Template. Every target within suffers 2d6 damage, or 3d6 with a raise.

MODIFIERS

- **AREA OF EFFECT (+0/+1)**: The caster can make the *blast* a Small Blast Template for no extra cost, or a Large Blast Template for +1.
- **DAMAGE (+2)**: The *blast* causes 3d6 damage (4d6 with a raise).
- ★ **GREATER BLAST (+4)**: The *blast* causes 4d6 damage (5d6 with a raise) and is considered a Heavy Weapon.

BLESSING

Rank: Seasoned

Power Points: 10

Range: One town/community

Duration: One Year

Trappings: Prayers, chanting, festivals.

The people of the land depend on priests, shamans, and other caretakers to bless their communities. This powerful spell allows them to bless the crops, the children, and the beasts of the fields.

The caretaker must spend an hour walking about the town and its fields, praying, chanting, sprinkling holy water, shaking sage, and otherwise asking for divine or magical aid. The arcane skill roll is attempted afterwards.

If failed, the caster must start over. With a Critical Failure, the priest may not cast a *blessing* on these subjects again for one year.

If successful, the area’s crops come in hale and hearty, sickness and disease are rare, and couples are fertile and prosperous. The effects are relative. Casting *blessing* in a blighted land may only raise a community to subsistence-level.

BLIND

Rank: Novice

Power Points: 2

Range: Smarts

Duration: Instant

Trappings: Bright flash of light, sand in eyes, confusion.

Those affected by this malicious power suffer blurred vision or near-complete blindness with a raise.

Success means the victim suffers a -2 penalty to all actions involving sight, or -4 with a raise.

The victim automatically tries to shake off the effect with a Vigor roll as a free action at the end of his following turns. Success removes 2 points of penalties, and a raise removes the effect entirely.

MODIFIERS

- **AREA OF EFFECT (+2/+3)**: For +2 points the power affects everyone in a Medium Blast Template. For +3 points the area of effect is increased to a Large Blast Template.
- **STRONG (+1)**: The Vigor roll to shake off the effect is made at -2.

BOLT

Rank: Novice

Power Points: 1

Range: Smarts ×2

Duration: Instant

Trappings: Fire, ice, light, darkness, colored bolts, a stream of insects.

Bolt sends damaging bursts of energy, streaks of holy light, or shards of matter toward one's foes.

There are no Range penalties, but the arcane skill roll is affected by Cover, Illumination, and all other usual penalties.

The damage of the *bolt* is 2d6, or 3d6 with a raise.

MODIFIERS

- **DAMAGE (+2):** The *bolt* causes 3d6 damage (4d6 with a raise).

★ **DISINTEGRATE (+2):** If the *bolt* Incapacitates a creature, it must make a Vigor roll or its body turns to dust. If the target is an object, the caster rolls damage against its Hardness as usual (see **Breaking Things** in *Savage Worlds*). If the *bolt* breaks the object, it disintegrates. Disintegrate allows the caster to roll bonus damage against objects and all damage dice can Ace.

Enchanted Items: The Hardness of enchanted items is doubled for the purposes of being disintegrated.

★ **GREATER BOLT (+4):** The *bolt* causes 4d6 damage (5d6 with a raise) and is considered a Heavy Weapon.

★ **RATE OF FIRE (+2):** The *bolt* attack is made at Rate of Fire 2 (at no Recoil penalty).

BOOST/LOWER TRAIT

Rank: Novice

Power Points: 2

Range: Smarts

Duration: 5 (*boost*); Instant (*lower*)

Trappings: Physical change, glowing aura, potions.

This power allows a character to increase or decrease a target's Trait (attribute or skill).

Boosting an ally's Trait increases the selected Trait one die type, or two with a raise.

Lowering an enemy's Trait has a Duration of Instant and lowers the selected attribute or skill a die type with success, or two with a raise (to a minimum of d4). A victim automatically tries to shake off the effect with a Spirit roll as a free action at the end of his following turns. Success improves

the effect one die type, and a raise removes the effect entirely.

Additional castings don't stack on a single Trait (take the highest), but may affect different Traits.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

★ **GREATER BOOST/LOWER TRAIT (+2):** With success, the selected Trait gains a free reroll once per round, or once per action with a raise. For *lower* Trait the target applies a -2 penalty to the affected Trait's rolls.

- **STRONG (+1):** *Lower* Trait only. The Spirit roll to shake off the effect is made at -2.

BURROW

Rank: Novice

Power Points: 2

Range: Smarts

Duration: 5

Trappings: Dissolving into the earth and appearing elsewhere, a body of sand. *Burrow* allows the recipient to meld into raw earth. He can remain underground if he wants or *burrow* through the ground at half his normal Pace (or full Pace with a raise). He may not run.

A *burrowing* character may attempt to surprise a foe by making an opposed Stealth versus Notice roll. If the burrower wins, the target is Vulnerable to him only. With a raise, the burrower gets the Drop. Targets on Hold may attempt to interrupt the attack before it occurs.

Burrowers can't usually surprise a foe once their presence is known, but can still burrow for protection and mobility.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

- **POWER (+1):** The caster can *burrow* through stone, concrete, or similar substances. (Some substances, like glass, solid lead, etc., might be resistant at the GM's discretion.)



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

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

Success creates a Cone or Stream Template starting at the caster and extending outward. Everything within suffers 2d6 damage (or 3d6 with a raise). This can be nonlethal damage if the caster wishes.

MODIFIERS

- **DAMAGE (+2):** The *burst* causes 3d6 damage, or 4d6 with a raise.
- ★ **GREATER BURST (+4):** The *burst* causes 4d6 damage (5d6 with a raise) and is considered a Heavy Weapon.
- **PUSH (+1):** The burst pushes everyone within the template back 2d6". Large or greater creatures are pushed back d4" instead.

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

Confusion confounds all targets in a Medium Blast Template, making them either Distracted or Vulnerable, or both with a raise. The same effect applies to all those affected. These states are removed at the end of the victims' next turn as usual.

MODIFIERS

- **AREA OF EFFECT (+0/+1):** The caster can focus the *confusion* to a Small Blast Template for no extra cost, or a Large Blast Template for +1.
- ★ **GREATER CONFUSION (+2):** On a success, targets are Shaken in addition to being Distracted or Vulnerable (or both with a raise). *Confusion* is a non-damaging effect and cannot cause a Wound on an already Shaken target.

CONJURE ITEM**Rank:** Novice**Power Points:** 2 per pound**Range:** Smarts**Duration:** One hour**Trappings:** Light that forms the item's silhouette, reaching into a magic bag, shaping dirt or clay into the item, pulling the item from a drawing or painting.

The caster can create an object weighing up to one pound for every 2 Power Points spent. The item must be a simple, mundane object made of a common material (GM's call) such as a 10-foot pole, blanket, shield, etc. A raise on the arcane skill roll produces a more durable version of the conjured item.

Conjured items appear in the hands of the caster or on the ground nearby. Once the Duration expires, the item fades from reality. This can cause issues, for example, if the conjured item holds a door open or was given as a gift.

MODIFIERS

- **COMPLETE (+1):** The object is a complete set, such as a chess set or a quiver of arrows. The set must fit under the weight limit.
- **CREATE FOOD AND WATER (Special):** Instead of an object, every 1 Power Point creates enough food and water to sustain a Size 0 humanoid for one day. The nourishing food is permanent (doesn't disappear after you eat it), though it decays and is inedible after 24 hours if not consumed. The water is just like clean rainwater and does not spoil.
- **ENDURING (+1 per pound):** The object's Duration becomes "permanent" until dispelled. The Power Points are "invested" and unavailable until it's destroyed, dispelled, or dismissed by the caster. The conjurer may dismiss the object at any time, regardless of sight, distance, or other factors. His Power Points then begin recharging normally.

CURSE

Rank: Seasoned

Power Points: 5

Range: Touch

Duration: Special

Trappings: Effigy, ritualistic words, touch. Some practitioners of the arcane arts heal their allies. Others inflict sickness upon their enemies. To use this particularly nasty spell, the caster makes an arcane skill roll opposed by the victim's Spirit roll. Failure means the victim suffers a level of Fatigue immediately and at sunset each day thereafter (further castings of curse have no additional effect).

The Fatigue cannot be recovered until the *curse* is lifted, and once the accursed becomes Incapacitated, he makes a Vigor roll each day to avoid death.

Breaking the Curse: The *curse* can be lifted by the original caster at will, and ends automatically if she's slain. *Dispel* also removes a *curse* (at -2), though each individual may only try once—if failed it's beyond her abilities.

MODIFIERS

★ **TURN TO STONE (+5):** The accursed must make a Spirit roll every round or take a level of Fatigue. When Incapacitated, the victim turns to stone (his Toughness becomes Hardness). The curse must be broken to stop the effect (see above).

DAMAGE FIELD

Rank: Seasoned

Power Points: 4

Range: Smarts

Duration: 5

Trappings: Fiery aura, spikes, electrical field.

Damage field creates a dangerous aura around the recipient that harms foes foolish enough to get too close.

At the end of the affected character's turn, all adjacent beings (including allies!) automatically take 2d4 damage.

MODIFIERS

■ **AREA OF EFFECT (+2):** The caster may extend the *damage field* into a Medium Blast Template centered on the recipient,

the caster is immune to her own damage field.

■ **DAMAGE (+2):** The *damage field* causes 2d6 damage.

★ **GREATER DAMAGE FIELD (+4):** The *damage field* causes 3d6 damage and is considered a Heavy Weapon.

■ **MOBILE (+2):** Mobile works only with the Area of Effect modifier. It allows the caster to detach the *damage field* from the recipient and move it up to his Smarts die type each round as a limited free action.

DARKSIGHT

Rank: Novice

Power Points: 1

Range: Smarts

Duration: One hour

Trappings: Glowing eyes, dilated pupils, sonic sight.

Darksight allows a hero to see in the dark. With success, he ignores up to 4 points of illumination penalties. With a raise, he ignores up to 6 points and can see in pitch darkness.

MODIFIERS

■ **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

★ **GREATER DARKSIGHT (+2):** The recipient's senses extend so far into the infrared and ultraviolet spectrums that he ignores all Illumination penalties and 4 points of penalties from *invisible* creatures.

DEFLECTION

Rank: Novice

Power Points: 2

Range: Smarts

Duration: 5

Trappings: Mystical shield, gust of wind, phantom servant that intercepts missiles.

Deflection powers work in a variety of ways. Some manifestations actually deflect incoming attacks, others blur the target's form or produce illusionary

effects. The end result is always the same, however—to misdirect incoming melee or missile attacks from the recipient of the power.

With success, foes must subtract 2 from either melee or ranged attacks (caster's choice). With a raise, the penalty applies to both.

An attacker who uses a ranged weapon in melee against the recipient suffers the penalty either way.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

✗ DETECT/CONCEAL ARCANA

Rank: Novice

Power Points: 2

Range: Smarts

Duration: 5 (*detect*); one hour (*conceal*)

Trappings: Waving hands, whispered words.

Detect arcana allows the recipient of the power to see and detect all supernatural persons, objects, or effects in sight for five rounds. This includes *invisible* foes, enchantments on people or items, and so on. With a raise, the caster knows the type of enchantment as well.

When used on a supernatural creature, the caster learns its active powers and arcane abilities. With a raise, he knows Weaknesses common to that creature type. This doesn't reveal Weaknesses of unique individuals, if any. Those must usually be discovered through research or trial and error.

Invisible Creatures: *Detect arcana* also allows a character to ignore up to 4 points of penalties when attacking foes hidden by magical darkness, invisibility, or similar abilities (or all penalties with a raise).

Conceal arcana obscures one being or item of Normal Scale or smaller from the detect magic ability for one hour (see **Detect Magic** on page 141 and the **Size Table** in *Savage Worlds*). For larger creatures, increase the cost by the Scale modifier

(+2 PPs for Large, +4 PPs for Huge, or +6 PPs for Gargantuan).

With a success, attempts to *detect arcana* on the being or item suffer a -2 penalty or -4 with a raise. If *detect arcana* fails, the character cannot see through the ruse with this casting and is not aware it is concealed unless presented with obvious evidence of such (for example, the attack of an invisible foe).

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one viewer for *detect*, or item for *conceal*, for 1 additional Power Point each.
- **ALIGNMENT SENSE (+1):** The caster can sense the presence and exact location of supernatural good or evil within range. *Detect arcana* activated with Alignment Sense no longer requires line of sight to locate creatures.
- **AREA OF EFFECT (+1/+2):** *Conceal* only. The power affects everything in a sphere the size of a Medium Blast Template for +1 points, or a Large Blast Template for +2.
- **IDENTIFY (+1):** The caster can identify a magic item's powers and how they work. Success reveals its powers and how they work, but only a raise reveals any cursed powers.
- **STRONG (+1):** *Conceal* only. *Detection* rolls to see through the concealment are made at -2. This stacks with the additional penalty for casting with a raise.

DISGUISE

Rank: Seasoned

Power Points: 2

Range: Smarts

Duration: 10 minutes

Trappings: Malleable features, illusionary appearance, hair of new form.

Disguise allows the target to assume the appearance of another person of the same Size and shape, including clothing. It does not confer any abilities, however.

Those who have reason to question the imposter's identity make a Notice roll at -2

to see through the *disguise* (-4 with a raise on the casting roll). This is a free action.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.
- **SIZE (+1):** The recipient may assume the shape of someone up to two Sizes larger or smaller than themselves.

✗ DISPEL

Rank: Novice

Power Points: 1

Range: Smarts

Duration: Instant

Trappings: Waving hands, whispered words.

Dispel allows a hero to negate enemy powers. It has no effect on permanent enchantments or natural abilities such as a dragon's breath or a banshee's scream. *Dispel* affects arcane devices normally (see **Arcane Devices**, page 101).

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.

In either case, *dispelling* an opponent's power is an opposed roll of arcane skills. A target using the Mystic Powers Edge or innate powers (see page 164) uses Spirit as its arcane skill.

If the *dispelling* character wins, the targeted power ends immediately (or fails if it was countered with the usual results of failure). With a raise, the caster may make the recipient of the *dispelled* power is also Distracted.

MODIFIERS

- ★ **ANTI-MAGIC FIELD (+8):** Instead of affecting a power at Range, this modifier creates a Medium Blast Template centered on the recipient with a Duration of 5. Magic items, effects, and powers have no effect within the field. Summoned creatures in the field must make a Spirit roll each round or take a Wound. Magically-created objects are unaffected. Anti-Magic Field has no

effect on deities or artifacts, and can't be combined with any other modifiers.

- **AREA OF EFFECT (+1/+2/+3):** The effect covers an area: +1 Power Point uses a Small Blast Template, +2 PPs uses Medium, or +3 uses Large. The caster makes one arcane skill roll and chooses which power on each target is affected. The caster of the affected power opposes with arcane skill. This affects all targets in the area unless the Selective modifier is used.

- ★ **DISENCHANT (+1):** The caster can target a magical item rather than an individual or a power. This is a standard arcane skill roll, not an opposed roll (the GM may apply a penalty to disenchant powerful items or artifacts). If successful, all the item's magical abilities are negated for one round, or two with a raise.

- **MULTIPLE POWERS (+3):** If successful, the caster *dispels* all the target's currently activated powers.

✗ DIVINATION

Rank: Seasoned

Power Points: 5

Range: Self

Duration: A brief conversation of about five minutes.

Trappings: Seances, demonic interrogation.

Divination allows the caster to contact otherworldly beings to gain information. Preparing the spell takes one uninterrupted minute of prayer, coaxing or otherwise communing with a spirit or deity. Once that's done, the caster makes her arcane skill roll. Success means the entity answers the character's questions to the best of its ability. A raise means the spirit is more helpful, knowledgeable, or direct than usual (whether it wants to be or not).

Answers are typically vague or symbolic rather than direct—they provide clues and guidance rather than spoilers that ruin a mystery or adventure.

The type of entity contacted determines how it communicates. Spirits in the netherworld tend to know only those



things pertinent to their life and death—and they may not even know the identity of their killer if the person was masked or unseen.

Likewise, nature spirits know only about their local environs, demons know only about the affairs they're directly involved in, and so on. The Game Master must decide what the entity knows based on its background, origin, and personality.

Once a spirit has been conversed with it may not be contacted again for 24 hours. The Game Master may extend this to a community of spirits in a single place, such as water spirits in a babbling brook or nameless spirits in a mass grave.

Sacred Ground: Contacting a spirit on ground sacred to it (a deep forest for fey creatures, a temple for deities, a volcano for fire elementals or infernals, etc.) adds +2 to the roll.

MODIFIERS

★ **POWER (+3):** This modifier works only on ground sacred to the entity the caster is attempting to contact—a deep forest for fey creatures, a temple for deities, a volcano for fire elementals or infernals, etc. The being may even manifest or appear in some form with a raise.

The entity not only answers the petitioner's questions but also offers unsolicited advice. Exactly what and how it's delivered depends on the entity. Woodland creatures may warn the caster about a dangerous area of the forest. A demon might gloat about a greater threat ahead, accidentally tipping some other entity's hand in a later encounter.

DRAIN POWER POINTS

Rank: Veteran

Power Points: 2

Range: Smarts

Duration: Instant

Trappings: Prayer, whispers, gestures.

Powerful mages, priests, and other arcanists can use this ability to drain magical energy from their foes. With a raise they can even leech the stolen energy for themselves.

The power is opposed by the target's Spirit, and the caster suffers a -2 penalty to her roll if the target has a different Arcane Background than her own.

Success drains 1d6 of the rival's Power Points (if any, and the die doesn't Ace). With a raise, the caster adds the points to her own. This *may* take her above her usual maximum! They last until used, and must be the first spent when casting.

Drain Power Points can also be used on an arcane device (the creator still resists with her arcane skill whether she wields it or not). The device can't lose more Power Points than it has.

MODIFIERS

- **POWER (+2):** The caster drains 2d6 Power Points with success.

ELEMENTAL MANIPULATION

Rank: Novice

Power Points: 1

Range: Smarts

Duration: 5

Trappings: A few simple gestures.

This power grants basic control over the four traditional elements: air, earth, fire, and water (the elements may vary for other cultures).

Upon activation, the caster may choose one of the following effects:

- **ATTACK:** The caster uses their activation roll as an attack roll, dealing 2d4 damage to a target (3d4 with a raise) within Range.
- **MOVE:** The caster may move a cubic foot of air, earth (half that in stone), fire, or water up to the caster's Smarts in any direction as a limited action.
- **PUSH:** The elements buffet and move the target. The caster uses his activation roll in place of his Strength for a Push (see *Savage Worlds*).
- **SPECIAL EFFECTS:** The caster may use the elements to create an additional effect with the GM's approval. Some examples are using air to blow out a torch, fan a flame, or cool someone down (reroll a Fatigue roll in oppressive heat). The

caster may use earth to cover tracks, fix breaks in stone or earthen walls, or use fire to conjure flame about the size of a torch or spread existing flame (see **Fire** on page 188). He may use water to conjure a quart of water (not “inside” objects or people) or purify a gallon of water per casting.

After activation, each additional use of the effects above are an action. Roll a new arcane skill roll for Attack or Push (these rolls do not suffer Backlash for Critical Failures as they are not activation rolls).

MODIFIERS

- ★ **POWER (+3):** The volume of air, earth, fire, or water affected is tripled, the target of Push suffers a -2 penalty to resist, and the damage of Attack is increased to 2d6 (3d6 on a raise).
- ★ **WEATHER (+5):** The caster can summon or dispel storms, bring a cooling rain, scorch the earth with a heatwave, or even bring snow to the hottest climes. The caster can bring or disperse rain, snow, sun, and wind in about a five-mile radius. The severity depends on the local environment—a harsh desert might receive gentle rain while a rain forest gets a driving downpour. The effects take 10 minutes to create and last an hour.

EMPATHY

Rank: Novice

Power Points: 1

Range: Smarts

Duration: 5

Trappings: Concentration, a sympathetic smile, exchanging a pleasantry.

A successful arcane skill vs Spirit roll gives the caster insight into a target’s basic emotions. This grants him a +1 bonus (+2 with a raise) to all Intimidation, Persuasion, Performance, or Taunt rolls against the target for the Duration of the power. The bonus does not apply to skill rolls made to activate powers.

Empathy works on animals, adding +1 (+2 with a raise) to Riding or other rolls to interact with the creature.



MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.
- **CHARM (+2):** If the target is Uncooperative or Neutral, a successful casting makes him Cooperative, or Friendly with a raise. The spell is instantly broken if the caster or her allies attack the victim or her allies.
- **DURATION (+1):** Duration is measured in minutes instead of rounds. If the character Critically Fails any of the affected skill rolls against the target, the effect terminates immediately.
- ★ **TRUTH (+2):** The caster knows if the target believes he’s telling the truth or not.

ENTANGLE**Rank:** Novice**Power Points:** 2**Range:** Smarts**Duration:** Instant**Trappings:** Glue bomb, vines, webs.

Entangle restrain a target with ice, bands of energy, vines, disembodied hands, etc (Hardness 8). If cast successfully, the target is Entangled (or Bound with a raise on the arcane skill roll).

Victims may try to break free on their turn as detailed under Bound & Entangled (see *Savage Worlds* and update on page 75).

MODIFIERS

- **AREA OF EFFECT (+2/+3):** For +2 points the power affects everyone in a Medium Blast Template. For +3 points the area of effect is increased to a Large Blast Template or use the Stream Template.
- **DAMAGE (+2):** Entangled targets take 2d4 damage at the end of their turn.
- ★ **DEADLY (+4):** Entangled targets take 2d6 damage at the end of their turn. Does not stack with Damage.
- **TOUGH (+1):** The entangling material is particularly resilient. Increase its Hardness to 10.

ENVIRONMENTAL PROTECTION**Rank:** Novice**Power Points:** 2**Range:** Smarts**Duration:** One hour**Trappings:** A mark on the forehead, potions, gills.

Adventurers sometimes travel beneath the waves, through planes of fire, or other hazardous environments. This power protects them from crushing depths, scathing heat, intense cold, and even radiation.

Environmental protection allows the target to breathe, speak, and move at his normal Pace in an otherwise fatal environment. It protects him from intense heat, cold, radiation, pressure, and lack of oxygen.

A raise increases the Duration to eight hours.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.
- **ENVIRONMENTAL RESISTANCE (+1):** The power now offers environmental resistance, reducing damage from one energy source (fire, cold, electricity, etc.) by 4 (6 with a raise).

FARSIGHT**Rank:** Seasoned**Power Points:** 2**Range:** Smarts**Duration:** 5**Trappings:** Invisibly marked targets, guiding winds, eagle eyes.

Farsight allows the recipient to see in detail over great distances. She can read lips or fine print up to a mile distant.

With a raise, she also halves Range penalties for Shooting, Athletics (throwing), or other abilities affected by Range.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.
- ★ **GREATER FARSIGHT (+2):** Allows the recipient to ignore all Range penalties, and a raise doubles sight range.

FEAR**Rank:** Novice**Power Points:** 2**Range:** Smarts**Duration:** Instant**Trappings:** Eldritch energy, cold chills.

This power causes overwhelming dread and horror. The target makes a Fear check. Extras who fail are Panicked and Wild Cards roll on the **Fear Table**. If the power is cast with a raise, the Fear roll is at -2 and Wild Cards add +2 to **Fear Table** results.

MODIFIERS

- **AREA OF EFFECT (+2/+3):** For +2 points the power affects everyone in a Small or Medium Blast Template (caster's choice). For +3 points the area of effect is increased to a Large Blast Template.

★ **GREATER FEAR (+2):** Fear rolls are made at -2, or -4 if cast with a raise.

FLY

Rank: Veteran

Power Points: 3

Range: Smarts

Duration: 5

Trappings: Gusty winds, wings, broomsticks.

Fly allows a character to soar at Pace 12, or twice that with a raise (he may not run).

MODIFIERS

- **ADDITIONAL RECIPIENTS (+2):** The power may affect more than one target for 2 additional Power Points each.
- **SWIFT FLIGHT (+5):** The base flying Pace increases to 24, or 48 with a raise.

GROWTH/SHRINK

Rank: Seasoned

Power Points: 2 per point of Size change

Range: Smarts

Duration: 5

Trappings: Gestures, words of power, potions.

Growth increases the recipient's Size by 1 for every 2 Power Points spent. Each increase in Size grants the target a one-step increase to Strength and 1 point of Toughness. This does not increase Wounds regardless of change to Scale.

Shrink reduces the Size of the subject one step for every 2 Power Points spent to a maximum of Size -2 (approximately the size of a cat). Each step reduced decreases Strength one die type (minimum of d4) and Toughness by 1 (minimum of 2).

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

MODIFIERS

- ★ **DURATION (+2):** The power's Duration is measured in minutes instead of rounds.
- ★ **POWER (+2):** The target of *shrink* may retain her normal Strength and Toughness while small.

HAVOC

Rank: Novice

Power Points: 2

Range: Smarts

Duration: Instant

Trappings: Whirlwind, chaotic poltergeists, repulsion field.

This ability creates chaos and mischief for all those within its area of effect, hurling debris and rivals in all directions.

With success, the caster places a Medium Blast Template anywhere within Range, or a Cone or Stream Template emanating from the caster (see **Area Effect Attacks** in *Savage Worlds* and **Stream Template** on page 76).

Anyone touched by the template is Distracted and must *then* make a Strength roll (at -2 if the caster got a raise). Those who fail are hurled 2d6"—directly away from the caster if using the Cone Template or directly away from the center if using a Blast Template (the caster chooses for those in the dead center).

Victims who strike a hard object (such as a wall) take 2d4 damage (nonlethal unless it's a spiked wall or other more dangerous hazard).

Airborne Targets: Flying or airborne targets suffer an additional -2 to their Strength rolls as they have no ground to brace themselves on.

MODIFIERS

- **AREA EFFECT (+1):** *Havoc* affects a Large Blast Template.
- ★ **GREATER HAVOC (+2):** Targets are knocked back a total of 3d6" and take 2d6 damage if they strike a hard object.

HEALING

Rank: Novice

Power Points: 3

Range: Touch

Duration: Instant

Trappings: Laying on hands, touching the victim with a holy symbol, prayer.

Healing removes Wounds less than an hour old. A success removes one Wound, and a raise removes two. The power may be cast additional times to remove

additional Wounds within that hour and as long as the healer has enough Power Points.

For Extras, the GM must first determine if the ally is still alive (see **Aftermath** in *Savage Worlds*). If so, a successful arcane skill roll returns the ally to action (Shaken if it matters.)

MODIFIERS

- **GREATER HEALING (+10):** *Greater healing* can restore any Wound, including those more than an hour old.

- **CRIPPLING INJURIES (+20):** The power can heal a permanent Crippling Injury. This requires an hour of preparation and only one casting is permitted per injury. If it fails, this caster cannot *heal* that particular injury (but someone else may try). If successful, the subject is Exhausted for 24 hours.

- ★ **MASS HEALING (+2/+3):** For +2 Power Points, *healing* affects all allies within a Medium Blast Template centered on the caster (or a Large Blast Template for +3).

- **NEUTRALIZE POISON OR DISEASE (+1):** A successful *healing* roll negates any poison or disease. If the poison or disease has a bonus or penalty associated with it, the modifier applies to the arcane skill roll as well.

ILLUSION

Rank: Novice

Power Points: 3

Range: Smarts

Duration: 5

Trappings: Magical spells, holograms, “ethereal materializers.”

One of the greatest powers is the ability to create something from nothing—even if it’s not real!

Illusion can be used to create a visual scene or replica of most anything the caster can imagine, but it is silent, intangible, and incapable of affecting the real world. For example, illusionary weapons pass through foes, one cannot sit in an illusionary chair, and an illusionary dog has no audible bark.

Those who contact an *illusion* or doubt it’s real make a Smarts roll as a

free action (at -2 if the power was activated with a raise). If successful, that individual is no longer subject to this casting.

The GM should make group rolls for Extras as they point out the *illusion*’s inconsistencies to each other.

The volume of the *illusion* must fit within a sphere the size of a Medium Blast Template (4” or eight yards in diameter).

MODIFIERS

- **AREA OF EFFECT (+1):** The *illusion*’s area of effect is increased to the size of a Large Blast Template.

- ★ **DEADLY ILLUSION (+3):** The *illusion* may attack or otherwise cause harm. The caster may use her actions to make the *illusion* to “attack” an individual. This is an opposed roll of the caster’s arcane skill versus the target’s Smarts (at -2 if the power was activated with a raise).

If the caster wins, the target is Shaken (this cannot cause Incapacitation). With a raise, the target suffers a Wound (this can cause Incapacitation). The caster may attack additional foes as Multi-Actions. She may not use other combat maneuvers, such as Called Shots or Wild Attacks (though it may look that way!).

- ★ **DURATION (+2):** The Duration is measured in minutes.

- **MOBILITY (+1/+2):** For +1 Power Point, the *illusion* can move (and fly) at a Pace of 12, or 24 for +2 Power Points. This is a limited free action.

- **SOUND (+1):** The power generates sound appropriate to the *illusion*. Illusionary allies may talk, illusionary crows caw, and so on. It may not mask or mute existing sound, however.

- **STRONG (+2):** Smarts rolls to disbelieve the *illusion* are made at -2.

INTANGIBILITY

Rank: Veteran

Power Points: 5

Range: Smarts

Duration: 5

Trappings: Ghost form, body of shadow, gaseous transformation.

With a successful arcane skill roll, whoever receives this power becomes incorporeal. He is unable to affect the physical world, and it cannot affect him. He can travel through walls, and non-magical weapons pass straight through him. Items carried at the time of casting are also incorporeal.

While incorporeal, the character may affect other incorporeal beings (including himself), and he is still susceptible to supernatural attacks, including powers and enchanted items. With a raise on the activation roll, reduce the damage from supernatural attacks by 4.

The being becomes corporeal when the power ends, but if within someone or something he's shunted to the nearest open space and Stunned.

If cast on an unwilling target, the victim resists with Spirit. If affected, he shakes off the effect with a Spirit roll as a free action at the end of his following turns.

MODIFIERS

- ★ **ADDITIONAL RECIPIENTS (+3):** The power may affect more than one target for 3 additional Power Points each.
- ★ **DURATION (+2):** Duration is measured in minutes instead of rounds.

INVISIBILITY

Rank: Seasoned

Power Points: 5

Range: Smarts

Duration: 5

Trappings: Powder, potion, iridescent lights.

With a success, the character and his personal items are transparent except for a vague blur or outline. Any action taken against him that requires sight is made at -4, or -6 with a raise. The same penalty applies to Notice rolls to detect the unseen presence.

Reduce the penalty by 2 if the invisible character's position is given away, such as moving in water, hit with mud or another substance that reveals her form, outside in the rain, etc.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+3):** The power may affect more than one target for 3 additional Power Points each.
- ★ **DURATION (+2):** Duration is measured in minutes instead of rounds. If the character attempts a damage-causing attack or targets an unwilling character with a power, the effect terminates immediately.

LIGHT/DARKNESS

Rank: Novice

Power Points: 2

Range: Smarts

Duration: 10 minutes

Trappings: Illusionary torch, sunlight, darkness, thick fogs.

Light creates bright illumination in a Large Blast Template. With a raise, the light can be focused into a 5" (10 yard) beam as well.

Darkness blocks illumination in an area the size of a Large Blast Template, making the area Dark, or Pitch Dark with a raise (see **Illumination** in *Savage Worlds*).

If *light* and *darkness* overlap, they create a patch of Dim light (-2).

MODIFIERS

- ★ **AREA EFFECT (+2):** *Light* only. The light expands to the caster's Smarts in radius, with a Range of Smarts ×2. The light is sunlight and acts as natural sunlight.
- **ILLUMINATE (+1):** *Light* only. The light forms around a target of Size 1 or less, illuminating it in a dull glow that eliminates 2 points of penalties from *invisibility*, darkness, or similar conditions. With a raise, the glow eliminates up to 4 points of penalties.

★ **TRUE DARKNESS (+2):** *Darkness* only. The darkness blocks Infravision, Low Light Vision, and Darkvision. It has no effect on magical sight such as *detect arcana*.

■ **MOBILE (+1):** The caster can move the template at a Pace equal to his arcane skill die type as a limited free action each round. He can also attach it to an inanimate object when first cast if desired. It can't be cast on a living being.

LOCATE

Rank: Novice

Power Points: 3

Range: Self

Duration: 10 minutes

Trappings: A floating crystal over a map, message in the clouds, a ray of light.

Sometimes it's literally impossible to find something via mundane means. *Locate* allows the caster to find these hidden things.

When casters use this power, they choose an object, creature, or location. If the caster has never seen the target, the roll is at -2. A success gives a sense of the general direction and distance of the target. A raise also gives an impression of the target (e.g., the creature is asleep, the object is in a strongbox, the secret door is behind a bookshelf).

Running Water: Running water blocks *locate* if it's in the path between the caster and the target.

MODIFIERS

- **FIND THE PATH (+1):** In addition to the direction and distance to a target, the caster also has a supernatural sense of the best or fastest way to navigate to its general area.

LOCK/UNLOCK

Rank: Novice

Power Points: 1

Range: Smarts

Duration: Permanent (*lock*); Instant (*unlock*)

Trappings: A skeleton key, miming opening or locking a lock.

Lock magically seals a door, window, container, envelope, drawer, box, or other closeable item. Any attempt to open a magically locked container, door, or portal suffers a -4 penalty. Any further attempts by a character automatically fail until he increases his skill, at which point he may try again. A raise when magically locking the container means it can only be unlocked via the *unlock* version of this power (at the -4 penalty listed above) or by *dispelling* the magical *lock* then picking the lock as usual.

The caster may set a passphrase when the *lock* is created; the portal opens for anyone who speaks the phrase and remains open until the phrase is repeated.

Unlock may be used in place of Repair or Thievery (but not Strength) when attempting to unlock a container, door, or portal. It ignores up to 4 points of penalties to the task, and with a raise disarms any traps or alarms on the portal as well.

Neither spell has any effect on barriers, barricades, or blockages—only distinct objects which can be opened or shut.

MODIFIERS

- **ALERT (+1):** *Lock* only. If the magically locked object is opened, the caster instantly knows this happened (and which object was unlocked if multiple instances of this power are in effect). A being who speaks the password (determined at the time of casting) doesn't set off the alert. This warning lasts 1 day.

MIND LINK

Rank: Novice

Power Points: 1

Range: Smarts

Duration: 30 minutes

Trappings: Headpieces, talismans to deities.

Mind link creates a telepathic connection between two individuals (which does not necessarily have to include the caster). The link accommodates only willing subjects and communication—thoughts that aren't consciously transmitted aren't relayed.

Once activated, the Range between linked minds is one mile, or five with a raise.

If any of the linked characters suffers a Wound, all others must make a Smarts roll or be Shaken (this cannot cause a Wound).

The speed of communication is that of normal speech, but with a raise members may communicate up to 30 seconds or so of speech on a single combat turn.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect additional individuals for 1 additional Power Point each.

- ★ **BROADCAST (+2):** The caster can broadcast a short telepathic message to every sentient mind within Smarts $\times 4$ radius (Smarts $\times 8$ with a raise). The caster can only broadcast, she doesn't receive their responses.
- ★ **LONG DISTANCE LINK (+3):** Casters can connect with any mind they're familiar with on the same plane of existence, regardless of distance.

MIND READING

Rank: Novice

Power Points: 2

Range: Smarts

Duration: Instant

Trappings: Psionic invasion, soulsight.

Mind reading is an opposed roll versus the target's Smarts. Success allows the character to gain one truthful answer from the subject. The target is aware of the mental intrusion unless the mind reader gets a raise. The GM may apply modifiers based on the subject's mental Hindrances or current state of mind.

MODIFIERS

- ★ **MIND WALK (+2):** The caster has greater access to the target's mind and memories, unlocking an entire scene or chain of related memories (GM's call).

MIND WIPE

Rank: Veteran

Power Points: 3

Range: Smarts

Duration: Instant

Trappings: A noxious drink, parasites, touching the target's temples.

Mind wipe removes a target's memories, a terrible violation in most civilized societies. The power is opposed by a victim's Smarts and requires a full minute of mental struggle. The victim must be conscious during this time, so if not restrained he can simply move out of Range.

If successful, the victim forgets a single event (up to about 30 minutes of time). A raise removes a complex memory of several hours.

If the defender wins, the caster cannot affect him with *mind wipe* for 24 hours. (Others may reattempt the power, however.)

The memory remains missing, but strong evidence that challenges its "logic" allows a Smarts roll at -2 to remember fragments determined by the GM.

MODIFIERS

- **EDIT (+1):** Instead of wiping the memory, the caster edits it as she sees fit.
- **FAST CAST (+2):** The caster can wipe a memory as an action.
- ★ **GREATER MIND WIPE (+2):** The effect completely removes a single event, person, place, thing, etc., from the victim's memory.

MYSTIC INTERVENTION

Rank: Legendary

Power Points: 20

Range: Special

Duration: Special

Trappings: Prayer, rituals, sacrifices, special artifacts or relics.

Sometimes even a wizard's best spell or a cleric's greatest miracle isn't enough. In times of great need, casters must turn to greater powers than their own and ask a patron to take a personal hand in the affairs of mortals.

Mystic intervention allows a caster to trigger a great event of some sort. The event should be epic in proportions, such as saving a city from a siege, causing an earthquake to level a city, raising a legendary creature such as the Century Beast, bringing a centuries-dead hero to life, or closing the gate to some terrible and otherworldly dimension.

The caster must stand in a magical ring, divine circle, sacred site, or other place of power and use the Ritual Magic rules to cast (see page 104). (Power Points are listed for that purpose—it can never be cast without ritual magic.)

If successful, he's Exhausted for the next five days but some version of the desired effect, narrated by the Game Master as she sees fit, happens with a great display of magical energy.



If the ritual's Dramatic Task fails, the caster is Exhausted as above and may not attempt the ritual again for five days or until some narrative goal is met (finding rare replacement components, the conjunction of the moons, or whatever the GM feels is appropriate). A Critical Failure also causes 5d6 damage in a 20" (40 yard) radius as well.

Mystic intervention should give the heroes respite from major events but shouldn't short circuit the Game Master's entire campaign. For example it may not slay a powerful foe outright, but may provide a weapon that aids in the fight against it. Or a besieging army might be swept away by a great flood—but another approaches in a month. The city of a great enemy might be leveled by an earthquake, but the citizens begin to rebuild mere hours afterwards.

Finally, the power can't override free will. It can't make a good person evil, fall in love with someone they're not, or otherwise change their nature. It might give an individual new perspective or a moment of empathy somehow, but true change is always a choice.

✗ OBJECT READING

Rank: Seasoned

Power Points: 2

Range: Touch

Duration: One minute

Trappings: Touching the object, glowing hands

Object reading is the ability to get visions of the past from an object. With a successful casting, she gains a vague impression of whatever information she's looking for, from the object's creation forward. A raise grants her more specific information.

If the caster uses *object reading* on a bloody knife to investigate a murder, for example, success might tell her the wielder was a human and that the attack happened at night. With a raise, she might get a glimpse of the killer's face or some other clue that reveals his identity.

MODIFIERS

★ **PROJECTION (+2):** The caster may broadcast the vision, projecting it out

into a space the size of a small room. Anyone present may see and hear the events and examine the projection from all angles.

❖ PLANAR BINDING

Rank: Veteran

Power Points: 8

Range: Smarts

Duration: Instant

Trappings: A summoning circle, an enchanted, iron casket, magical chains.

The caster summons a creature from another plane, trapping them in some sort of prison, such as a binding circle. The trap is created with chalk, salt, glyphs and wards, or other materials prior to the power's activation, and takes ten minutes to prepare.

Once the trap is prepared, the caster selects an extra-planar entity to summon. She must know about the creature somehow, perhaps by previous encounter, access to books and scrolls, or an Occult roll with a modifier set by the Game Master. The caster can summon a specific entity if she knows its proper name.

Casting is an opposed roll between the caster's arcane skill and the entity's Spirit. If the spell fails the entity knows who attempted to bind it. If the caster rolls a Critical Failure, the creature may appear if it chooses to and is unbound—it may do as it wishes and its abilities allow.

If the caster wins, the creature is summoned into the trap and magically bound there until it agrees to perform a service for the caster or breaks free (see below). The Power Points used to bind the target are invested and unavailable until the creature breaks free or completes its task.

Bargaining: Casters summon creatures to task them with a "service" of some sort, such as taking part in a difficult battle, acting as a bodyguard, or some difficult or unpleasant task. The negotiation can usually be handled through roleplaying (and perhaps a Persuasion or Intimidation roll).

Cunning creatures require more incentive. An evil being might ask for time to wander the earth and wreak havoc, a sacrifice, or some other “devil’s bargain” proportional to the service required. A good or noble creature might aid the summoner without reward if the cause is just, or might require she perform some task for her followers or sphere of influence. Entities never agree to impossible or unreasonable demands.

Once the creature agrees to the terms, it must carry them out to the best of its ability. The caster does not have to live up to any promises she set—though entities might seek revenge if deceived or their kind are summoned too often. Casters must be wary of this, especially if the beings have a way back to the prime material plane!

Breaking Free: If no agreement is made after 24 hours, the caster must renew the mystic bonds by making another opposed roll of her arcane skill versus the creature’s Spirit. This continues every 24 hours until an agreement is reached or the creature breaks free. The entity can’t use any other power or ability to escape.

PLANE SHIFT

Rank: Veteran

Power Points: 4

Range: Smarts

Duration: Instant

Trappings: Cosmic hole in space, circle of magic runes.

Plane shift allows the caster to move directly to another plane of existence (see page 254). If plane shifting to a known location, a success indicates the target appears within 10d10 miles of the intended location. With a raise, the mage appears half that distance away.

If the caster doesn’t know exactly where he wants to go, he can research locations within that plane to target a specific city, geographic location, etc. Failure means he arrives at a completely random location on that plane. Success puts him in the general vicinity, and a raise puts him closer to the desired locale. This is in addition to the accuracy of the arcane skill roll.

MODIFIERS

■ **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

★ **EXTRA-DIMENSIONAL SPACE (+1):** Instead of traveling to a known plane, the recipient travels to a pocket dimension where he’s conjured a magical shelter or similar structure with basic necessities, food, and water for up to five people. The structure remains afterward, so the mage and his companions may return to this space or to a new one, as desired.

★ **TRANSPORT FOE (+2):** The caster sends an unwilling target to another plane or extra-dimensional space. The being resists the casting with a Spirit roll. If failed, he’s transported to another plane of the caster’s choice for three rounds (five rounds with a raise) before returning (or as close as possible if the space is occupied).



PROTECTION

Rank: Novice

Power Points: 1

Range: Smarts

Duration: 5

Trappings: A mystical glow, bark skin, mage armor, ethereal armor.

Protection creates a field of energy or armor around a character, giving him 2 points of Armor. With a raise, the bonus is applied to Toughness instead (and therefore immune to Armor Piercing modifiers).

Whether the *protection* is visible or not depends on the Trapping—this is entirely up to the caster.

Protection stacks with all other armor, natural or worn.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect additional targets at a cost of 1 Power Point each.

PUPPET

Rank: Veteran

Power Points: 3

Range: Smarts

Duration: 5

Trappings: Glowing eyes, trance-like state, a swinging pocket watch, voodoo dolls.

Puppet is an opposed roll of the character's arcane skill versus the target's Spirit. With success, the victim obeys commands that don't directly harm himself or those he cares about. This includes inaction, as well, so a controlled character won't just stand idly by or leave the area if he knows his friends are in danger.

With a raise, the target will harm himself or others (including by inaction), but gets a Spirit roll as a free action. If successful, he doesn't carry out that particular command but remains a puppet. With a raise, he breaks the controller's hold and the power ends.

Commands are general, such as "attack that person" or "open that door." The controller doesn't get to dictate how many

actions the victim uses in a turn, whether or not he uses his Sweep Edge, etc.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+2):** The caster may affect others at the cost of 2 Power Points each.
- **STRONG (+2):** Spirit rolls to resist commands are made at -2. If the caster also uses *mind link* on the target, she may extend her control of him to any distance, even out of her sight.

RELIEF

Rank: Novice

Power Points: 1

Range: Smarts

Duration: Instant/One Hour

Trappings: Prayer, glowing hands,

sparkling spirals of magic, a cool breeze. Select one of the options listed below:

Recover: The caster removes one of the following negative conditions: Shaken, Distracted, or Vulnerable. A raise on the arcane skill roll removes two conditions. If affecting more than one target (via the Additional Recipients modifier), the caster may choose which condition(s) to remove for each ally.

Relief can't remove negative conditions caused by ongoing effects (Bound or Entangled, Stunned, etc.) unless the source of the effect is removed.

Numb: Reduces the recipient's total penalties from Wounds and Fatigue by one with success, or two with a raise. An Exhausted (-2) hero with three Wounds (-3), for example, reduces her total -5 penalty to -4 with success, and -3 with a raise.

This effect lasts one hour. It doesn't remove the Wounds or the Fatigue, it just allows the recipient to ignore the penalties. If the target would be Incapacitated by Wounds or Fatigue, she's still Incapacitated as usual.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.
- **RESTORATION (+3):** If using the Recover option, the caster can restore one die

type from an energy draining effect with a success, two with a raise. See **Energy Drain** on 163.

- **STUNNED (+1):** If using the Recover option, the caster may also affect the Stunned condition. This completely removes the effects of being Stunned.

RESURRECTION

Rank: Heroic

Power Points: 30

Range: Touch

Duration: Instant

Trappings: Elaborate ceremonies, magical amulets, divine intervention

Perhaps the greatest power of all is the ability to bring someone back from the dead. It can restore lost loves, bring solace to the grieving, and topple kingdoms.

Returning the dead to life requires a reasonably complete corpse no more than a year old. The caster then prays, meditates, chants, or otherwise concentrates on mending the body and pulling the spirit back to it for four hours.

Once done, the healer makes a casting roll at -4. If successful, the victim returns to life with three Wounds and is Exhausted. With a raise, she returns merely Exhausted.

MODIFIERS

- ★ **GREATER RESURRECTION (+10):** The boundaries of life and death no longer matter. A caster can restore the dead to life regardless of how long the target was dead and even without a corpse. To resurrect the dead in this fashion requires a twelve-hour ritual and leaves the caster Exhausted.
- **POWER (+5):** The hero can raise a decade-old spirit for +5 Power Points.

SANCTUARY

Rank: Novice

Power Points: 2

Range: Touch

Duration: 5

Trappings: Words of power, holy symbol, glowing light

Any evil creature attempting a damaging attack that targets or affects the recipient

must make a Spirit roll (at -2 if cast with a raise). If the roll fails, the creature loses that action.

If anyone under the effects of *sanctuary* attempts to harm another creature (evil or otherwise), he loses the benefit of *sanctuary* instantly.

MODIFIERS

- **AREA EFFECT (+2/+3):** For +2 points the power affects all allies within a Medium Blast Template centered on the recipient. For +3 points the area of effect is increased to a Large Blast Template.
- ★ **STRONG (+1):** Spirit rolls by the creature are made at -2 (-4 with a raise).

SCRYING

Rank: Seasoned

Power Points: 3

Range: Self

Duration: 5

Trappings: Images on a reflected surface, glowing eyes, a crystal ball.

Scrying allows the caster to spy on a distant target. Preparing the spell takes one uninterrupted minute while the caster focuses on a target item, creature, or location. This makes her Vulnerable and unable to take any other actions. If she's Shaken or Stunned during this time, the spell fails.

If the caster has never seen the target herself, she makes her arcane skill roll at -2. *Scrying* on a target in a different plane of existence also imposes a -2 penalty.

Scrying is opposed by the subject's Spirit. If the target wins, he knows he's being spied on. If the caster wins, he can see and hear the target and the area around it but cannot move his perspective. With a raise, he can shift perspective and follow the target at a Pace 24.

A *scrying* "eye" may be seen with *detect arcana* (but not *detect magic*). It may also be dispelled (at -2 if suspected but not revealed).

MODIFIERS

- **GROUP SIGHT (+1):** The caster may share her perception with allies within a Range of Smarts for the power's Duration.

SHAPE CHANGE

Rank: Novice

Power Points: Special

Range: Self

Duration: 5

Trappings: "Morphing," talismans, tattoos.

This power allows the caster to take the form of other living creatures. She can only turn into the base form of such beings, not elite or alternative versions (so a goblin is allowed but a goblin shaman is not). With a raise, the caster can increase the creature's Strength and Vigor by one die type each.

The size of the new form is limited by the caster's Rank:

SHAPE CHANGE		
COST	RANK	SIZE
3	Novice	Size -4 to Size -1
5	Seasoned	Size 0
8	Veteran	Size 1 to 2
11	Heroic	Size 3 to 4
15	Legendary	Size 5 to 10

Held and worn items are assumed into the new form and reappear when the power ends.

While transformed, the character retains his Edges and Hindrances, and his Smarts, Spirit, and their linked skills. He gains the creature's Agility, Strength, Vigor, and linked skills, as well as any powers common to that creature (fire breathing for dragons, flight for pegasi, etc). The caster does not gain a target's Power Points if it has them—he retains his own.

His ability to use devices and communicate is limited to those of his form—goblins can speak and therefore cast spells but bears and tigers cannot. The caster may maintain powers cast before the *shape change* regardless of form.

Wound Effects: The caster cannot benefit from a creature's additional Wounds or Wound reduction abilities like Resilient, Very Resilient, or Unstoppable, or extra Wounds from Large or Huge Scale creatures.

MODIFIERS

■ **DURATION (+1):** The power's Duration is measured in minutes instead of rounds.

★ **POLYMORPH (+3):** The caster may, at a Range of Touch, transform a living being of Size -4 to Size 3 into a form of her choice. The spell is resisted by Spirit, and the new form must be able to survive in its current environment. Gear is absorbed into the creature's form.

With success, the victim retains his Smarts. With a raise, his Smarts is transformed into Animal Smarts and he cannot attempt to recover (see below) for one hour.

Victims attempt to recover at the end of their turn by making a Spirit roll at -2 (-4 if the caster got a raise). This is a free action.

★ **TRANSFORM (+2/+3):** The power may affect a willing target at a Range of Touch for +2 or Smarts for +3 (the Range modifier may increase this further).

SLOTH/SPEED

Rank: Seasoned

Power Points: 2

Range: Smarts

Duration: Instant (*sloth*); 5 (*speed*)

Trappings: Slowing time, blurred motion.

Sloth halves the target's total movement (round up). With a raise, movement is also an action. The target automatically attempts to shake off the effects of *sloth* at the end of each of his next turns by making a Spirit roll.

Speed doubles the target's movement (Pace and running). With a raise the character also ignores the -2 running penalty.

MODIFIERS

■ **ADDITIONAL RECIPIENTS (+1):** Speed only. The power may affect more than one target for 1 additional Power Point each.

■ **AREA OF EFFECT (+2/+3):** *Sloth* only. For +2 points the power affects everyone in a Medium Blast Template. For +3 points the area of effect is increased to a Large Blast Template.

- **DASH (+2):** *Speed* only. The recipient's running die isn't rolled—she gains the maximum result possible.
- **QUICKNESS (+2):** *Speed* only. The character's total Multi-Action penalty each turn is reduced by 2 (she can do two actions at no penalty or three at -2 each).
- **STRONG (+1):** *Sloth* only. The Spirit roll to shake off *sloth*'s effects is made at -2.

SLUMBER

Rank: Seasoned

Power Points: 2

Range: Smarts

Duration: One hour

Trappings: A lullaby, blowing powder or sand at targets.

Those who favor stealth or want to avoid harming their foes are drawn to this spell, which puts its victims into a deep and restful sleep.

Anyone affected by *slumber* must make a Spirit roll (at -2 if the caster got a raise on her arcane skill roll). Those who fail fall asleep for the Duration of the spell. Very loud noises or attempts to physically wake a sleeper (by shaking him, for example), grant another Spirit roll.

MODIFIERS

- **AREA OF EFFECT (+2/+3):** For +2 points the power affects everyone in a Medium Blast Template. For +3 points the area of effect is increased to a Large Blast Template.

SMITE

Rank: Novice

Power Points: 2

Range: Smarts

Duration: 5

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 determines the exact quantity for unusual weapons). While the power is in effect, the

weapon's damage is increased by +2, or +4 with a raise.

Limitations: In the case of *smite* with a Personal Limitation (see page 99), "Self" refers to the specific weapon instead.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

- ★ **GREATER SMITE (+2):** The weapon's damage is increased by +4, or +6 damage with a raise and is considered a Heavy Weapon.

SOUND/SILENCE

Rank: Novice

Power Points: 1

Range: Smarts ×5 (*sound*); Smarts (*silence*)

Duration: 5

Trappings: Magical effects, a brief ripple in the air, a bell or chime that starts or stops ringing.

Sound mimics any known sound or voice, emanating from a point of origin within Range at a volume up to the sound of a loud shout. If used as a Test, the defender opposes the casting roll with Smarts.

Silence does the opposite, muting all sound up to a loud shout within a Large Blast Template. This subtracts 4 from Notice rolls made by those inside the area of effect, as well as anyone trying to hear sounds made from within. A raise completely mutes all sound inside the template (note that sound is usually required to cast spells).

MODIFIERS

- ★ **BELLOW (+1):** *Sound* only. The character's voice booms out, carrying over one mile distant—a useful way of warning populations of impending danger. Doing so also adds +2 to one Intimidation Test as long any subjects are within 12" (24 yards).

- ★ **GREATER SOUND/SILENCE (+1):** The Smarts roll made to resist a Test (or Targeted modifier) is made at -2.

- **MOBILE (+1):** The caster can move the area of effect up to his arcane skill die type each round.

- **TARGETED (+1/Target):** Instead of casting *silence* in an area of effect, the caster may instead target individuals in Range for 1 Power Point each. Unwilling targets resist with Spirit (at -2 if the caster gets a raise).

SPEAK LANGUAGE

Rank: Novice

Power Points: 1

Range: Smarts

Duration: 10 minutes

Trappings: Words, pictures, hand motions.

This power allows a character to speak, read, and write a sapient language other than his own. A raise on the arcane skill roll allows the user to appropriately use and understand slang and dialect as well.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.
- ★ **GREATER SPEAK LANGUAGE (+2):** The recipient can speak, read, and write all sapient languages at once.
- ★ **MASS UNDERSTANDING (+5):** The recipient causes characters within Smarts ×2 of him to understand one another, regardless of language.

STUN

Rank: Novice

Power Points: 2

Range: Smarts

Duration: Instant

Trappings: Bolts of energy, stun bombs, sonic booms, burst of blinding light.

Stun shocks a target with concussive force, sound, light, magical energy, or the like.

A successful casting means the victim must make a Vigor roll (at -2 with a raise on the arcane skill roll) or be Stunned.

MODIFIERS

- **AREA OF EFFECT (+2/+3):** For +2 points the power affects everyone in a Medium Blast Template. For +3 points the area of effect is increased to a Large Blast Template.

SUMMON ALLY

Rank: Novice

Power Points: Special

Range: Smarts

Duration: 5

Trappings: Clay figure that grows into a servant, a tattoo that comes to life.

This power allows the character to summon a magical servant from nothing. The ally typically takes the form of a basic humanoid of the appropriate Size but can appear differently based on the caster's Trappings. It materializes anywhere in Range, and with a raise on the arcane skill roll, it's Resilient as well.

The ally acts on its creator's Action Card and follows her commands to the best of its ability. It has no personality, creativity, or emotions. When the power ends or the ally is Incapacitated, it fades into nothingness, leaving no trace behind.

The type of servant that can be summoned depends on the caster's Rank. With the GM's approval, the player may swap abilities. If a hero wants an attendant in the form of a wolf, for example, the caster might exchange the Shooting skill for Survival so that the "animal" can track its foes.

SUMMON ALLY

SERVANT	RANK	COST
Attendant	Novice	1
Bodyguard	Seasoned	3
Sentinel	Veteran	5
Mirror Self	Heroic	7

MODIFIERS

- ★ **ADDITIONAL ALLIES (Varies):** Additional allies of the same type may be summoned at the same time for half the Power Points cost of the original summons (total cost including modifiers, rounded up).
- **COMBAT EDGE (+1):** The ally has a Combat Edge (it must meet the Requirements as usual). You may take this modifier up to three times per ally.
- **FLIGHT (+1):** The ally can fly at its base Pace.

SUMMONED ALLIES

ATTENDANT

Attributes: Agility d4, Smarts d4, Spirit d4, Strength d4, Vigor d4

Skills: Athletics d4, Fighting d4, Notice d4, Shooting d4, Stealth d6

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

Special Abilities:

- **Claws:** Str+d4
- **Construct:** +2 to recover from being Shaken; ignore 1 point of Wound penalties; doesn't breathe, immune to poison and disease.
- **Fearless:** Immune to fear and Intimidation.

BODYGUARD

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d4, Shooting d6, Stealth d4

Pace: 6; **Parry:** 6; **Toughness:** 7 (2)

Edges: First Strike

Gear: Melee attack (Str+d6).

Special Abilities:

- **Armor +2:** Hardened skin.
- **Construct:** See Attendant.
- **Fearless:** Immune to fear and Intimidation.

■ **INCREASED TRAIT (+1):** The caster can increase a Trait one die type for one Power Point. She may do this for as many Traits as she likes, but only once per Trait.

■ **MIND RIDER(+1):** The caster can communicate and sense through any of the allies summoned in this casting.

Summon Animal

Rank: Novice

Power Points: Special

Range: Smarts

Duration: 5

MIRROR SELF

The ally is a clone of the caster except: it's an Extra; it has the same number of current Power Points as the caster *after* subtracting for this casting; it *cannot* use the *summon ally* power; its skills (but not attributes) are one die type less (minimum d4) than the original; it has identical mundane equipment (no magical qualities, disappears when the power expires); has the Construct and Fearless abilities.

SENTINEL

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+2, Vigor d10

Skills: Athletics d6, Fighting d10, Intimidation d10, Notice d8

Pace: 6; **Parry:** 7; **Toughness:** 13 (4)

Edges: Arcane Resistance, Sweep (Imp).

Gear: Melee attack (Str+d8).

Special Abilities:

- **Armor +4:** Stone skin.
- **Construct:** See Attendant.
- **Fearless:** Immune to fear and Intimidation.
- **Size 2:** Sentinels are 8' tall and very dense.

Trappings: Clay figure that grows into a servant, a tattoo

This power channels beasts of the natural world to perform tasks or attack one's foes. From mighty elephants to spying rats, such creatures are powerful friends in the right circumstances.

Summoned animals are loyal to the caster (but may be taken over by *beast friend* using the Bestarium modifier or similar abilities, see page 110).

They understand simple commands such as attack a particular target, push that rock, and so on, but are animals and act as such.

SUMMON ANIMAL

MONSTER	RANK	COST
Alligator/Crocodile	S	6
Bear	S	6
Bird of Prey	N	2
Boar	N	4
Bull	S	6
Cat, Small	N	1
Cat, large	N	4
Dinosaur (Herbivore)	S	7
Dinosaur (Aquatic)	S	5
Dinosaur (Pterosaur)	S	5
Dinosaur (Velociraptor)	S	5
Dire Wolf	N	3
Dog/Wolf	N	2
Elephant (Common)	S	7
Giant Ant	N	4
Giant Bee	N	2
Giant Bird	S	5
Giant Centipede	S	8
Giant Crab	S	6
Giant Lizard	N	4
Giant Mosquito	N	2
Giant Octopus	S	7
Giant Rat	N	2
Giant Scorpion	S	7
Giant Snake	V	9
Giant Spider	N	2
Giant Toad	S	5
Horse, Riding	N	4
Horse, War	S	5
Lion	S	5
Mule	N	4
Rhinoceros	S	7
Sabre-Toothed Tiger	S	5
Shark	S	4
Shark (Great White)	S	6
Snake (Constrictor)	N	3
Snake (Venomous)	N	3
Swarm	S	5
Wolverine	N	3

SUMMON MONSTER

MONSTER	RANK	COST
Basilisk	S	6
Burrower	S	7
Chimera	S	5
Cockatrice	N	4
Crocotta	N	3
Darkmantle	N	3
Drake	V	10
Elemental (Elder)	V	10
Elemental (Small)	N	2
Elemental	S	6
Brownie	N	3
Fire Salamander	S	5
Gargoyle	S	5
Griffin	S	5
Hippogriff	S	6
Khazok	N	4
Manticore	S	5
Minotaur	S	6
Owlbear	S	6
Peryton	S	5
Rust Monster	N	4
Wyvern	S	8

SUMMON UNDEAD

MONSTER	RANK	COST
Ghost Blade	S	8
Ghoul	S	5
Grave Guardian	S	6
Guardian Mummy	S	5
Shadow	S	6
Skeleton	N	3
Skeleton, Flaming	S	6
Skeleton, Motley	S	6
Skeleton, Giant	S	5
Wight	S	7
Zombie	N	3
Ghost	N	4

Summoned animals act on the caster's Action Card. They (or their corpses) return to wherever they came from when the spell expires.

MODIFIERS

★ ADDITIONAL ANIMALS (Varies):

Additional allies of the same type may be summoned at the same time for half the Power Points cost of the original summons (total cost including modifiers, rounded up).

- INCREASED TRAIT (+1): The caster can increase a Trait one die type for one Power Point. She may do this for as many Traits as she likes, but only once per Trait.

- MIND RIDER (+1): The caster can communicate and sense through any of the animals summoned in this casting.

Summon Monster

Rank: Novice

Power Points: Special

Range: Smarts

Duration: 5

Trappings: Clay figure that grows into a servant, a tattoo

Conjuring a mindless ally or simple beast is one thing. But summoning a monster is a true display of a sorcerer's power!

Summoned monsters are loyal to the caster, understand simple commands, and act on the caster's Action Card.

Monsters return from whence they came when the spell expires.

MODIFIERS

★ ADDITIONAL MONSTERS (Varies):

Additional allies of the same type may be summoned at the same time for half the Power Points cost of the original summons (total cost including modifiers, rounded up).

- INCREASED TRAIT (+1): The caster can increase the monster's Trait one die type for one Power Point. She may do this for as many Traits as she likes, but only once per Trait.

- MIND RIDER (+1): The caster can communicate and sense through any of the monsters conjured in this casting.

Summon Undead

Rank: Novice

Power Points: Special

Range: Smarts

Duration: 5

Trappings: Clay figure that grows into a servant, a tattoo

The *zombie* power (page 137) raises basic undead that serve a necromancer's whims for an hour. Summon undead doesn't require existing corpses but brings them from wherever they currently haunt to the necromancer's current location. They serve for a limited time, but are much more powerful than those typically summoned in groaning hordes of walking dead or clinking mobs of chattering skeletons.

Summoned undead appear as listed in the Bestiary of this book or *Savage Worlds*, including any equipment in their profile.

When the power expires, the loathsome dead fade back through shadow to their original location.

MODIFIERS

★ ADDITIONAL UNDEAD (Varies):

Additional undead of the same type may be summoned at the same time for half the Power Points cost of the original summons (total cost including modifiers, rounded up).

- INCREASED TRAIT (+1): The caster can increase the monster's Trait one die type for one Power Point. She may do this for as many Traits as she likes, but only once per Trait.

- MIND RIDER(+1): The caster can communicate and sense through the undead.

Telekinesis

Rank: Seasoned

Power Points: 5

Range: Smarts ×2

Duration: 5

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

Telekinesis is the ability to move objects or creatures (including oneself) with arcane will. It has a Strength of d10, or d12 with a raise. On activation, the caster may immediately perform one of the “uses” below. Subsequent uses are actions and use the arcane skill (but are not activation rolls and therefore not subject to Backlash from Critical Failures).

Unwilling beings targeted by telekinesis resist the caster’s arcane skill with an opposed Spirit roll when first targeted, and at the start of each of their turns thereafter until they’re released. Successful resistance does not mean the spell fails—the caster may try again on his next turn.

Uses:

- **BASH:** The target may be bashed into the floor, ceiling, or walls for Str+d6 damage.
- **CHANGE TARGETS:** The caster may release a victim or tool as a free action. Picking up a new weapon is a free action. Selecting a new unwilling target is an action and is resisted as above.
- **MANIPULATE:** The caster may use tools or wield a weapon, using the caster’s arcane skill. (This doesn’t alter the caster’s Parry if wielding a weapon if his arcane skill is different from his Fighting skill.)
- **MOVE:** The target or tool may be moved up to the caster’s Smarts as a limited free action.

MODIFIERS

- ★ **POWER (+3):** The Strength of *telekinesis* is d12, or d12+2 with a raise. Bashing victims inflicts Str+d8 damage. Objects weighing 500 pounds or more are treated as Heavy Weapons.

TELEPORT

Rank: Seasoned

Power Points: 2

Range: Smarts

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 12” (24 yards) distant, or double that with a raise.

Opponents adjacent to a character who teleports away don’t get a free attack (see **Withdrawing from Melee** in *Savage Worlds*).

If casting *teleport* on willing subjects, the caster decides where they move to, not the targets.

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

★ **GATE (+5):** Instead of teleporting, the caster opens a temporary portal connecting her current location and the destination. Creatures and objects can travel through this gate from either side for 5 rounds.

★ **GREATER TELEPORT (+5):** The character can teleport much farther. The caster must concentrate on her destination for at least one round, taking no other actions. This makes her Vulnerable; if Shaken or Stunned, the spell fails.

For one round of concentration, the character can teleport up to 100 miles. For two rounds, she can travel 1000 miles, and with three rounds, she can go anywhere in the world.

If the caster has physically been to the desired location previously, there is no penalty to her roll. With success she arrives within $2d6 \times 10$ feet of her target, or on target with a raise.

If the caster has a detailed map or has seen it through a power or device, she suffers -2 to the roll. With success, she arrives within $2d6 \times 100$ feet, or on target with a raise.

If the caster has a crude map or a general notion of the place on a regional or world map, she suffers a -4. She arrives within $2d10$ miles with success, or within $2d6 \times 100$ feet with a raise.

In the absence of such information, teleporting is not possible.

A Critical Failure transports the recipient to a random location (GM's call) on the same plane of existence.

■ **TELEPORT FOE (+2):** Foes may be targeted at a Range of Touch (see page 99). The foe resists the casting with an opposed Spirit roll against the arcane skill total and is sent up to 12" away with success and 24" with a raise. Foes may not be teleported into solid objects.

⌚ TIME STOP

Rank: Heroic

Power Points: 10

Range: Self

Duration: Instant

Trappings: A glowing hourglass, floating ice particles, blurring.

Time is a constant for most, but not this spellcaster. *Time stop* slows time for all but the caster, granting her a new turn she must take immediately after she finishes this one. During this turn (and any extras triggered by the Power Modifiers below), everyone except the caster is Vulnerable, can't make free attacks, and can't interrupt her actions (even if on Hold). With a raise, the caster may take up to four actions per turn rather than the usual three. *Time stop* can only be cast once per round.

MODIFIERS

★ **MORE TIME (+5/+10):** For +5 points the power grants a total of two additional turns. For +10 points it grants three additional turns.

WALL WALKER

Rank: Novice

Power Points: 2

Range: Smarts

Duration: 5

Trappings: Spider-like visage, prickly hairs on hands and feet.

Wall walker allows the recipient to walk on vertical or horizontal surfaces. With success, she moves at half her normal Pace. With a raise, she may move at full Pace and even run.

If forced to make an Athletics roll to climb or hang on to a surface, she adds +4 to the total.

MODIFIERS

■ **ADDITIONAL RECIPIENTS (+1):** The caster may affect others at the cost of 1 Power Point each.

WARRIOR'S GIFT

Rank: Seasoned

Power Points: 4

Range: Smarts

Duration: 5

Trappings: Gestures, prayer, whispered words, concentration.

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 have the same Rank or higher as the Edge's Requirements. With a raise, the recipient gains the Improved version of the Edge (if there is one, and even if he doesn't meet the Rank Requirement).

MODIFIERS

■ **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.

★ **POWER (+4):** The recipient gains two Combat Edges at once.



WISH

Rank: Legendary

Power Points: 20

Range: Smarts

Duration: Instant

Trappings: A jinn from a bottle, clicked heels, an incantation, a monkey's paw.

Wish allows a character to bend reality to his will. It is taxing to alter reality, however, so the caster must permanently sacrifice 3 of his own Power Points (after the spell is cast). A raise on the arcane skill roll eliminates this cost.

A caster may wish for any one of the following effects per casting, chosen before the roll is made:

- **ACTIVATE A POWER:** *Wish* casts any other available power, including modifiers, available in the campaign with a raise. If the spell is opposed, the target rolls with a -2 penalty on top of any other modifiers. If the Power Points required to activate the power and modifiers are greater than the cost of *wish*, the caster must pay the difference.
- **INTERCESSION:** The caster wishes for some form of aid, which typically appears after a short period of time. A party trapped in a collapsed dungeon might wish for escape only to be rescued by a party of dwarven miners. A spellcaster could wish to know the true name of a powerful demon and be contacted the next day by a traitorous subordinate of the creature.
- **GAIN AN EDGE:** The caster can gain (or grant another) a permanent Edge. The recipient must meet the Edge's Requirements and can never gain more than one Edge from a wish.
- **WEALTH:** The spellcaster wishes for up to 10,000 gp worth of goods, including anything from transportation to supplies to magic items. Such goods generally sell for a quarter of their value. The wealth doesn't appear from nothing but rather comes to the caster via events contrived by the GM.

■ **TRAVEL BACK THROUGH TIME:** The caster travels back in time for a short period: one minute outside of combat or back to the start of the current round in combat. Everything that happened in that period is reversed except for the caster's Power Points, Bennies, and Wounds.

The GM should do her best to remember all other actors' state of things from the start of the round, but warping time is imperfect so don't worry about getting everything exactly right.

Once reversed, only the caster remembers the alternate sequence of events, and that period of time cannot be altered again.

■ **SEE THE FUTURE:** The caster peers into the near or far future. A look into the near future grants her three Conviction tokens that must be used by the caster or anyone she's currently in contact with (mental, verbal, in sight, etc.) within the next five rounds. At the end of the fifth round, any remaining tokens are discarded. A look into the far future allows the caster to ask the Game Master one question about the future and receive as accurate an answer as possible. Actions by the spellcaster can change the future, however, so this may only be the most likely path or a warning of future dangers.

■ **RAISE A TRAIT:** *Wish* can permanently increase a Trait one die type. This increases the Trait's limit by one die type as well. A recipient may never have more than one Trait raised by a wish.

■ **RESTORE FATE:** The hero and all Wild Cards in Range may refill their Bennies to their usual starting maximum.

■ **SPECIAL:** The character may change relatively minor aspects of herself, others, or the world around her (if the subject of the wish doesn't want to be affected, it's resisted with a Spirit roll at -2). This shouldn't cause any far-reaching changes to the world or history, shouldn't be covered by one of the abilities above, and is completely at the whim of the Game Master. A caster can

change her gender, ancestry, languages, etc., but these changes do not alter time and are thus not retroactive.

Wish can improve someone's mood (and their attitude on the Reaction Table, if appropriate), but it can't permanently affect free will. It can't force a change of heart or make someone harm themselves.

✗ ZOMBIE

Rank: Veteran

Power Points: 3 (See the sidebar on page 132 for larger creatures)

Range: Smarts

Duration: One hour

Trappings: Carving symbols on corpses, throwing bones, graveyards.

Zombie grants animation and basic intelligence to the remains of a once-living being. The summoned horror is obedient but literal-minded in its duties. It isn't telepathic, and must be controlled by voice.

The being has the physical skills it had in life, but its Smarts, Spirit, and related skills are reset to d4. A raise on the casting roll increases any one of their Traits one die type (caster's choice).

See Savage Worlds for the standard profile of a human zombie. Corpses aren't summoned by this ability, so there must actually be a supply of bodies in Range (GM's call).

An undead Incapacitated by damage can't be raised with this power again.

MODIFIERS

- **ADDITIONAL ZOMBIES (+1):** A larger horde can be raised in a single casting by paying an additional 1 Power Point for each extra *zombie* raised.

- **ARMED & ARMORED (+1 per Zombie):** The dead rise with +2 armor and weapons common to their background or environment. Choose one:

- **Hand Weapon:** Str+d6.
- **Ranged Weapon:** Range 12/24/48, Damage 2d6.

- **MIND RIDER (+1):** The caster can communicate and sense through one of the undead he's conjured in this casting.

- **PERMANENT (0):** The *zombie* is given unlife until Incapacitated by Wounds. The Power Points used to raise it are "invested" and unavailable until it's destroyed. The necromancer may terminate his creations' unlife at any time, regardless of sight, distance, or other factors. His Power Points then begin recharging normally.

Permanent zombies remain animated even if their creator is slain!

- **SKELETAL (+1 per Zombie):** The corpse sloughs off the anchor of dead flesh and rises as a skeleton. Use the skeleton profile instead of the zombie.

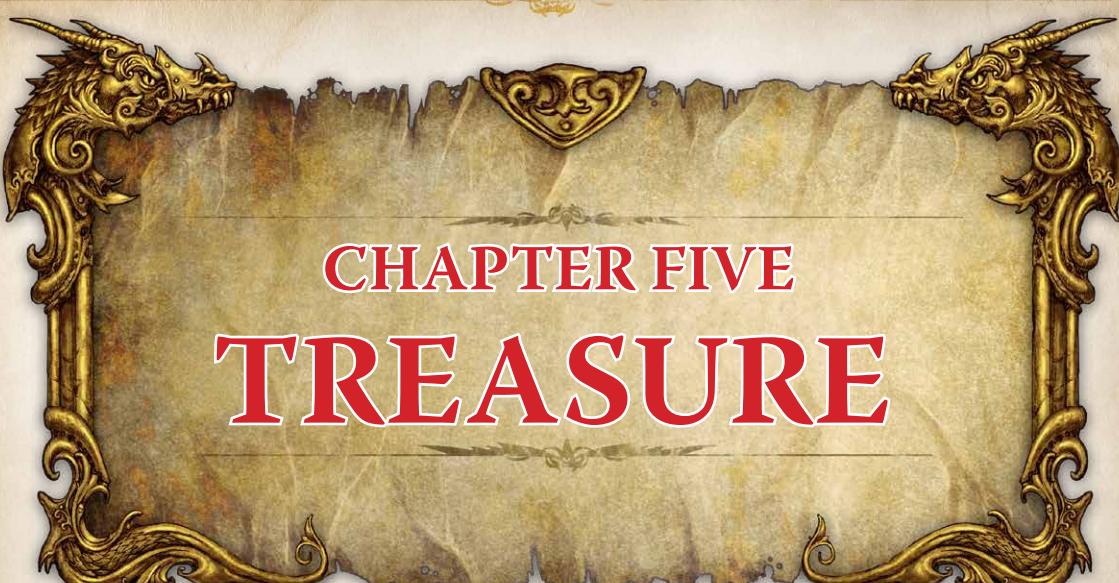


POWER SUMMARIES

POWER	RANK	POWER POINTS	RANGE	DUR	SUMMARY
Arcane Protection	N	1	Sm	5	Enemy casters subtract 2 (4 with a raise) when targeting this character; reduces damage a like amount.
Banish	V	3	Sm	I	Opposed roll vs Spirit to <i>banish</i> entities.
Barrier	S	2	Sm	5	Creates wall 5" (10 yards) long, 1" (2 yards) tall, Hardness 10 barrier (12 with a raise).
Beast Friend	N	S	Sm	10m	Controls animals.
Blast	S	3	Sm×2	I	2d6 damage in Medium Blast Template.
Blessing	S	10	Special	1y	Improves community's health and crops.
Blind	N	2	Sm	I	Inflicts -2/-4 penalty to victims' sight.
Bolt	N	1	Sm×2	I	2d6 ranged attack.
Boost/Lower Trait	N	2	Sm	5/I	Increases or decreases a skill or attribute.
Burrow	N	2	Sm	5	Target tunnels through the earth.
Burst	N	2	C or S	I	Cone or Stream attack for 2d6 damage.
Confusion	N	2	Sm	S	Makes target Distracted and/or Vulnerable.
Conjure Item	N	2	Sm	1h	Conjures object, one lb. per 2 Power Points.
Curse	S	5	T	S	Inflict a curse on opponent.
Damage Field	S	4	Sm	5	Creates aura that causes 2d4 damage.
Darksight	N	1	Sm	1h	Ignore up to 4 points of illumination penalties, or 6 with a raise.
Deflection	N	2	Sm	5	-2/-4 melee or ranged attacks.
Detect/Conceal Arcana	N	2	Sm	S	Detects magic for 5 rounds or conceals it for one hour.
Disguise	S	2	Sm	10m	Target looks like someone else.
Dispel	N	1	Sm	I	Negates magical powers and effects.
Divination	S	5	Self	5m	Caster asks questions of entities.
Drain Power Points	V	2	Sm	I	Drains d6 Power Points from enemy with successful opposed roll of arcane skills.
Elemental Manipulation	N	1	Sm	5	Allows minor manipulation of basic elements.
Empathy	N	1	Sm	5	Opp. roll vs Spirit to add +2 to social Tests.
Entangle	N	2	Sm	I	Bind or Entangle foes.
Environmental Protection	N	2	Sm	1h	Protect target from hazardous environments.
Farsight	S	2	Sm	5	See detail at great distance; halves Range penalties with a raise.
Fear	N	2	Sm	I	Causes Fear check.
Fly	V	3	Sm	5	Target flies at Pace 12.
Growth/Shrink	S	S	Sm	5	Increases or decreases Size.
Havoc	N	2	Sm	I	Targets in template are Distracted and may be thrown for damage.
Healing	N	3	T	I	Restores Wounds less than an hour old.
Illusion	N	3	Sm	5	Create a visual scene or replica of most anything the caster can imagine.

POWER	RANK	POWER POINTS	RANGE	DUR	SUMMARY
Intangibility	V	5	Sm	5	Target becomes incorporeal.
Invisibility	S	5	Sm	5	Target is invisible (-4/-6 to affect).
Light/Darkness	N	2	Sm	10m	Creates or dispels illumination.
Locate	N	3	Self	10m	Finds an object or being.
Lock/Unlock	N	1	Sm	P or I	Magically locks or unlocks portals or containers.
Mind Link	N	1	Sm	30m	Mental link within one mile (5 with raise).
Mind Reading	N	2	Sm	I	Opposed roll vs Smarts to read mind.
Mind Wipe	V	3	Sm	I	Removes and alters memories.
Mystic Intervention	L	20	S	S	Causes a miracle of some sort.
Object Reading	S	2	T	1m	Reveals vague impression of an object's history (more detail with a raise).
Planar Binding	V	8	Sm	I	Summon/bind creature from another plane.
Plane Shift	V	4	Sm	I	Allows travel to other planes of existence.
Protection	N	1	Sm	5	+2 Armor (+2 Toughness with raise).
Puppet	V	3	Sm	5	Opposed roll vs Spirit to control target.
Relief	N	1	Sm	I/1h	Removes Shaken, Distracted, or Vulnerable states (2 with raise), or ignores 1 point of Wound and Fatigue penalties (2 with a raise).
Resurrection	H	30	T	I	Brings the dead back to life.
Sanctuary	N	2	T	5	Foes must make a Spirit roll to attack.
Scrying	S	3	Self	5	Caster can see and hear a target and surrounding area remotely.
Shape Change	N	S	Self	5	Caster takes on the form of various beings.
Sloth/Speed	S	2	Sm	I/5	Increases or decreases movement.
Slumber	S	2	Sm	1h	Puts victims to sleep.
Smite	N	2	Sm	5	Increase a weapon's damage by +2/+4.
Sound/Silence	N	1	Sm×5/Sm	I/5	Create or mute sound.
Speak Language	N	1	Sm	10m	Caster can speak and understand languages.
Stun	N	2	Sm	I	Target is Stunned.
Summon Ally	N	S	Sm	5	Conjures an ally of various sorts.
Summon Animal	N	S	Sm	5	Conjures a natural beast.
Summon Monster	N	S	Sm	5	Conjures a monster.
Summon Undead	N	S	Sm	5	Conjures undead horrors.
Telekinesis	S	5	Sm×2	5	Moves items, Strength d10 (d12 with a raise).
Teleport	S	2	Sm	I	Character teleports up to 12" distant.
Time Stop	H	10	Self	I	Caster gets additional turn (4 actions with a raise).
Wall Walker	N	2	Sm	5	Character can walk on walls at half Pace (full Pace with raise).
Warrior's Gift	S	4	Sm	5	Grant target a Combat Edge.
Wish	L	20	Sm	I	Choose one of several reality-altering events.
Zombie	V	3	Sm	1h	Raises and controls the undead.





CHAPTER FIVE

TREASURE

Why do adventurers brave deep dungeons inhabited by flesh-eating trolls, terrifying undead, and other unspeakable evils? For the treasure, of course!

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 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 even the greediest tomb raider.

PLACING TREASURE

Treasure in fantasy adventures is often found in an ancient tomb, sorcerer’s tower, orc lair, or other dangerous locale. When describing it, think about the form such valuables might take. A bandit chief might display stolen art in his office and hide gold ingots in a hidden floor safe. His minions are more likely to carry their loot on them.

A minotaur might not care about coins, but wears gold chains threaded with the rings of those she’s defeated in combat.

Ancient tombs should be protected by traps and fearsome beasts. If the master of such a lair has a powerful magical artifact,

she’s likely using it rather than leaving it stored away in a chest.

DETECTING & IDENTIFYING MAGIC ITEMS

Any character with an Arcane Background can sense magical or divine auras within 5’ (10 yards), unless the items are magically concealed.

Detecting magic at a greater range or gaining specific information requires the *detect arcana* spell, which can also be used to identify an item’s specific powers and reveal items or beings protected by *invisibility* or *conceal arcana*.

If certain magic items are particularly common in a setting, characters may recognize them with a Common Knowledge roll. Perhaps “blue” potions provide healing in your world while red ones *boost Strength*. (Of course this may sometimes be used to fool or trick unwary buyers.)

Academics or Occult might recognize famous, legendary, or locally known artifacts. Success knows the basic tale or legend, while a raise provides additional insight into their reputed abilities.

TREASURE TYPES

Whenever you need to generate treasure roll on the table below. The level of loot depends on the circumstances. A dragon slain while attacking a village probably has no treasure on it. In its lair, however, might be a vast trove of gold and magical items.

Intelligent creatures use any treasures they have access to, or store it in their hideout if it's not immediately useful to them.

Creatures of animal intelligence don't usually hoard treasure, but may have dragged former victims to their lair. Their possessions remain there, so a Survival roll might lead the party to the thing's lair—and long-lost treasures.

USING MAGIC ITEMS

Each type of item on the following pages tells you how it's used, but there are a few common rules between them:

- ACTIVE POWERS ARE ACTIONS:** An item that requires a Trait roll is an action unless it says otherwise. Critical Failure means the user takes Fatigue (and loses a charge if the item has them).

Putting on a simple item of clothing such as a ring or a cap is a limited free action if it's handy (GM's call).

- CURSED ITEMS:** If an item's description indicates it is cursed, it cannot be removed except with a successful *dispel* with the Disenchant modifier. A caster only gets one chance to do so per item, however! If failed, she can't try to *dispel* that item again until she increases her arcane skill.

- EDGES AND ABILITIES:** If an item grants an Edge or Monstrous Ability and the wielder already has that Edge, it grants the improved version (if there is one).

- MINOR & MAJOR POWERS:** Some items grant powers to the bearer. Unless the item says otherwise, activating such items is an action but requires no Trait roll. A minor power confers the effect of a standard success, and a major power confers the effect of a raise. The effect lasts for the power's full Duration and cannot be maintained.

- STACKING:** If two sources would increase a Trait, use only the highest modifier (effects don't stack). Increases to a Trait from a magic item's effects don't count for determining Trait Advancements.

- WANDS:** The user can spend the Power Points in the wand to cast the listed power and Power Modifiers. Power Points in wands *do not* recharge except by power stone (see page 156).

RANDOM TREASURE TABLE

Roll a monetary reward based on the Treasure Type (determined by the GM). This might be a mix of coins, gems, jewelry, clothing, or objects of art depending on where they're found. Next roll on the Magic Items column to see how many magic items are found. Roll that many times on the Magic Items table on the following page to see what they are.

Campaign Type: Adjust these numbers as desired for your campaign world, the commonality of magic items, or settings where treasure is scarce.

TREASURE TYPE	MONETARY	MAGIC ITEMS (D6)
Meager: Treasure carried by a group of bandits or found in a minor monster lair.	1d10 × 100gp	d6–4
Substantial: A stash found in a bandit, marauder, or deadly creature's lair.	1d10 × 1000gp	d6–3
Rich: A noble's treasury, the stash of powerful raiders or monsters, the vault of a thieves' guild in a small city.	1d10 × 5,000gp	d6–2
Trove: A king's vault, a dragon's horde, the vault of a thieves' guild in a large city.	1d10 × 10,000gp	d6–1

■ **MULTIPLE ITEMS:** a character can only wear one magic item in each location (head, eyes, shoulders, neck, chest, belt, wrists, hands, feet). Putting on a second necklace or a second belt, for example, has no effect.

A character can wear a ring on each hand and benefit from both magical effects.

■ **“DAILY” POWER:** Items that may only be used a certain number of times per day recharge at dawn.

ENEMIES WITH MAGIC ITEMS

Don't forget that enemies with magic items are very likely to be using them against the heroes!

MAGIC ITEMS

D20	ITEM
1	Exploding Stone (see page 152)
2	Luck Stone (see page 155)
3	Power Stone (see page 156)
4–5	Table A: Enchanted Armor
6	Table B: Enchanted Shield
7–8	Table C: Enchanted Melee Weapon
9–10	Table D: Enchanted Ranged Weapon
11–12	Table E: Enchanted Arrows or Bolts
13	Table F: Enchanted Jewelry
14–15	Table G: Potion
16–17	Table H: Scroll
18	Table I: Tome
19–20	Table J: Wondrous Item

TABLE A: MAGIC ARMOR

Roll to determine type on Table A, then the bonus on Table A-1.

D6	TYPE
1	Cloth
2–3	Leather
4–5	Chain
6	Plate

TABLE A-1: ARMOR BONUS

D6	BONUS	PRICE
1–3	Armor +1	3,000 gp
4–5	Armor +2	6,000 gp
6	+2 and Min Str decreases one die type	8,000 gp

TABLE B: MAGIC SHIELDS

Roll to determine type on Table B, then the bonus on Table B-1.

D20	TYPE
1–7	Small
8–15	Medium
16–20	Large

TABLE B-1: SHIELD BONUS

D6	BONUS	PRICE
1–4	+1 Parry	4,000 gp
5–6	+1 Parry and Min Str decreased by one	6,000 gp

TABLE E: BOLTS & ARROWS

Roll a d6. On a 1–4 the missiles are arrows. On a 5–6 they're bolts. Roll a second time to determine how many are found.

D6	TYPE	PRICE
1–2	Accuracy: The missiles add +2 to the character's Shooting roll.	200 gp each
3–4	Armor Piercing: The missiles are AP 2.	150 gp each
5	Damage: The missiles cause +2 damage.	200 gp each
6	Energy: The missile has an Energy Type (roll on the Energy Type table E-1, page 148).	100 gp each

TABLE C: MAGIC MELEE WEAPONS

Roll to determine type on Table C, then the bonus on Table C-1.

D20	TYPE
1–5	Axes
d6	Type
1–2	Axe
3–4	Battle Axe
5–6	Great Axe
6–13	Blades
d20	Type
1–2	Bastard Sword
3–4	Cutlass
5–8	Dagger
9–10	Great Sword
11	Rapier
12–14	Short Sword
15	Katana
16–19	Long Sword
20	Toothed Sword
14–17	Hammers, Flails & Maces
d10	Type
1–2	Flail
3–5	Mace
6	Great Flail
7–9	Warhammer
10	Maul
18–20	Pole Arms & Staves
d10	Type
1–2	Halberd
3	Lance
4	Pike
5–7	Spear
8–10	Staff

TABLE C-1: BONUS

After rolling the bonus, roll a d6. On a 5 or 6, the weapon also has an Energy Type (roll on Table E-1 on page 148).

D6	TYPE	PRICE
1–3	+1 Fighting	4,000 gp
4–5	+2 Fighting	8,000 gp
6	+2 Fighting and damage die increases one step	10,000 gp

TABLE D: MAGIC RANGED WEAPONS

Roll to determine type on Table D (choosing between Traditional or Black Powder Fantasy), then the bonus on Table D-1.

TRADITIONAL FANTASY	
D20	TYPE
1–3	Axe, throwing
4–8	Bow
9–10	Crossbow
11–12	Long Bow
13–15	Knife/Dagger
16–17	Sling
18–20	Spear/Javelin

BLACK POWDER FANTASY	
D20	TYPE
1–2	Axe, throwing
3–4	Bow
5–7	Crossbow
8	Long Bow
9–10	Knife/Dagger
11	Sling
12	Spear/Javelin
13–14	Musket
15–16	Blunderbuss
17–20	Flintlock Pistol

TABLE D-1: RANGED WEAPON BONUS

After rolling the bonus, roll a d6. On a 5 or 6, the weapon also has an Energy Type (roll on Table E-1 on page 148).

D6	BONUS	PRICE
1–3	+1 Shooting or Athletics	4,000 gp
4–5	+2 Shooting or Athletics	8,000 gp
6	+2 Shooting or Athletics and damage dice increase one step	10,000 gp

TABLE F: MAGIC JEWELRY

Roll a d6 for jewelry type, then another d6 to determine the enchantment. On a 1-2, roll on Table F-1. On a 3-6, roll on Table F-2.

D6	TYPE	D6	TYPE
1	Bracelet	4	Hairpin
2	Brooch	5	Necklace
3	Earring	6	Ring

TRAIT TYPE		BONUS	PRICE
Increase an attribute one die type		16,000 gp	
Increase a skill one die type		10,000 gp	

TABLE F-1: ATTRIBUTE TYPE

D10	ATTRIBUTE
1-2	Agility: Increases the wearer's Agility one die type.
3-4	Smarts: Increases the wearer's Smarts one die type.
5-6	Spirit: Increases the wearer's Spirit one die type.
7-8	Strength: Increases the user's Strength one die type.
9-10	Vigor: Increases the user's Vigor one die type.

TABLE F-2: SKILL TYPE

D20	SKILL	D20	SKILL
1	Academics	11	Occult
2	Athletics	12	Performance
3	Battle	13	Persuasion
4	Boating	14	Repair
5	Common Knowledge	15	Research
6	Gambling	16	Riding
7	Healing	17	Stealth
8	Intimidation	18	Survival
9	Language*	19	Taunt
10	Notice	20	Thievery

* The GM chooses any one language available in the setting at d6.

TABLE G: MAGIC POTIONS

Drinking or administering a potion is an action. A user can only benefit from one potion per round (any consumed after the first are wasted) and effects don't stack with other potions, powers, or items.

D12	POWER	PRICE
1	Alacrity: Affects the user as per the <i>speed</i> power for one minute.	300 gp
2	Attribute Boost: Roll on Table F-2. The potion increases the listed attribute one die type for 10 minutes.	200 gp
3	Darksight: The user ignores all illumination penalties for one hour.	100 gp
4	Invulnerability: Affects the user as per the <i>environmental protection</i> power for one minute.	100 gp
5	Haste: The user may ignore 2 points of Multi-Action penalties each turn for 30 seconds.	300 gp
6	Healing: Instantly heals one Wound and all Fatigue.	250 gp
7	Invisibility: Affects the user as per the <i>invisibility</i> power for one minute.	500 gp
8	Recharge: Drinking this restores 10 Power Points.	200 gp
9	Skill Boost: Roll on Table F-3: Skill Type. The potion increases the listed skill one die type for 10 minutes.	200 gp
10	Size: Roll d6. 1-3 affects the user as per the <i>growth</i> power, and 4-6 causes the user to shrink instead. Lasts 10 minutes.	500 gp
11	Spider Climb: Affects the user as per the <i>wall walker</i> power for 10 minutes.	250 gp
12	Tongues: Affects the user as per the <i>speak language</i> power for 10 minutes.	100 gp

TABLE H: MAGIC SCROLLS

Each scroll has one power inscribed onto it, including Power Modifiers if listed in its description. A character must hold the scroll and may not read more than one scroll per turn.

Reading a scroll is an action and requires a Smarts roll or arcane skill roll (caster's choice). If the roll is successful, the power activates. A reader may try again if the roll fails, but a Critical Failure means the scroll crumbles to dust without activating the power.

Once a scroll is successfully cast, it fades, crumbles, or is otherwise rendered inert.

Price: The price of a scroll is equal to its power's Rank × the number of Power Points it uses × 50 gp. (For example, a scroll of *healing* without any modifiers is Novice (1) × 3 Power Point × 50 gp = 150 gp).

D6	RARITY
1–3	Common: Roll on Table H-1.
4–5	Uncommon: Roll on Table H-2.
6	Rare: Roll on Table H-3.

TABLE H-1: COMMON SCROLLS

D20	POWER
1	Bolt
2	Boost/Lower Trait
3	Detect/Conceal Arcana
4	Confusion
5	Darksight
6	Deflection
7	Entangle
8	Farsight
9	Fear
10	Healing
11	Light/Darkness
12	Protection
13	Relief
14	Shape Change
15	Sloth/Speed
16	Slumber
17	Sound/Silence
18	Smite
19	Stun
20	Warrior's Gift

TABLE H-2: UNCOMMON SCROLLS

D20	POWER
1	Arcane Protection
2	Banish
3	Beast Friend
4	Blast
5	Burst
6	Damage Field
7	Disguise
8	Dispel
9	Elemental Manipulation
10	Growth/Shrink
11	Illusion
12	Invisibility
13	Mind Link
14	Object Reading
15	Puppet
16	Speak Language
17	Summon Ally
18	Telekinesis
19	Teleport
20	Wall Walker

TABLE H-3: RARE SCROLLS

D10	POWER
1	Blessing
2	Divination
3	Intangibility
4	Mind Wipe
5	Resurrection
6	Summon Animal
7	Summon Monster
8	Summon Undead
9	Time Stop
10	Zombie

"RED! DON'T READ THAT OUT LOUD!"

-GABE

TABLE I: TOME

Tomes contain d6 spells (use Table H: Magic Scrolls). They aren't scrolls, however, and can't be cast. But when a character with an Arcane Background takes the New Powers Edge, she takes two powers as usual (three with the Spellbooks Edge, page 96), then may take one bonus power from any she's found in a tome. The additional power must be at or below her Rank and available to her Arcane Background as usual.

TABLE J: WONDROUS ITEMS

If a unique item is ever rolled more than once, simply roll again.

D100	ITEM
1	Acrobat's Boots
2	Adventurer's Lantern
3	Armor of Action
4	Assassin's Armor
5	Anti-Magic Shield
6	Arcane Reflector
7	Axe of the Berserker
8	Bag of Holding
9	Battlefield Map
10	Bear's Teeth
11	Bearskin Cloak
12	Bell of Turning
13	Bracelet of Danger Sense
14	Breastplate of Heroes
15	Brooch of Sickness
16	Brooch of Weak Will
17	Captain's Plume
18	Champion's Shield
19	Cap of Tongues
20	Chalk of Spirit Warding
21	Cloak of Invisibility
22	Cloak of Dragon Scales
23	Cloak of Protection
24	Cloak of Teleportation
25	Clockwork Pet
26	Crook of the Tomb Guard
27	Crossbow of Many Bolts

28	Crown of Bones
29	Crystal Ball
30	Cudgel of Darkness
31	Cup of Knowledge
32	Dancing Shoes
33	Dragon Shield
34	Dragon Slayer's Sword
35	Duelist's Blade
36	Dust of Reanimation
37	Elf Goggles
38	Fencer's Shirt
39	Fearmonger
40	The Fearsome Visage
41	Flying Carpet
42	Gauntlets of the Weakling
43	Giantskin Cloak
44	Glasses of Rapid Reading
45	Gloves of the Pacifist
46	Goggles of Revelation
47	Grail of Life
48	Grave Dust
49	Half-life Amulet
50	Hauberk of the Mage Slayer
51	Head Taker
52	Headband of Phobias
53	Healer's Staff
54	Helm of the Martyr
55	Headband of Stupidity
56	Horn of Bellowing
57	Javelin of the Gods
58	Jester's Hat
59	Lightning Rod
60	Lightning Staff
61	Leviathan Suit
62	Nomad's Bow
63	Orcbane
64	Pathblocker
65	Picks of the Master Thief
66	Phantom Mail
67	Philosopher's Stone
68	Phoenix Tail Feathers

69	RabbitSkin Boots
70	Ranger Badge
71	Resplendent Crown
72	Ring of Frailty
73	Ring of Invisibility
74	Robe of Stars
75	Rod of the Necromancer
76	Rope of Climbing
77	Rune Coat
78	Scepter of Petrification
79	Scepter of Sloth
80	Seven-League Boots
81	Skirt of the Dervish
82	Skullcap of Intellect
83	Slayer's Arrows / Bolts
84	Souldrinker
85	Spider Boots
86	Staff of Fiery Doom
87	Staff of the Mage Lord
88	Staff of Tempests
89	Sword of Savagery
90	Torc of Authority
91	Unicorn Horn
92	Unlucky Rabbit's Foot
93	The Unspeakable Hide
94	Virtuoso's Instrument
95	Wand of Enfeeblement
96	Wand of Fireballs
97	Wand of Puppetry
98	Witch's Broom
99	The Wizard's Sanctum
100	The Wolf's Spear

TABLE E-1: ENERGY TYPE

The effects below are in addition to any bonus damage caused by appropriate environmental weaknesses.

D10	TYPE
1–2	Acid: Anyone Shaken or Wounded by the weapon automatically takes 2d4 damage at the start of their next turn. If the target is wearing armor, roll a d6. On a 5 or 6 the armor loses one point of protection.
3–4	Cold: If Shaken or Wounded by the attack, the target's Pace is reduced by 2 for five rounds. These effects are cumulative to a minimum Pace of 1.
5	Darkness: The attack has AP 2.
6–7	Electricity: Anyone Shaken or Wounded by the attack must make a Vigor roll or be Stunned.
8–9	Fire: The weapon causes +2 damage and may set the target on fire.
10	Light: The attack has AP 2.



MAGIC ITEM DESCRIPTIONS

ACROBAT'S BOOTS: The wearer of these knee-high, strapped boots gains the Acrobat and Combat Acrobat Edge.

■ **PRICE:** 13,500; **Weight:** 1 lb.

ADVENTURER'S LANTERN: A lantern that lights on verbal command, stays lit even underwater, and never runs out. The lantern can be ordered to stay in one place or hover near the owner, allowing her to use its light hands-free.

■ **PRICE:** 500; **Weight:** 1 lb.

ANTI-MAGIC SHIELD: Anyone bearing this shield gains the Arcane Resistance Edge. Roll on the B-1: Magic Shields table to determine its size. It has no additional bonus.

■ **PRICE:** 9,000; **Weight:** Varies

ARCANE REFLECTOR: When anyone targets the wielder of this powerful, jewel-encrusted large shield with a magical attack or effect, it automatically reflects the effect back. Treat the power as if the caster were the target and resolve as usual.

This works against any power cast with an arcane skill, not creature abilities, even if they reference a standard power.

■ **PRICE:** 47,500; **Weight:** 12 lbs.

ARMOR OF ACTION: Roll on Table A: Magic Armor, to determine the type, and Table A-1 to determine its bonus. The armor is light and flexible, reducing its Minimum Strength one die type (if possible). When the user has a face card in combat, he may ignore two points of Multi-Action penalties.

■ **PRICE:** 7,500; **Weight:** Varies

ASSASSIN'S ARMOR: This jet-black leather jacket grants +2 to Stealth rolls. Once per day, it also grants the wearer minor *invisibility* with a Duration of 10 rounds.

■ **PRICE:** 13,500; **Weight:** 11 lbs.



"DIBS ON THE AXE!"

-RED

AXE OF THE BERSERKER: This great axe can be as much bane as boon. The wielder has the Berserk and Savagery Edges.

■ **PRICE:** 21,000; **Weight:** 12 lbs.

BAG OF HOLDING: Appearing as an ordinary small cloth bag, this enchanted container can carry up to 50 pounds of objects while only weighing one pound. The mouth of the bag opens wide enough to permit items up to one foot in diameter.

■ **PRICE:** 750; **Weight:** 1 lb.

BATTLEFIELD MAP: This large vellum map presents a three-dimensional image of a battlefield and any troops its holder can see with her own eyes. This increases her Battle skill two die types.

■ **PRICE:** 3,000; **Weight:** —

BEAR'S TEETH: These powerful artifacts are created in sets of five and hung by individual threads on a leather necklace. When a tooth is thrown on the ground, it transforms into a bear under the user's mental command. The bear remains for one hour or until killed. The tooth is destroyed when used (1d5 remain if found used).

■ **PRICE:** 4,000; **Weight:** —

BEARSKIN CLOAK: This thick bearskin cloak provides immunity to all forms of cold, including blizzards, subzero temperatures, or cold attacks, such as icy bolts or the breath of deadly frost dragons.

■ **PRICE:** 9,000; **Weight:** 1 lb.

BELL OF TURNING: Inscribed with holy symbols of benevolent deities, this large hand bell is a ward against undead. When rung (a free action), it creates an area of holy power equal to a Large Blast Template centered on the bell ringer. Any undead who try to enter the area must make a Spirit roll at -2. The vile creatures may fire weapons, cast spells, or Test those within the circle normally.

Undead already within the area of effect (or forced into by the wielder) must make the Spirit roll or be pushed outside it.

In either case, an undead who Critically Fails the Spirit roll takes a Wound.

The user may continue ringing the bell as long as he wishes, though of course the sound may draw more attention.

■ **PRICE:** 16,000; **Weight:** 1 lb.

BRACELET OF DANGER SENSE: Made from various good luck charms, this bracelet jingles softly when the wearer is in imminent danger, granting him the Danger Sense Edge.

■ **PRICE:** 9,000; **Weight:** —

BREASTPLATE OF HEROES: This plate mail breastplate is engraved with a radiant, half-set sun. It functions as normal for most, but if someone with the Heroic Hindrance wears it, they are immune to Fear and Intimidation.

■ **PRICE:** 6,000; **Weight:** 30 lbs.

BROOCH OF SICKNESS: *Cursed.* Though engraved with runes of vitality, this relic makes the wearer prone to sickness and environmental effects. She subtracts 2 from all Vigor rolls made to resist Fatigue checks, poison, disease, and the like.

■ **PRICE:** 7,500; **Weight:** —

BROOCH OF WEAK WILL: *Cursed.* The wearer's Spirit decreases two die types (minimum d4).

■ **PRICE:** 9,000; **Weight:** —

CAP OF TONGUES: Crafted from doeskin and decorated with images of open mouths and wide ears, the cap of

tongues allows the wearer to speak and understand any language spoken to her. The cloth cap does not grant the ability to read other languages, however.

■ **PRICE:** 11,000; **Weight:** 1 lb.

CAPTAIN'S PLUME: This elegant red feather plume must be worn atop a cap or helmet to function. It grants the wearer Command plus any one other Leadership Edge she's eligible for. She may change the additional Edge each encounter if she wishes, perhaps using Fervor for one fight and Inspire for another.

■ **PRICE:** 10,875; **Weight:** —

CHALK OF SPIRIT WARDING: These sacred sticks of chalk are found in ornate boxes lined with black velvet. Gold or silver decorates the top and depicts creatures of the spirit world.

The magic in each stick can draw a single circle, no larger than a Large Blast Template, then it's used up. Supernatural creatures (GM's call) may not enter the circle or make direct attacks against anyone inside it. The beings may still converse with those inside, make verbal Tests, etc.

Supernatural creatures within a circle when it is drawn aren't affected, so make sure to expel such entities before completing the circle!

The circle lasts until any part of the circle is erased or an hour passes, whichever happens first.

■ **PRICE:** 1,875; **Weight:** —

CHAMPION'S SHIELD: Various orders pledged to protect the weak forged these shields for their champions. Roll on Table B to determine type. The bearer and every adjacent ally gains +2 Toughness and adds +2 to any Soak rolls.

■ **PRICE:** 22,500; **Weight:** Varies

CLOAK OF DRAGON SCALES: Few cloaks of this type are truly made from dragon scales—the name often refers to its power rather than its material. The effect is the same, however—the wearer is immune to damage from fire or heat. He can walk

through lava flows, run into a burning building to save others, or brave the fiery breath of an ancient dragon without worry.

■ **PRICE:** 9,000; **Weight:** 1 lb.

CLOAK OF INVISIBILITY: This powerful device is highly prized by thieves, spies, and those who engage in skullduggery. The wearer gains minor *invisibility* for long as the cloak is worn.

■ **PRICE:** 20,000; **Weight:** 1 lb.

CLOAK OF PROTECTION: Valued by warriors and wizards alike, a cloak of protection grants the wearer major *protection*.

■ **PRICE:** 9,000; **Weight:** 1 lb.

CLOAK OF TELEPORTATION: As a limited free action, the user can teleport up to 12" (24 yards) distant. Teleporting to an area in sight requires no roll. Teleporting to an area the wearer can't see, such as through a door or into a shadowy area, requires a Smarts roll at -2. If the roll is failed, he doesn't teleport and is Stunned. The teleporter can never enter a solid space—the cloak instantly returns him to his starting location as above.

■ **PRICE:** 12,000;
Weight: 1 lb.

CLOCKWORK PET: This strange relic is a loyal mechanical creature that obeys its owner's verbal commands. Though clearly a device, its magic gives it full sentience. Most are manufactured in the form of rats, cats, dogs, or owls, and have those profiles, as well as the Construct ability and Armor +2. If the type of animal can fly (such as an owl or hawk), its Pace is 6" regardless of the creature it mimics.

■ **PRICE:** 8,250; **Weight:** Varies

CROOK OF THE TOMB GUARD: This three foot long "crook" (curved staff) is banded with gold and lapis lazuli, 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 page 217) under the dominion of the one who created it.

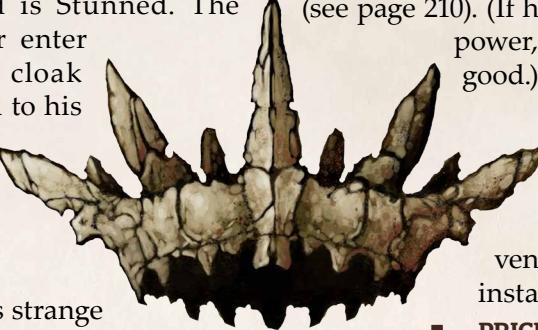
The crook can raise up to three mummies at any one time. If one is destroyed, the crook can't replace it until the following day.

■ **PRICE:** 25,500; **Weight:** 4 lbs.

CROSSBOW OF MANY BOLTS: This magical relic shoots a magical bolt of energy when fired. This heavy crossbow never needs ammo or reloading.

■ **PRICE:** 13,600; **Weight:** 12 lbs.

CROWN OF BONES: The Crown of Bones once belonged to a Lich-King, a necromancer of unsurpassed power. Though he was defeated centuries ago, his vile crown still exists, hidden away from the gods of light, to whom it is an affront. Anyone who wears the helmet gains a lich's Death Touch, Undead, and Zombie Lord Special Abilities (see page 210). (If he can't cast the *zombie* power, the latter does him no good.)



Should the character lose the helm, he loses the abilities—and all the vengeful dead he's raised instantly turn against him.

■ **PRICE:** 32,000; **Weight:** 1 lb.

CRYSTALBALL: A glass sphere approximately four inches in diameter that allows those who peer into it brief glimpses of the future. Once per day, someone with Occult d6+ may spend ten minutes and make a roll to generate a vision. If successful, he chooses one ally to have the Danger Sense Edge until the next sunrise. With a raise, the recipient gets the Elan Edge as well.

A Critical Failure on the Occult roll causes the crystal ball to veer from the likely to the most remote possibilities of betrayal and death. One viewer, chosen at random, gains the Suspicious (Major) Hindrance until the crystal ball is used in their



presence and a raise is scored on the Occult roll.

This type of crystal ball can't answer specific questions—its focus is entirely up to the whims of fate (the Game Master).

■ PRICE: 10,750;
Weight: 3 lbs

CUDGEL OF DARKNESS:

This simple, hardwood cudgel is used for knocking out foes. If the victim is hit in the head with this heavy club, the Vigor roll to avoid Knockout is made at -4 instead of -2 (see The Drop in *Savage Worlds*).

■ PRICE: 16,825; Weight: 2 lbs.

CUP OF KNOWLEDGE: Anyone who drinks from this cup permanently increases his Smarts and Common Knowledge one die type. Each person may only ever gain this benefit once. The character also gains a lust for knowledge and the Curious Hindrance.

■ PRICE: 35,000; Weight: 1 lb.

DANCING SHOES: *Cursed.* These shoes appear to grant the wearer with the gift of speed. However, every time the wearer stops walking, he must then spend twice the amount of time dancing. The character is not helpless, but can take no actions while dancing.

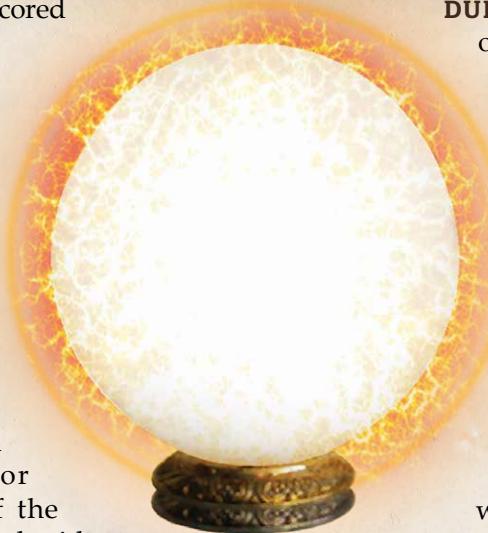
■ PRICE: 15,000; Weight: 1 lb.

DRAGON SHIELD: This medium shield has the face of a dragon painted or sculpted on the front. Once per encounter, it casts a major burst with a fire Trapping and the Damage modifier.

■ PRICE: 15,000; Weight: 4 lbs.

DRAGON SLAYER'S SWORD: A long wicked blade with a dragon head for a pommel, this long sword grants the wielder the Giant Killer Edge.

■ PRICE: 13,500; Weight: 4 lbs.



DUELIST'S BLADE: This ornately worked rapier is a boon to duelists. It increases the wielder's Fighting one die type and gives him the Counterattack Edge.

■ PRICE: 18,000;
Weight: 2 lbs.

DUST OF REANIMATION:

Made from the ground bones of the dead and enchanted with necromantic energy, the resulting dust can raise corpses as obedient undead. Each pinch permanently animates a corpse, either as a zombie or skeleton, depending on how much flesh remains. The dust is created in skin bags of 10 pinches (1d10 remain if found used).

■ PRICE: 4,500; Weight: —

ELF GOGGLES: These thick, green lenses are joined by a metal frame and tied around the head with a leather strap. When the lenses are lowered over the eyes, the wearer ignores penalties for poor lighting except in Pitch Darkness—just like an elf.

■ PRICE: 3,000; Weight: 1 lb

EXPLODING STONES: These small but powerful one-shot devices explode on impact. A stone can be thrown to a Range of 3/6/12 using Athletics or fired from a sling. The stones cause 3d6 damage in a Medium Blast Template, or 4d6 damage with a raise. Stones are created in batches of four (1d4 if found used).

■ PRICE: 2,000; Weight: —

FEARMONGER: Crafted by a wizard who preferred to scare his foes rather than kill them, the magical dagger grants the user the major fear power in a Large Blast Template centered on the dagger. It may only be cast once per day.

■ PRICE: 9,375; Weight: 1 lb.



THE FEARSOOME VISAGE: This terrifying suit of spiked, black plate mail (torso, arms, legs, head) is engraved with fearsome or gruesome images. Once per encounter, as a free action, it causes a Fear check at -2 to every foe within 12" (24 yards).

■ **PRICE:** 25,500; **Weight:** 54 lbs

FENCER'S SHIRT: The wearer of this cloth shirt (torso) gains Toughness +1 and the Uncanny Reflexes Edge.

■ **PRICE:** 12,000; **Weight:** 1 lb.

FLYING CARPET: Flying carpets are speedy flying devices that allow their owners to travel about the realm and avoid hazardous treks in style. Flying carpets move at a Pace of 24" (Handling +1), activate with a



command word (a free action), and are maneuvered by pulling or releasing the corners of the carpet (via the Piloting skill).

Up to four Size 0 creatures can ride on the carpet at once, though every 250 pounds reduces its Handling by 1 (to maximum of 1000 pounds and -2 Handling).

■ **PRICE:** 108,000; **Weight:** 15 lbs.

GAUNTLETS OF THE WEAKLING: *Cursed.* These gauntlets look strong and powerful—but reduce the wearer's Strength two die types (minimum d4).

■ **PRICE:** 9,000; **Weight:** 2 lbs.

GIANTSKIN CLOAK: This heavy cloak allows its wearer to alter his Size by +1 to +3 (or return to Normal Size) by speaking a command word. Each increase to Size increases Strength and Toughness a like amount as usual. The effect lasts as long as the wearer wishes or until the cloak is removed. Any material possessions the wearer has on his person when the cloak is

activated grow as well, returning to normal when the effect is terminated.

■ **PRICE:** 26,000; **Weight:** 1 lb.

GLASSES OF RAPID READING: This pair of reading glasses is popular with wizards and priests needing to research material from musty tomes. The glasses allow a reader to read a page a second, increasing the wearer's Occult and Research skill two die types when reading documents is involved.

■ **PRICE:** 4,500; **Weight:** —

GLOVES OF THE PACIFIST: *Cursed.* These black, velvet gloves have silver and gold runes of martial prowess and bravery stitched upon them. When donned, however, their curse takes effect. Anytime the wearer directly causes a Wound to a living creature he takes a level of Fatigue.

■ **PRICE:** 4,500; **Weight:** —

GOGGLES OF REVELATION: These blue-tinted goggles are highly-favored by tomb raiders for their power to detect any magical beings or effects within 12" (24 yards). This gives him the Treasure Hunter Edge, allows him to see invisible foes (ignoring up to 2 points of penalties when attacking them), and detect enchantments on people, magical wards or items, and so on.

■ **PRICE:** 12,000; **Weight:** —

GRAIL OF LIFE: Most believe this cup is nothing more than a legend, an oft-repeated lie told to simpletons to send them off on an unanswerable quest for themselves or some ailing loved one. But it is very real, and promises either long life or a terrible death.

The cup may be simple or ornate depending on the campaign world and the origin of its maker. Anyone who drinks from it makes a Spirit roll. If the cup was created by evil beings, morally neutral characters roll at -2 and generally good beings roll at -4. If it was made by good beings, evil beings roll at -4. (The Game Master determines whether

a character matches the vessel's nature by their Hindrances and actions.)

Those who succeed gain an additional hundred years of life and may drink (and test) again when that time is up. With a raise, their Vigor increases a die type as well.

Those who fail are found wanting. They die a terrible, agonizing death over the next d6 rounds, and there is no return under any circumstances.

■ PRICE: 1,000,000; Weight: 1 lb

GRAVE DUST: This dark, gritty dust is used to communicate with the dead. If sprinkled on the remains of a corpse or its grave, the speaker may ask three yes or no questions. The spirit may say more if it chooses but must answer truthfully. It is not omnipotent, however, and knows only what it knew in life up to the moment of its death.

■ PRICE: 1,200; Weight: —

HALF-LIFE AMULET: After Soaking, the wearer of this heart-shaped amulet may channel any remaining, unsoaked Wounds into it.

When created, half-life amulets can hold five Wounds (used amulets have 1d6-1 Wounds remaining). If a wearer attempts to transfer more Wounds than the amulet can hold, it instantly shatters and has no effect on the Wounds he attempted to place within it.

The *detect arcana* power may be used to determine how many Wounds a half-life amulet can hold.

■ PRICE: 13,500; Weight: —

HAUBERK OF THE MAGE SLAYER: The finest dwarven steel was used to make this chain shirt. Anyone who wears it gains the Arcane Resistance Edge and adds +d6 damage on Fighting attacks made against enemies with an Arcane Background.

■ PRICE: 18,000; Weight: 22 lbs

HEAD TAKER: Said to be crafted for an executioner, Head Taker is a great sword with a dire purpose. It allows

the user to ignore 4 points of Called Shot penalties when attacking a target's head. It confers no bonus against other body parts.

■ PRICE: 26,000; Weight: 8 lbs.

HEADBAND OF PHOBIAS: *Cursed.* This leather headband has a lapis lazuli in the center, a stone renowned for its properties of courage and bravery. In spite of this, it actually causes the wearer to suffer a Major Phobia—one determined by the Game Master but usually directly related to his profession. A warrior might become afraid of weapons, a mage may find that magic scares him witless, or a thief may suddenly develop a phobia for gold.

■ PRICE: 7,500; Weight: —

HEADBAND OF STUPIDITY: *Cursed.* The unfortunate victim of this item reduces his Smarts two die types (minimum of d4), his Common Knowledge to d4, and gains the Clueless Hindrance.

■ PRICE: 9,500; Weight: —

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 grants its wielder the Healer Edge and the *healing* and *relief* powers. It's cast with the Healing skill and has 20 Power Points (the Power Points fully recharge every morning).

The staff has one other use. If it's ever used to strike a demon or devil it automatically explodes with holy light, destroying the staff forever but causing the being d6+1 Wounds. Every other evil being (GM's call) within a Large Blast Template centered on the target takes 5d10 damage.

■ PRICE: 26,600; Weight: 4 lbs.

HELM OF THE MARTYR: Regal lions are carved on either side of this full plate helmet. If the wearer is ever Incapacitated from Wounds, he gains a point of Conviction, ignores all Wound penalties, and may take his next turn as usual. He may prolong his blaze of glory by spending a Benny at the start of each of his subsequent turns. If he starts a turn without spending a Benny,

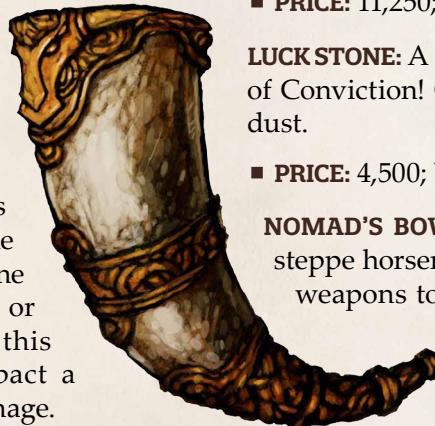
however, he falls and goes through the usual Incapacitated process.

■ **PRICE:** 9,875; **Weight:** 4 lbs.

HORN OF BELLOWING: Carved from the horn of some ancient creature, this heavy horn emits a deep, rumbling bellow that issues forth with great power when blown (a limited action).

The sound of the horn can be heard up to 10 miles distant. Sonic waves issue forth in the shape of a Cone Template, pushing everyone within back 2d6". Large or greater creatures ignore this effect. Victims who impact a hard surface take 2d4 damage.

■ **PRICE:** 13,500; **Weight:** 1 lb.



JAVELIN OF THE GODS: This elegant throwing spear is engraved with runes of fire and destruction. The wielder uses Athletics (throwing) to attack and when the javelin strikes, it explodes in a Large Blast Template for 3d6 fire damage, or 4d6 with a raise. This destroys the javelin.

■ **PRICE:** 750; **Weight:** 3 lbs.

JESTER'S HAT: A three-pronged cap complete with bells, the jester's hat increases the wearer's Taunt skill two die types.

■ **PRICE:** 6,000; **Weight:** —

LEVIATHAN SUIT: The hides of various denizens of the deep are used to create these aquatic wonders. It acts as leather armor (torso, arms, legs, head) and grants the Aquatic ability.

■ **PRICE:** 6,000; **Weight:** 20 lbs.

LIGHTNING ROD: This silver rod grants the *bolt* power, which manifests as streaks of blazing hot lightning. It's cast with Shooting or the user's arcane skill (his choice) and has 20 Power Points (the Power Points fully recharge every morning).

■ **PRICE:** 12,000; **Weight:** 5 lbs.

LIGHTNING STAFF: This wooden staff is carved with images of storms and mighty deities striking their foes with fists of charged lightning. It causes +4 damage whenever used to strike a target in metal armor such as chain or plate mail.

■ **PRICE:** 11,250; **Weight:** 4 lbs.

LUCK STONE: A luck stone acts like a point of Conviction! Once used, it crumbles to dust.

■ **PRICE:** 4,500; **Weight:** —

NOMAD'S BOW: Shamans of nomadic steppe horsemen bind spirits into their weapons to produce magical effects.

These composite bows grant their wielder the Steady Hands Edge and cause +2 damage to anything they hit.

■ **PRICE:** 22,500; **Weight:** 3 lbs.

ORCBANE: Orcbane is a slim, elvish long sword that glows softly when ogres, orcs, goblins, or trolls are within 100 yards. It grows brighter as the wielder gets nearer such beings, leading the warrior to bloody battle. Its bonus damage is 1d10 instead of 1d6 against such creatures.

■ **PRICE:** 11,250; **Weight:** 4 lbs.

PATHBLOCKER: Pathblocker is a long, sturdy spear that grants the wielder +2 to his Fighting and damage rolls and the First Strike Edge.

■ **PRICE:** 18,000; **Weight:** 6 lbs.

PHANTOM MAIL: This rare plate corselet is forged from the ruined mail of a great champion who died in the service of an important quest. It grants minor *intangibility* to the wearer for 10 rounds once per day.

■ **PRICE:** 11,250; **Weight:** 30 lbs

PHILOSOPHER'S STONE: This rare, mysterious crystal increases the potency of an alchemist's concoctions.

If an alchemist has the Philosopher's Stone, damage-causing potions do



+d6 damage, opponents subtract 2 when rolling against resisted powers, and beneficial powers with a Duration of 5 or more have their Duration doubled.

■ **PRICE:** 54,000; **Weight:** 1

PHOENIX TAIL FEATHERS: Every phoenix has 35 magical tail feathers, each containing a one-shot spell with a fire Trapping. The thirteen yellow feathers contain *bolt*, the twelve orange feathers have *burst*, and the ten red feathers hold *blast*. The powers are cast using the character's Spirit as an action and have the Damage modifier.

Once removed, tail feathers don't grow back. Legend says that if the last feather is removed, the bird explodes but will not be reborn!

■ **PRICE:** 150 (yellow), 200 (orange), 500 (red); **Weight:** —

PICKS OF THE MASTER THIEF: These golden lockpicks ignore all penalties caused by locks when the character attempts to pick a lock. They shatter if the thief ever rolls a Critical Failure when using them.

■ **PRICE:** 6,500; **Weight:** —

POWER STONE: These palm-sized stones contain 10 Power Points. Anyone carrying one in hand can use its Power Points to cast spells or recharge a wand. d10 Power Points remain if found used. The stones do not recharge.

■ **PRICE:** 1,200; **Weight:** .5 lb.

RABBITSKIN BOOTS: The wearer of these soft boots triples her jumping distances, including extra distance gained from making a Strength roll. This also gives her the Savagery Edge if she can jump (even in place) during her attack.

■ **PRICE:** 12,000; **Weight:** 1 lb.

RANGER BADGE: Rangers are the guardians of the wild, sworn to uphold the balance of nature. They are also excellent scouts and trackers. This silver badge in the shape of an oak leaf increases the wearer's Survival one die type. Anyone attempting to

track the ranger subtracts 4 from her Survival rolls.

■ **PRICE:** 8,000; **Weight:** —

RESPLENDENT CROWN: This ancient crown was once said to have perched on the head of an elven queen. It emits a constant, soft, white light that Distracts goblins, orcs, and trolls while they're within 12" (24 yards).

■ **PRICE:** 36,750; **Weight:** —

RING OF FRAILTY: *Cursed.* Despite being engraved with runes of vitality, the ring decreases the user's Strength and Vigor one die type.

■ **PRICE:** 7,500; **Weight:** —

RING OF INVISIBILITY: These precious and elegant metallic bands are marked with runes of concealment and obfuscation. When placed on a finger, the wearer gains major *invisibility*.

■ **PRICE:** 20,000; **Weight:** —

ROBE OF STARS: This dark purple robe (cloth armor) gives the wearer Toughness +2 and is covered in 10 bright, embroidered stars or other symbols (1d10 stars remain if found previously used). Each star can be used to add +2 to an arcane skill total after it's rolled. Once a star has been used, it fades to pale yellow and no longer conveys any powers.

■ **PRICE:** 26,000; **Weight:** 9 lbs.

ROD OF THE 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 contains the *fear* and *zombie* powers and 20 Power Points (the Power Points fully recharge every morning). It works only for those with an Arcane Background and uses their Spellcasting or Faith skill to activate. Any undead raised by the staff are automatically Resilient, making them very powerful servants indeed!

■ **PRICE:** 30,000; **Weight:** 5 lbs.

ROPE OF CLIMBING: This strange, magical 20-yard rope is no thicker than a wand but strong enough to support 3,000 lbs. When held and commanded, it snakes its way forward, fastening itself securely wherever the user wants at Pace 3. It can unfasten and return upon command as well. The rope may also negate situational penalties to Athletics (climbing) rolls where its magical properties can benefit the user (GM's call).

■ **PRICE:** 3,000; **Weight:** 5 lbs.

RUNE COAT: Scores of strange blue runes and sigils cover this padded waistcoat. While worn, the wearer gains the advantages of minor *environmental protection*. The runes glow visibly any time a condition triggers the rune coat's enchantment, such as intense heat or cold from an environmental source.

■ **PRICE:** 6,000; **Weight:** 1 lb.

SCEPTER OF PETRIFICATION: This short metal staff is capped with a bejeweled Medusa or basilisk's head. The wielder may make a Shooting or arcane skill roll (her choice) at any target within 12" (24 yards). With a successful hit, the target must make a Vigor roll (at -2 if hit with a raise). Failure means the target is paralyzed. At the beginning of each subsequent turn, the victim gets a Vigor roll at -2 as a free action to recover. If he does, he improves to Stunned (see *Savage Worlds*).

■ **PRICE:** 21,875; **Weight:** 5 lbs.

SCEPTER OF SLOTH: Once per encounter, the scepter allows the user to cast major *sloth* using her Shooting or arcane skill (her choice). She can affect a single target within 12".

■ **PRICE:** 11,250; **Weight:** 5 lbs.

SEVEN-LEAGUE BOOTS: These miraculous boots increase the wearer's Pace by +4 and his running die two die types.

■ **PRICE:** 12,000; **Weight:** 1 lb.

SKIRT OF THE DERVISH: The wearer of this deadly skirt gains the Sweep, Improved Sweep, Extraction, and Improved Extraction Edges, allowing her to swirl about a crowd of enemies without getting pinned by them. If she ever rolls a Critical Failure on a Fighting roll while using her Improved Sweep Edge, however, she trips or smashes into an obstacle and is Stunned.

■ **PRICE:** 15,650; **Weight:** —

SKULLCAP OF INTELLECT: This silver skullcap is engraved with runes of knowledge. Anyone wearing it increases his Smarts two die types, and all Smarts-related skills one die type.

■ **PRICE:** 42,000; **Weight:** 3 lbs.

SLAYER'S ARROWS / BOLTS: Roll a d6. On a 1–4 the missiles are arrows. On a 5–6 they're bolts. Roll a second time to determine how many are found.

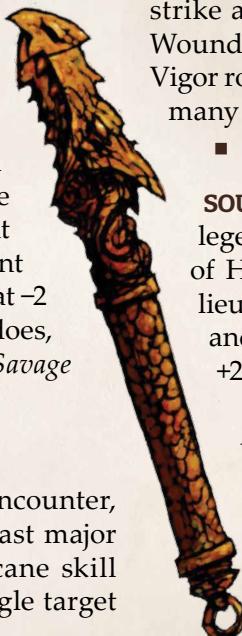
These incredibly deadly, black missiles cause +4 damage and shatter when they strike a target. If the victim is Shaken or Wounded by the attack, he must make a Vigor roll at -2 or perish, regardless of how many Wounds he can usually take.

■ **PRICE:** 9,375; **Weight:** —

SOULDRINKER: Said to be one of seven legendary blades created by the lords of Hell for their most trusted mortal lieutenants, Souldrinker is a powerful and magical great sword (+2 Fighting, +2 Parry, Str+d12 damage).

Whenever a foe is Incapacitated by the blade, he must make an immediate Vigor roll. Failure means the sword's wielder increases any one of his Traits one die type or heals one Wound. Each Trait may be raised no more than twice.

Such a devilish blade exudes a corrupting influence on its user. At the end of any encounter in which a character used the sword to Wound a mortal, living being, he must make a Spirit roll at -2 or permanently gain one of the



following Hindrances or vampiric qualities (in this order): Bloodthirsty, Invitation Only, Weakness (Holy Water), Weakness (Holy Symbol), and finally Weakness (Sunlight). Once he acquires a Weakness to Sunlight, he becomes a vampire.

It's said the blade can be destroyed by "plunging it into the heart of the sun." It's certainly a euphemism, but for what only the Game Master can determine. If the blade is destroyed, its current user's soul is restored.

■ **PRICE:** 76,500; **Weight:** 8 lbs.

SPIDER BOOTS: These knee-high leather boots are laced with a spider's web pattern of silver thread. Anyone who wears them gains the Wall Walker racial ability.

■ **PRICE:** 3,000; **Weight:** 1 lb.

STAFF OF FIERY DOOM: The staff of fiery doom can unleash destruction on a truly terrifying scale. The staff allows its wielder to cast *blast*, *bolt*, or *burst* as she chooses, uses the wielder's Shooting or arcane skill (her choice) with a Fire Trapping, and has 20 Power Points (the Power Points fully recharge every morning).

■ **PRICE:** 24,000; **Weight:** 4 lbs.

STAFF OF THE MAGE LORD: This otherwise ordinary staff increases a character's Spellcasting two die types as long as she has an Arcane Background that uses Spellcasting. If she ever rolls a Critical Failure, however, she's Stunned in addition to any other effects of her particular Arcane Background.

■ **PRICE:** 15,750; **Weight:** 4 lbs.

STAFF OF TEMPESTS: This staff can be used to dispel or create mighty storms. Summoning a storm requires a full minute's concentration, chanting, or even bellowing at the sky as befits the character's particular beliefs or personality. When finished, the wielder makes a Spirit roll. She subtracts 4 from her total if she's trying to summon

a storm in clear conditions or dispel a powerful storm, and 2 if summoning in normal conditions or dispelling a normal storm. The power only works outdoors, and can affect or create a storm that covers up to 10 miles in diameter.

A dispelled storm vanishes in 2d6 rounds, or d6 rounds with a raise.

A summoned storm reduces visibility (Dim Illumination) and extinguishes most normal fires within 1d10 rounds. A raise creates a monstrous tempest, reducing visibility to just 12" (still Dim within that area), ranged attacks suffer a -2 penalty from the high winds, and most terrain quickly turns into Difficult Ground.

The storm lasts 2d6 hours. Flash floods, periodic lightning strikes, and damage to buildings from wind and rain all follow in the tempest's wake.

■ **PRICE:** 39,375; **Weight:** 4 lbs.

SWORD OF SAVAGERY: *Cursed.* This longsword is cursed with bloodlust. The wielder gains the Berserk and Savagery Edges, and the Bloodthirsty Hindrance.

If the wielder fails a Fighting roll, she hits a random target within range of her attack (but not the intended target).

■ **PRICE:** 14,250; **Weight:** 4 lbs.

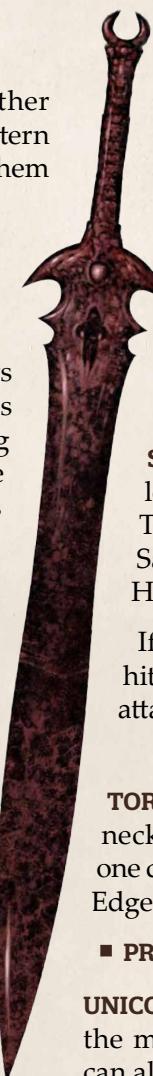
TORC OF AUTHORITY: This large golden neck band increases the wearer's Spirit one die type and grants her the Command Edge and the Inspire Edge.

■ **PRICE:** 12,500; **Weight:** —

UNICORN HORN: A unicorn horn can cast the minor *healing* power once per day. It can also cast minor *greater healing* or minor *resurrection* once, but crumbles to dust afterwards.

■ **PRICE:** 95,625; **Weight:** 1 lb.

UNLUCKY RABBIT'S FOOT: *Cursed.* The bearer of this charm subtracts 2 from her



final total anytime she spends a Benny on a Trait roll.

■ **PRICE:** 6,750; **Weight:** —

THE UNSPEAKABLE HIDE: Stitched together in hideous fashion from the hides of some foul beast, this grotesque leather jacket gives the wearer the Ugly Minor Hindrance and the Mighty Blow Edge.

■ **PRICE:** 8,000; **Weight:** 11 lbs.

VIRTUOSO'S INSTRUMENT: Made with the finest craftsmanship and infused with magic, this is a musical instrument fit for any maestro. It adds +2 to the user's Performance skill. The specific type of musical instrument varies, but most Virtuoso's Instruments are lutes, fifes, pan pipes, lyres, or harps. At the GM's discretion, this might also be an item useful in other types of performances, such as a theater mask or dancer's scarf.

■ **PRICE:** 18,000; **Weight:** Varies

WAND OF ENFEEBLEMENT: Capped with copper and marked with strange runes, this wand grants the wielder *lower* Trait with the Strong Power Modifier, uses Shooting or the user's arcane skill (his choice), and contains 50 Power Points.

■ **PRICE:** 2,300; **Weight:** —

WAND OF FIREBALLS: The wand can cast *blast* with the Damage Power Modifier with a brilliant orange fire Trapping up to three times a day. It uses the wielder's Shooting or arcane skill (his choice).

■ **PRICE:** 5,000; **Weight:** —

WAND OF PUPPETRY: This insidious device allows its wielder to control minds. It grants her the *puppet* power and contains 10 Power Points. It's cast with the wielder's Smarts or arcane skill (her choice).

■ **PRICE:** 7,200; **Weight:** —

WITCH'S BROOM: Witches have long been known to travel through the air using brooms. Some are crude but many are fanciful works of art etched with pictures of black cats, full moons, goats, and other symbols.

The broom has flight at Pace 24 and Handling 0. A witch's broom can support up to 250 pounds and no more than two Normal Size riders. A second rider (anything larger than a cat) reduces its Handling by 1. A witch uses Piloting to maneuver the broom.

■ **PRICE:** 27,000; **Weight:** 3 lbs.

THE WIZARD'S SANCTUM: This small icosahedron (20-sided "sphere") has a unique symbol on each of its faces. When someone presses the proper combination of symbols (set when created), the dodecahedron projects a portal to a small, extradimensional space the user can retreat to. These "sanctums" often appear to be libraries, academies, or other places of lore and study.

The sanctum has a dozen beds and enough food and water for 12 people to survive for a week. The person who opened the portal can close it by pressing the proper combination in reverse. If reopened from inside, the portal appears in the last place it was created.

If the wrong password is used to open the device, it opens a portal to a random location on any plane (determined by the GM).

■ **PRICE:** 55,000; **Weight:** —

THE WOLF'S SPEAR: This ornate hardwood spear is carved with images of wolves—hunting, pouncing, and stalking various prey in some dark forest. Once per day it can conjure a pack of three wolves (see **Dog/Wolf** in *Savage Worlds*) who serve at the summoner's side for ten minutes or until the summoner is Incapacitated.

■ **PRICE:** 9,850; **Weight:** 6 lbs.

RELICS

Far beyond the magic items listed in this chapter are those legendary relics that can save or destroy cities, summon or defeat ancient horrors, or cast fabled spells far beyond those listed in this book.

Such powerful artifacts must first be found—which should be an epic quest in itself. Heroes, and just as often villains, must research their whereabouts, seek out or interrogate lorekeepers, then delve into ancient tombs, deep dungeons, or ruined cities. There they must solve riddles, evade traps, and battle fearsome guardians to finally claim their prize.

Once claimed, most relics must be empowered by the faith of true believers, usually at a sacred site or location of special meaning to the situation.

The specifics of the ritual are created by the Game Master, but the critical moment is the final few rounds when it's resolved by a Dramatic Task. This is when the interlopers arrive—nefarious villains or do-gooding heroes intent on disrupting the rite.

If the Dramatic Task is successful, the ritual succeeds and the relic activates. Failure is usually irrevocable—the timing passes, the components are destroyed or rendered inert, or the true believers are exhausted.

Once a relic is empowered, it usually goes dormant, crumbles, vanishes, or disappears, waiting to be found again by future generations...

SAMPLE ARTIFACTS

Below are a few ideas for relics you can use in your campaign.

THE DRUMS OF OON

The strange skins stretched across these ancient, linked, drums are inked with strange colors and symbols. When played through a ritual of empowerment, they summon a powerful army of spirits that can be directed at the summoner's enemies for the next hour.

THE ASHES OF ASHUR

Inside this canopic jar are the ashes of a dead fire god. When opened, a strong wind carries the ashes across a large gathering such as an army. Their blades burst into flames for the next hour, causing +2 damage and threatening their opponents with sacred flame. Add +2 to a single Battle roll in a Mass Battle.

ICON OF RUIN

A settlement the size of a city or smaller is destroyed in an unstoppable disaster. The specific icon describes the method of catastrophe. An ancient jar of water holds the tears of a sea god, for example. When empowered, a massive tidal wave rises up and smashes into a coastal city. Another icon might be a gem called the Eye of the Earth Lord. When empowered and crushed, a massive earthquake levels a city that has earned the caster's ire.

STATUE OF THE BEAST

This ancient relic is a large, heavy carving of some terrible beast, such as a dragon, kraken, demon lord, or unworldly horror. If empowered, the creature rises from the depths, crawls from its forgotten cave, or comes screaming to the world from the depths of space. Once awakened, it rampages through the land until defeated.

TITAN SLAYER

A mighty and ancient blade, usually a long sword or spear. If it causes a single Wound to a Huge or Gargantuan creature, the beast thrashes about in agony for another turn then dies a terrible and dramatic death.

THE WALL

This relic is a brick from an ancient and legendary siege. When empowered, it creates a 20' high, impregnable wall around a building, town, or city. The morning after the next full moon, the wall crumbles into dust.

CRAFTING MAGIC ITEMS

Characters with the Artificer Edge can imbue their powers into arcane devices for later use or give them to their allies (see **Arcane Devices** on page 101). This ties up their own Power Points, however, and such creations are temporary.

With enough time and resources, an artificer can create more permanent magic items of wonder, and best of all doesn't have to tie up his own Power Points in the process!

REQUIREMENTS

A character can create any of the magic items listed in this book if she has time (see **Downtime** on page 77 for one option on managing time), the Artificer Edge (see page 36), the item to be enchanted, the funds to do so, and an artificer's kit or access to a workshop.

The Item: Only items of quality craftsmanship are typically given permanent enchantments. Armor, shields, weapons, and other permanent items must be of masterwork quality (page 51).

Potions, scrolls, and wands have no additional cost, but other permanent items should be exceptional examples of their type, and cost at least 50% more than usual.

Components: The artificer must expend half the cost of the item in various components to begin the creation process. This might include precious gems, metals, powders, oils, or other rare items represented by the listed gold value listed.

The GM must also decide if the item being created requires any unique components that cannot simply be found in the environs

or purchased in the setting's markets. This usually requires a quest, heist, or deal with powerful or shady individuals, and can often turn into an adventure of its own.

Artificer's Kit or Workshop: An artificer can enchant one item at a time as long as she has her artificer's kit (see page 47), but subtracts 2 from her Occult roll without at least a Standard Workshop (see the table below). Better equipment, tools, and other resources remove this penalty or grant the crafter a bonus, and allow her to work on more items at once.

The table below shows the typical cost per week to use a workshop, the number of items that can be crafted there each week, and the size town where they may usually be found.

THE CRAFTING PROCESS

After each week spent Crafting, the artificer makes an Occult roll for each item he's working on. A success makes 1,000 gp worth of progress toward its completion, or twice that with a raise.

If the roll is failed, no progress is made on that item but the crafter may try again the following week. With a Critical Failure, a mishap loses the creator 500 gp worth of progress.

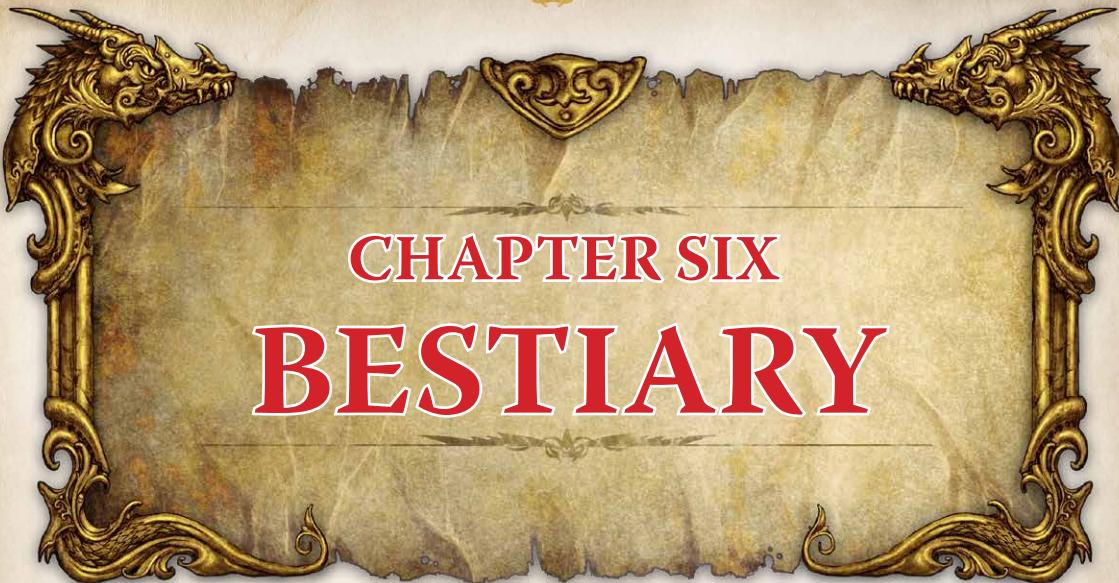
■ **AMMUNITION:** Arrows, sling stones, bolts, or other types of ammunition are enchanted in batches of 12 at a time. If it can be recovered, each projectile has a 50% chance of remaining intact once fired.

Example: Gabe spends a week in a workshop working on a rope of climbing (page 157), a magic item with a cost of 3,000 gp. At the end of a week of Downtime between adventures, Gabe makes an Occult roll and gets a raise, generating 2,000 gp worth of progress.

CRAFTING TABLE

WORKSHOP	BONUS	NUMBER OF ITEMS	COST PER WEEK	SETTLEMENT SIZE
Standard	—	2	50 gp	Town or City
Grand	+2	3	100 gp	Large City





CHAPTER SIX

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 some of the most common fantasy creatures from the core book so you won't have to flip back and forth between them.

NEW SPECIAL ABILITIES

Several of the new threats listed in this bestiary have special abilities not listed in *Savage Worlds*. They are described below.

The version of the Tentacles Special Ability described below replaces the one from *Savage Worlds*.

ALL-AROUND VISION

Some creatures possess the ability to see in all directions, usually because of unique physical features. Creatures with All-Around Vision ignore one point of Gang Up bonuses, add +2 to Notice rolls to resist attacks from Stealth, and cannot be the target of a Sneak Attack.

BASH

Larger creatures often use their bodies or body parts to pummel their opponents during combat. See the creature's statistics for any special effects.

BLINDSENSE

A creature with this ability can perceive its environment using non-visual senses. This includes keen sense of smell, echolocation, or the ability to sense vibrations in the ground or even in the air. They ignore *invisibility*, *illusion*, and all Illumination penalties.

ENERGY DRAIN

With a successful touch or attack, a victim must make a resistance roll (usually Vigor) or lose a die type in the targeted attribute.

If the attack would reduce an attribute below d4, the victim is Incapacitated until healed or he recovers a lost die type (see below). If the targeted attribute was Vigor, he must make a Vigor roll at the end of his next turn or perish.

Recovery: Unless slain, a victim recovers one die type every 24 hours, or if given respite with the Restoration modifier of *relief*.

GAZE

Many creatures can injure, paralyze, or even turn to stone those who meet their gaze. By default, a gaze attack is a limited action that targets a single individual within 5" (10 yards) who resists with Vigor at any listed penalties or suffers the effects.

If the gaze must meet the victim's eyes (stated in its description),

wary prey may avoid the gaze to add +4 to his Vigor roll to resist at the cost of a -4 penalty to direct attacks against the creature. If blindfolded completely, the penalty increases to -6, but the character is immune to the gaze.

INNATE POWERS

Some extraordinary creatures have magical abilities with “spell-like” effects or powers.

Activating an Innate Power is an action and follows all the power’s usual rules such as Range, line of sight, etc.

Automatic Powers: These powers don’t require a roll to activate. Those listed as “minor” use the power’s baseline description, while those listed as “major” always behave as though the power had been rolled with a raise. This is true even if the power normally requires an attack roll.

Opposed Powers: These powers must still be resisted by the target. A minor power sets the target number to resist at 4 (because it’s a success), while a major power sets the target number to resist at 8 (because it’s a raise).

Rolled Powers: If an ability *does* require a Trait roll, the skill or attribute is listed in parentheses after the power, like so: *invisibility* (Spirit). A Critical Failure still causes Fatigue.

Duration: Creatures do not need to spend Power Points to maintain Innate Powers.

Power Modifiers: Innate Powers can’t use Power Modifiers unless listed with the ability.

MINDLESS

The creature is immune to *puppet*, Intimidation, Taunt, and any attempts to manipulate it with abilities that Test its Smarts.

NIGHT VISION

Some creatures thrive in the darkest depths of the night—or in underground caverns and dungeons. Creatures with night vision ignore all Illumination penalties.

OOZE

Creatures which are actually colonies of millions of independent microscopic creatures, such as slimes, ignore *invisibility* and Illumination penalties. They do not sleep, and are immune to called shots, poison, paralysis, *slumber*, Stun, *blind*, Intimidation, Taunt, and *puppet*.

PACK TACTICS

The creature adds its Gang Up bonus to its Fighting damage as well as the attack roll.

RENDING ATTACK

Some creatures have especially vicious claws or weapons. Victims Shaken or Wounded by a rending attack are bleeding and must make a Vigor roll as a free action at the beginning of their next turn.

Failure causes one Wound and the victim must make another Vigor roll next turn. Success means the victim doesn’t suffer a Wound, but must make a Vigor roll again next turn. A raise stops the bleeding and no further rolls are required from that attack.

A successful Healing roll also stops the bleeding.

SWALLOW WHOLE

With a successful bite attack, the victim must make an Evasion roll or be Swallowed Whole. At the end of the creature’s subsequent turns, anyone swallowed must make a Vigor roll at -2 or take a Wound from the crushing gullet and acidic bile. This continues until they’re freed or perish.

If the creature is Shaken or Wounded from the inside (ignoring its Armor!), everyone inside gets an immediate Athletics roll to escape. If the monster is Shaken or Wounded from the outside, the escape roll is made at -2.

Appropriate Tests (GM’s call, such as pepper in the nose, extreme nausea from a spell effect or poison, etc.) might cause the beast to cough, sneeze, or vomit. This gives everyone inside an Athletics roll to escape.

SWAT

The monster has learned to hunt or deal with smaller opponents. It ignores up to 4

points of Scale penalties when attacking creatures smaller than itself.

TENTACLES

The creature has a number of “tentacle actions” specified in its description (usually 2 or 4) it may use once per turn. All of a creature’s tentacle actions count as one of its three potential actions for the turn, and must stem from the tentacle in some way—usually a Fighting, Shooting, or grappling attack (GM’s call). A giant octopus with four tentacle actions, for example, could make four attacks as one action and still have two actions left over.

If the creature is a Wild Card, it rolls its Wild Die with each tentacle action as usual. If the being performs other actions on its turn, such as Taunting or casting a spell, these and the tentacle actions are affected by the Multi-Action penalty as usual.

Grappling rolls made with tentacles get a +2 bonus, and its crushing attack causes the creature’s Strength in damage unless otherwise listed.

Severing a tentacle is a Called Shot. If damage exceeds the creature’s Toughness, the limb is severed and the monster is Shaken. If it was already Shaken, it takes a Wound.

TRAMPLE

Elephants, rhinoceroses, and other large creatures can trample smaller victims under foot when moving at least 5” (10 yards) in a straight line. This usually applies only when the opponents are at least two sizes smaller. See the creature’s description for any special conditions or effects.

Anyone in the creature’s path must Evade or take the listed damage. Those it tramples may make an attack on it after it passes, if possible (see **Withdrawing from Melee** in *Savage Worlds*), unless it has Extraction or a similar ability.

UNSTOPPABLE

The creature has strong will, magical protections, or great mass. It takes a maximum of one Wound per attack no

DESIGN PHILOSOPHY

The creatures in this chapter were designed from three sources: mythology, popular tabletop roleplaying games, and our own original creations.

Creatures such as the basilisk, for example, are tiny creatures in myth, but have taken shape as much larger beasts in roleplaying games and fiction.

Those taken from open source roleplaying games are given the same names as the creatures you’ll find there so that it’s easy to use other games’ adventures with the Savage Worlds rules. You’ll also find the profiles in this book mimic the general threat level of such monsters in their respective games.

Original creatures are those we made up ourselves, either from whole cloth or inspired by ideas we saw in books, films, or video games.

Hopefully the wide range of characters and threats presented within will allow you to populate your cities, dungeons, and worlds with those beings you’re already familiar with, as well as a few new creations to terrorize your players.

Note that some of the creatures in this book are identical to those in our Pathfinder for Savage Worlds Bestiary. We tried to balance how much repeat material to include so that those who have that Bestiary will find plenty to love in the Fantasy Companion, and those who don’t have the Pathfinder Bestiary will have all they need to run d20-based adventures or ideas inspired by them—an inescapable truth for most of us who have been playing those wonderful games for decades.

As your world grows, consider using both, as well as the monsters from all our other Savage Worlds. They’re all compatible, after all, and a grotesque ‘glom from *Deadlands* would make an excellent surprise for any party of dungeon delvers!

matter how many Wounds would normally be caused (after Soak rolls are made).

If an attacker's Action Card is a Joker, he may ignore this rule. Some magic items or a creature's Weaknesses also bypass its Unstoppable ability, as listed in the description.

BESTIARY

The creatures in the following bestiary appear often in fantasy settings as foes or allies.

ARACHNE

Arachnes are a mix of human and spider in the same way centaurs are part human, part horse. They live in dense woodlands or in underground caves, spinning webs to catch unwary intruders. Despite being a sentient race, they have no qualms about eating the flesh of other sentients.

Arachnes who live in the underearth also have Night Vision.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d10, Notice d8, Shooting d10, Stealth d8, Survival d6

Pace: 8; **Parry:** 6; **Toughness:** 9 (2)

Gear: Leather armor (+2), long sword (Str+d8).

Special Abilities:

- **Bite:** Str+d4. Paralyzing poison.
- **Size 1:** Arachnes measure 7' in length.
- **Wall Walker:** Arachnes have spider-like legs and sticky webbing that helps them climb.
- **Webbing:** Arachnes can throw webs from their thorax that are the size of Small Blast Templates. This is a Shooting roll with a Range of 3/6/12. A hit means the victim is Entangled, or Bound with a raise.

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: Athletics d8, Common Knowledge d8, Fighting d8, Intimidation d6, Notice d8, Persuasion d6, Stealth d8, Shooting d6, Thievery d8

Pace: 6; **Parry:** 8; **Toughness:** 7 (2)

Hindrances: Various

Edges: Acrobat, Block (Imp), Combat Acrobat, Alertness, Assassin, Dodge (Imp), First Strike, Thief

Gear: Leather armor (+2), short sword (Str+d6), throwing knives (Range 3/6/12, Damage Str+d4).

MASTER ASSASSIN

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d8, Common Knowledge d10, Fighting d12, Healing d8, Intimidation d8, Notice d10, Persuasion d8, Shooting d6, Stealth d12, Survival d10

Pace: 6; **Parry:** 9; **Toughness:** 7 (2)

Hindrances: Various

Edges: Acrobat, Block (Imp), Combat Acrobat, Alertness, Assassin, Dodge (Imp), First Strike, Marksman, Level Headed, Poison Expert, Streetwise, Quick, Thief

Gear: Leather armor (+2), short sword (Str+d6), throwing knives (Range 3/6/12, Damage: Str+d4, coated with any type of poison the assassin desires).

Special Abilities:

- **Poisoned Blades:** Lethal poison on swords and knives (or Paralyzing if sent to capture a target).

AQUARIAN

This profile includes most types of water-dwelling humanoids, such as sea elves. See page 10 for common ancestral abilities not listed here.

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

Skills: Athletics d8, Common Knowledge d6, Fighting d6, Notice d6, Persuasion d6, Stealth d6, Taunt d6

Pace: 6; **Parry:** 5; **Toughness:** 4

Edges: Extraction

Gear: Spear (Str+d6, Reach 1).

Special Abilities:

- **Aquatic:** Pace 12.

- **Dependency:** Aquarians must immerse themselves in water one hour out of every 24 or become automatically Fatigued each day until they're Incapacitated. A day after, they perish. They regain a level of Fatigue each hour when immersed.

AVION

Avions are winged humanoids who dwell in high mountains or other remote locations. See page 10 for common ancestral abilities not listed here.

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

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Notice d6, Persuasion d6, Shooting d8, Stealth d6, Taunt d6

Pace: 5; **Parry:** 5; **Toughness:** 5

Hindrances: All Thumbs

Edges: Alertness, Marksman

Gear: Long sword (Str+d8), long bow (Range 15/30/60, Damage 2d6).

Special Abilities:

- **Can't Swim:** Avions subtract 2 from Athletics (swimming) rolls and each inch moved costs them 3" of Pace.

- **Flight:** Pace 12.

BANDIT

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, so change their Hindrances as suits the setting and their particular background.

BANDIT

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

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Notice d6, Persuasion d4, Shooting d6, Stealth d6, Thievery d6, Survival d6

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Greedy, Mean.

Edges: —

Gear: Light leather armor (+1), short sword (Str+d6), bow (Range 12/24/48, Damage 2d6).

BANDIT CHIEF

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

Skills: Athletics d6, Common Knowledge d8, Fighting d8, Intimidation d8, Notice d6, Persuasion d8, Riding d8, Shooting d10, Stealth d8, Thievery d8, Survival d6

Pace: 6; **Parry:** 7; **Toughness:** 8 (2)

Hindrances: Greedy, Mean

Edges: Block, Combat Reflexes, Command

Gear: Chain mail (+2), hand axe (Str+d6).



BARBARIAN

Barbarian tribes live in all climes, from the high, frigid mountains to the sun-baked deserts. What unites them is a more primitive lifestyle compared to the civilizations around them. This might make them sturdy and honorable or cruel and savage.

Barbarian tribes are usually organized around a chief or shaman, revered either for their wisdom or brute strength.

WARRIOR

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Common Knowledge d8, Fighting d8, Intimidation d8, Notice d4, Persuasion d4, Riding d6, Stealth d6, Survival d8

Pace: 6; **Parry:** 6 (7 with spear); **Toughness:** 9 (2)

Hindrances: All Thumbs, Mean

Edges: Brave, Combat Reflexes, Favored Terrain (local environment)

Gear: Leather armor (+2), club (Str+d6), spear (Str+d6, Parry +1, Reach +1).

CHIEFTAIN

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Athletics d6, Common Knowledge d8, Fighting d10, Intimidation d10, Notice d6, Persuasion d6, Riding d6, Stealth d6, Survival d8

Pace: 6; **Parry:** 7 (6 with great axe); **Toughness:** 10 (3)

Hindrances: All Thumbs, Mean

Edges: Brawny, Combat Reflexes, Favored Terrain (local environment), Iron Jaw, Sweep (Imp), Woodsman

Gear: Chain mail (+3), great axe (Str+d10, AP 2, Parry -1).

SHAMAN

Barbarian shamans are as savage and brutal as those they lead. They provide spiritual advice and healing in rare times of peace and greatly enhance the clan's warriors when they're at war.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d6, Common Knowledge d6, Faith d8, Fighting d6, Healing d8, Intimidation d8, Notice d6, Persuasion d6, Stealth d6, Survival d8

Pace: 6; **Parry:** 6 (7 with spear); **Toughness:** 8 (2)

Hindrances: All Thumbs, Armor Interference (Minor), Loyal

Edges: Arcane Background (Shaman), Favored Terrain (local environment), Primal Magic, Sacred Fetish

Powers: Arcane protection, blast, blind, boost/lower Trait, divination, entangle, healing, sound/silence, stun, warrior's gift. **Power Points:** 15.

Gear: Leather armor (+2), spear (Str+d6, Parry +1, Reach +1), fetish.

BARGHEST

Barghests are huge, black dogs and harbingers of death. On their own, they are solitary and stealthy hunters who avoid large groups that might harm them. Evil beings sometimes train them as vicious and loyal pets, using their curse to ensure the death of their foes.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

Skills: Athletics d6, Fighting d8, Intimidation d8, Notice d6, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 7

Special Abilities:

- **Bite:** Str+d6.
- **Cursed:** Characters within 12" (24 yards) of a barghest can't Soak Wounds.
- **Fleet-Footed:** d10 running die.
- **Size 1:** Barghests average 7' in length and stand as much as 4' high.

BASILISK

Mythological basilisks are small, lizard-like reptiles with six legs. For those, use the Venomous Snake in *Savage Worlds* with the death gaze below.

Larger versions are more typical in most fantasy settings. They have a small horn on

the top of their head and a deadly gaze they use to kill prey before devouring it.

Attributes: Agility d6, Smarts d6 (A), Spirit d8, Strength d10, Vigor d10

Skills: Athletics d6, Fighting d6, Notice d10, Stealth d10

Pace: 6; **Parry:** 5; **Toughness:** 8

Special Abilities:

- **Bite/Gore:** Str+d6, Mild Poison (bite only).
- **Gaze:** The basilisk's gaze (see page 163) has a Range of 12" (24 yards). Those who fail the Vigor roll are Paralyzed, suffer a Wound, or are turned to stone depending on the "species" (GM's call). A character who's turned to stone can be restored with the *dispel* power at -4, but the mage only gets one chance. If failed, the magic that keeps the character alive stutters or fails and he's forever after a statue.

- **Size 1 (Huge):** Great basilisks are 50' long from head to tail.

GREAT BASILISK

The largest creatures in the basilisk family take on a massive, serpentine shape. They are called the King of Serpents both because of their size and ferocity, and because of the head crest—which looks something like a crown.

Attributes: Agility d10, Smarts d10 (A), Spirit d10, Strength d12+6, Vigor d10

Skills: Athletics d10, Fighting d10, Notice d10, Stealth d8

Pace: 8; **Parry:** 5; **Toughness:** 16 (2).

Edges: Calculating, Level Headed (Imp), Quick

Special Abilities:

- **Armor +2:** Scaly skin.
- **Bite/Gore:** Str+d10, Lethal Poison (bite only).
- **Gaze:** The basilisk's gaze (see page 163) has a Range of 12" (24 yards). Those who fail the Vigor roll are Paralyzed, suffer a Wound, or are turned to stone depending on the "species" (GM's call). A character who's turned to stone can be restored with the *dispel* power at -4, but the mage only gets once chance. If failed, the magic that keeps the character alive stutters or fails and he's forever after a statue.

- **Size 9 (Huge):** Great basilisks are 50' long from head to tail.

BEYONDER

No one knows where the strange beyonders come from—perhaps from an alternate dimension or from beyond the stars. These gray-skinned, hairless humanoids are unparalleled geniuses, capable of advanced thought and even able to harness the powers of the mind in magical ways. Their face is smooth where a mouth should be, but lamprey-like suckers on the palm of each hand let them feed by placing their hands over a victim's ears. Skilled tinkerers, beyonder lairs are filled with peculiar objects few mortals can decipher,



and wear complex outfits of unidentifiable leather.

Attributes: Agility d6, Smarts d12+2, Spirit d8, Strength d6, Vigor d8

Skills: Academics d12, Athletics d6, Common Knowledge d12, Fighting d6, Intimidation d10, Notice d10, Occult d8, Persuasion d8, Psionics d10, Repair d10, Science d12, Stealth d6, Taunt d6

Pace: 6; **Parry:** 5; **Toughness:** 9 (2)

Hindrances: Arrogant, Curious

Edges: Arcane Background (Psionics), Arcane Resistance, Calculating, Concentration, Elan, Mentalist

Powers: Blast, boost/lower trait, confusion, deflection, drain Power Points, empathy, fear, illusion, mind link, mind reading, mind wipe, puppet, stun. **Power Points:** 20.

Gear: Leather Armor (+2), dagger (Str+d4).

Special Abilities:

- **Bite:** A hit with this attack causes Energy Drain (Smarts). A Vigor roll (at

-2 with a raise on the attack) resists this effect.

- **Puppet:** A beyonder can use the *puppet* power with an opposed Spirit check as a limited action. It can use and maintain the power indefinitely but may only affect one target at a time.

- **Size 1:** Beyonders are over 7' tall.

BIRD OF PREY

The talons of a large raptor can rip through flesh with ease. This profile is appropriate for eagles, hawks, and other hunting birds.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d4-2, Vigor d6

Skills: Athletics d8, Fighting d6, Notice d10, Stealth d8

Pace: 3; **Parry:** 5; **Toughness:** 3

Edges: —

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Flight:** Pace 24.
- **Low Light Vision:** Birds of Prey ignore penalties for Dim and Dark Illumination.
- **Size -2 (Small):** Falcons, eagles, and owls stand about 3' tall with wingspans of 5' or more.
- **Swoop:** Foes are at -2 on Free Attacks against a bird of prey withdrawing from melee when its movement incorporates an attack or test.

BOAR

Wild boars are hunted for their rich meat. They are tenacious fighters, especially when wounded.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d10, Vigor d8

Skills: Athletics d6, Fighting d6, Notice d6

Pace: 7; **Parry:** 5; **Toughness:** 7 (1)

Edges: —

Special Abilities:

- **Armor +1:** Thick hide.
- **Low Light Vision:** Boars ignore penalties for Dim and Dark Illumination.

- **Hardy:** A second Shaken result doesn't cause a Wound to a wild boar.
- **Tusks:** Str+d4 (treat as horns).

BUGBEAR

Bugbears are savage goblinoids who bully their weaker cousins into submission for food and the few luxuries they carry about their person.

Bugbears are brutish and territorial, and often the scourge of small villages, lumberers, and those who must dwell near the mountains and forests they lurk within.

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

Skills: Athletics d6, Common Knowledge d4, Fighting d6, Intimidation d6, Notice d6, Persuasion d4, Shooting d4, Stealth d8, Survival d6

Pace: 6; **Parry:** 5 or 6 (shield); **Toughness:** 9 (4)

Edges: Alertness

Gear: Flail (Str+d6, ignores shield bonus), Javelins (Range 4/8/16, Damage Str+d6), thick hide vest (+2), small shield.

Special Abilities:

- **Armor +2:** Thick hide.
- **Night Vision:** Ignore all penalties for Illumination.

BURROWER

These vicious, rhino-sized creatures are a scourge on trade routes and farmlands. They lurk underground, listening for the telltale vibrations of large creatures passing overhead, then burst from the ground to make a meal of the unwitting victim.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d8

Skills: Athletics d6, Fighting d6, Notice d8, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 14 (4)

Edges: —

Special Abilities:

- **Armor +4:** Chitinous exoskeleton.
- **Bite:** Str+d6 (+d6 Acid, AP 2).
- **Blindsight:** Burrowers ignore invisibility, illusion, and all Illumination penalties.

- **Burrow (6"):** Burrowers can glide through any natural earth or stone as easily as a fish swims through water.
- **Size 4 (Large):** Burrowers weigh around 4 tons and stretch 15' from mandibles to tail.
- **Spit Acid:** A burrower can spit acid in a Stream Template. Creatures struck by this acid take 4d4 acid damage. The burrower's bite then loses the +d6 bonus and AP 2 granted by acid until it can produce more, which takes six hours. As a result, burrowers do not use this ability unless it is desperate or frustrated.

CAT, LARGE

This profile covers a variety of big cats, from mountain lions, to leopards, and cheetahs.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d6, Intimidation d6, Notice d6, Stealth d8, Survival d6

Pace: 8; **Parry:** 5; **Toughness:** 6

Edges: Frenzy

Special Abilities:

- **Bite/Claws:** Str+d6.
- **Low Light Vision:** A large cat ignores penalties for Dim and Dark Illumination.
- **Pounce:** A large cat pounces on its prey to best bring their mass and claws to bear. If it makes a Wild Attack, it adds +4 to its damage instead of +2.

CELESTIAL

Celestials are beings of supernatural good, created by gods and goddesses as their mortal agents. They most often appear as winged humans of unearthly beauty with features inspired by the deity who created them.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Athletics d8, Common Knowledge d4, Faith d10, Fighting d8, Healing d6, Intimidation d6, Notice d8, Occult d10, Persuasion d10, Stealth d10

Pace: 7; **Parry:** 6; **Toughness:** 10 (4)

Hindrances: Code of Honor, Vow (Major—Serve the deity who made them).

Edges: Arcane Background (Cleric), Attractive, Aura of Courage, Champion, Holy Warrior

Powers: Banish, boost Trait, detect arcana, healing, light, protection, resurrection, smite.

Power Points: 25.

Gear: Great sword (Str+d10, AP 2), plate corselet (+4).

Special Abilities:

- **Flight:** Pace 12.

CENTAUR

Centaurs 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 d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Common Knowledge d6, Fighting d6, Notice d8, Persuasion d4, Shooting d6, Stealth d6, Survival d8

Pace: 10; **Parry:** 7; **Toughness:** 9 (2)

Gear: Leather armor (+2), spear (Str+d6, Parry +1, Reach 1), bow (Range 12/24/48, Damage 2d6).

Special Abilities:

- **Dependency:** Centaurs must gallop beneath the open sky at least one hour out of every 24. They take a level of Fatigue each day if they can't, and recover a level per hour spent out of doors once free to do so. This cannot lead to Incapacitation.
- **Fleet Footed:** Running die d10.
- **Kick:** Str+d4.
- **Size 1:** Centaurs are the size of small horses.

Century Beast

The monstrosity known as the "Century Beast" is a colossal, ravening leviathan that can level armies. It has no proper name, but derives its nickname from its tendency to emerge roughly once per century to terrorize the land. No one knows what awakens it—perhaps adventurers

exploring deep caverns, some confluence of the stars, an ongoing curse, a ripple in the magical weave, or the capricious will of the gods themselves. Whatever the case, after rampaging for seven days it retreats back to wherever it came from to slumber and dream of its return in the next century.

The Century Beast has no identifiable intelligence, nor does it speak. It walks on all fours but can rear up on its hind legs when needed, towering over the mightiest structures. Each of its razor-sharp claws is large enough to skewer a building.

Attributes: Agility d8, Smarts d6, Spirit d12, Strength d12+12, Vigor d12+4

Skills: Athletics d6, Fighting d12+2, Notice d12+4

Pace: 12; **Parry:** 9; **Toughness:** 32 (6)

Edges: Arcane Resistance (Imp), Combat Reflexes, Counterattack, Frenzy, Nerves of Steel, Strong Willed, Sweep (Imp)

Special Abilities:

- **Armor +6 (Heavy Armor):** Thick carapace.
- **Bite/Claws/Horns:** Str+d8, Reach 4, Heavy Weapon.
- **Night Vision:** The Century Beast ignores all penalties for Illumination.
- **Fear (-4):** Anyone who sees the Century Beast must make a Fear check at -4.
- **Fearless:** The Century Beast is immune to Fear and Intimidation.
- **Fast Regeneration:** The Century Beast may attempt a natural healing roll every round, even if Incapacitated, until slain.
- **Immunity:** Acid, disease, Energy Drain, fire, *lower Trait*, paralysis, poison, *puppet*, Rending, Stun.
- **Size 15 (Gargantuan):** The Century Beast can reach up to 200' tall and weigh more than 3,000 tons. It can take 3 extra Wounds.
- **Speed:** d12 running die.
- **White Fire:** The Century Beast's white-hot breath weapon is capable of instantly incinerating organic matter. It deals 6d6 damage in a Large Burst Radius up to 24" (48 yards) distant (this is considered a Heavy Weapon). It must

wait 1d4+1 rounds before being able to use its breath weapon again.

- **Swallow Whole:** Anyone hit by a bite attack must make an Evasion roll or be Swallowed Whole. As long as he remains inside, the victim suffers one Wound at the end of his turn from the crushing gullet and acidic bile. Shaking, Wounding, or otherwise provoking the Century Beast may result in opportunities to escape with an Athletics roll.
- **Unstoppable:** The Century Beast takes a maximum of one Wound per attack no matter how many Wounds would normally be caused (after Soak rolls are made).

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 chimeras can also breathe fire from their dragon-headed tail.

Attributes: Agility d8, Smarts d6 (A), Spirit d10, Strength d12, Vigor d8

Skills: Athletics d8, Fighting d8, Notice d8, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 8

Edges: Frenzy (Imp)

Special Abilities:

- **Bite/Claws:** Str+d6.
- **Fiery Breath:** Chimeras breathe fire for 3d6 damage. They may not attack with their claws or bite in the same round they breathe fire.
- **Size 2:** Chimeras weigh over 500 pounds.

CLERIC

Each deity has a network of priestly servants whose duty it is to spread the faith and ensure their tenets are upheld by the faithful. A sample of commonly-encountered priests is presented below.

CLERIC OF DEATH

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Faith d10, Intimidation d8, Notice d6, Persuasion d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Ruthless (Major), Vow (Major—serve the order)

Edges: Arcane Background (Cleric)

Gear: Leather armor (+2), mace (Str+d6), holy symbol.

Miracles: Fear, protection (bone Trapping), and zombie. **Power Points:** 15.

CLERIC OF LIGHT

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d6, Faith d10, Healing d10, Notice d6, Persuasion d8, Stealth d4, Taunt d6

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: Pacifist (Minor), Vow (Major—serve the order), Vow (Major—care for the sick)

Edges: Arcane Background (Cleric), Healer

Gear: Staff (Str+d4, Parry +1, Reach 1), holy symbol.

Miracles: Deflection, healing, light/darkness. **Power Points:** 15.

CLERIC OF WAR

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

Skills: Athletics d6, Battle d6, Common Knowledge d6, Fighting d10, Faith d8, Intimidation d8, Notice d6, Persuasion d6, Stealth d4

Pace: 6; **Parry:** 8;

Toughness: 9 (3)



Hindrances: Vow (Major—serve the order)

Edges: Arcane Background (Cleric)

Gear: Chain mail (+3), battle axe (Str+d8), medium shield (+1 Parry), holy symbol.

Miracles: Boost/lower trait, protection, smite.

Power Points: 15.

COCKATRICE

These small magical creatures look like featherless chickens with bat-like wings and reptilian tails. For those who encounter them for the first time, they seem harmless—and even a bit absurd—until their power of petrification makes itself known.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d4, Vigor d6

Skills: Athletics d6, Fighting d6, Notice d8, Stealth d8

Pace: 5; **Parry:** 5; **Toughness:** 3

Edges: Dodge

Special Abilities:

- **Bite:** Str+d4.
- **Darkvision:** Cockatrices ignore penalties for Illumination up to 10'.
- **Energy Drain (Agility):** A non-cockatrice hit by a bite attack (whether it causes damage or not) must make a Vigor roll (-2 with a raise on the attack) or lose a die type in Agility. The victim is Incapacitated if this would reduce Agility below d4.
- **Flight:** Pace 9.
- **Petrification:** Anyone Incapacitated by the monster's Energy Drain is turned to stone and must make a Vigor roll. If failed, the victim cannot recover on her own.

If successful, she regains a die type of Agility and is no longer petrified. Any other lost Agility returns one die type per day. Victims may also be restored with *dispel* at -2, but each caster may only try once.

- **Size -2 (Small):** Cockatrices are 2' tall and weigh 5 pounds.

COMMONER

This profile covers everything from farmers to merchants to crafters.

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

Skills: Athletics d4, Common Knowledge d4, Fighting d4, Notice d6, Persuasion d4, Shooting d4, Stealth d6

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: Varies

Edges: —

Gear: Knife (Str+d4), club (Str+d4), or improvised weapons (Str+d4).

CROCOTTA

The crocotta is a hyena-like creature with powerful crocodile jaws. They can imitate human cries (but not speech) to lure prey into traps.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d6

Skills: Athletics d6, Fighting d6, Notice d10, Persuasion d10, Stealth d6

Pace: 8; **Parry:** 5; **Toughness:** 4

Special Abilities:

- **Bite:** Str+d8, AP 4.
- **Fleet Footed:** d10 Running die.
- **Size -1:** Crocottas are the size of wolves.

DARKMANTLE

These stingray-shaped creatures lurk in dark recess in cave ceilings then drop down to envelop and digest prey. Some varieties have

learned to pose as leather capes or cloaks among treasure hoards, attacking those who attempt to wear them.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6



Skills: Athletics d6, Fighting d6, Notice d6, Stealth d12

Pace: 5; **Parry:** 5; **Toughness:** 4 (1)

Edges: Quick

Special Abilities:

- **Armor +1:** Thick hide.
- **Bite:** Str+d6.
- **Blindsight:** Darkmantles ignore invisibility, illusion, and all illumination penalties.
- **Flight:** Pace 6.
- **Size -2 (Small):** Darkmantles are 3' tall and weigh 40 lbs.
- **Tentacles (2):** A darkmantle has two tentacle actions and Reach 1. It may lash with its tentacles for Str+d4 damage. Bound or Entangled prey may be bitten as usual.

DEMON

Demons are evil beings from Hell or Hell-like dimensions. In most settings, they are completely devoid of positive qualities, though some feign good virtues to lure unwary prey to their doom.

Demons might be native to their plane or the tortured remnants of a once-human soul (or other species). Some claim dominion over certain emotions, needs, places, or phenomena, such as a demon of vengeance, of some dark holiday, starvation or thirst, desire, or a corrupted forest.

BALOR

A balor is a towering figure of darkness and hellfire, armed with flaming whip and a mighty sword. They are the most powerful demons and a challenge to even the greatest warriors or spellcasters.

They can often be found leading legions of demons or other monsters against the people of the world.

Attributes: Agility d12, Smarts d10, Spirit d10, Strength d12+4, Vigor d12+1

Skills: Athletics d8, Battle d10, Common Knowledge d8, Fighting d12, Intimidate d12, Notice d10, Occult d12, Persuasion d12, Spellcasting d10, Stealth d8

Pace: 7; **Parry:** 10; **Toughness:** 18 (4)

Edges: Ambidextrous, Arcane Background (Magic), Arcane Resistance, Block (Imp), First Strike, Frenzy (Imp), Iron Will, Level Headed, No Mercy, Sweep (Imp), Two-Fisted

Powers: Burst, bolt, dispel, stun, summon ally, teleport, telekinesis. **Power Points:** 20.

Gear: Demonic plate armor (+4), balefire longsword (Str+d8, AP 2), balefire whip (Str+d4, Reach 3). Anyone struck by a balefire weapon, whether injured or not, has a chance of catching fire.

Special Abilities:

- **Entangle:** When a balor hits a Normal or smaller sized creature with its whip the victim is Entangled, or Bound with a raise.
- **Fear (-2):** Anyone seeing a balor must make a Fear check at -2.
- **Fiery Aura:** At the end of the balor's turn, all adjacent foes take 2d4 damage.
- **Flight:** Pace 9.
- **Size 6 (Large):** A balor stands 25 feet tall and weighs 8,000 pounds. It can take one extra Wound.
- **Swat:** Ignores up to 4 points of Scale penalties when attacking creatures smaller than itself.
- **Unstoppable:** Balors take a maximum of one Wound per attack no matter how many Wounds would normally be caused (after Soak rolls are made).

BLACK KNIGHT

Clad in jet-black plate armor and armed with terrible weapons glowing with balefire, black knights are the elite troops of the demon lords. Beneath their armor is a mummified corpse with burning green eyes and a miasma of pain and hatred.

Black knights 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 as well (see page 178).

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

Skills: Athletics d8, Battle d10, Common Knowledge d8, Fighting d10,

Intimidation d10, Notice d6, Persuasion d6, Riding d10

Edges: Arcane Resistance, Block (Imp), Combat Reflexes, Frenzy (Imp), Level Headed (Imp), Sweep

Pace: 6; **Parry:** 9; **Toughness:** 12 (4)

Gear: Black plate armor and heavy helm (+4), barbed balefire great sword (Str+d10), barbed balefire lance (Str+d10). Anyone struck by a balefire weapon, whether injured or not, has a chance of catching fire.

Special Abilities:

- **Immunity:** Poison, disease, non-magical attacks.
- **Size 1:** Black knights stand over 7' tall.
- **Summon Reinforcements:** Once per day a black knight can summon forth 1d6 demonic soldiers (page 177) per success and raise on a Spirit roll. The minions appear within 6" of the knight.

LESSER CHANGELING

Changelings (sometimes called doppelgangers or skinwalkers) are skinless humanoid demons devoid of distinguishing features save for their gruesome appearance. When they assume another's form, they take on their physical appearance but not their mannerisms or memories. Close friends and relatives of their victims can quickly spot something is off if allowed to get close or interact with them.

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

Skills: Athletics d8, Common Knowledge d6, Fighting d6, Notice d8, Persuasion d6, Stealth d8, Thievery d10

Edges: Combat Reflexes, Quick

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: As last victim.

Special Abilities:

- **Claws:** Str+d6. Changelings have long, terrible nails that can erupt from their fingertips when needed.
- **Fear (-2):** Anyone who sees a changeling in its natural form must make a Fear check at -2.
- **Immunity:** Poison, disease.

• **Steal Form:** A lesser changeling can assume the form of anyone it touched within the last hour.

The changeling gains the victim's Agility, Strength, Vigor and related skills if they're higher than its own, as well as any physical Edges the GM feels are appropriate.

Transformation is grotesque and physical—the changeling must rip off the victim's skin, rip off its own previous skin, then drag on the new skin. This takes several minutes and results in a blood-soaked pile of shredded flesh, so it's usually done out of sight so as not to be discovered.

Clothing and items aren't copied, so evil changelings imprison or slay their victims so they can take their gear as well.

GREATER CHANGELING

Greater changelings are more powerful versions of their lesser cousins, but can improve their Smarts, Spirit, and related skills and Edges (including Arcane Backgrounds!), and can access their victim's memories as well!

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12, Vigor d10

Skills: Athletics d10, Common Knowledge d6, Fighting d10, Notice d10, Persuasion d10, Stealth d10, Thievery d10

Edges: Block (Imp), Combat Reflexes, Dodge (Imp), Extraction (Imp), Quick

Pace: 6; **Parry:** 9; **Toughness:** 5

Gear: As last victim.

Special Abilities:

- **Claws:** Str+d6, AP 2. Changelings have long, terrible nails that can erupt from their fingertips when needed.
- **Fear (-2):** Anyone who sees a changeling in its natural form must make a Fear check at -2.
- **Immunity:** Poison, disease, non-magical attacks.
- **Regeneration (Slow):** Greater changelings make natural healing rolls once per day.

- Steal Form:** A lesser changeling can assume the form of anyone it touched within the last hour. If any of the victim's Traits are higher than its own, it increases its Traits to those levels. It also gains all the victim's Edges and Hindrances, including Arcane Backgrounds and powers.

Transformation occurs just like a lesser changeling (see above, including the notes on clothing and carried items).

COLLECTOR

Collector demons are sent to recover individuals who renege on their deals, souls who have fled from Hell, or other troublemakers their lords want captured or slain.

Collectors are single-minded, focused entirely on their quarry. They wear black, heavy robes and cowls that hide their horrible form—bipedal vultures with rotting flesh and empty, hollow eyes spinning with swirls of dim balefire. Collectors are often accompanied by demonic soldiers and hellhounds.

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d12, Vigor d12

Skills: Athletics d10, Common Knowledge d8, Fighting d10, Intimidation d12, Notice d8, Stealth d12, Survival d12+2, Taunt d12, Thievery d12

Edges: Arcane Resistance (Imp), Extraction (Imp), Killer Instinct

Pace: 8; **Parry:** 7; **Toughness:** 9

Special Abilities:

- Claws:** Str+d6, AP 4.
- Immunity:** Poison, disease, non-magical attacks.
- Fear (-2):** Collectors exude an aura of terror. Anyone seeing one must make a Fear roll at -2.
- Single Minded:** Collectors are not easily swayed from their goal. They receive a +2 bonus to resist Tests.
- Size 1:** These cowled demons stand over 7' tall.
- Collect What is Due:** A Collector's goal is to drain the soul of its quarry. It does so by getting within 6", dropping

its cowl, and gazing at the target with its dead black eyes. This is an opposed Spirit roll as an action that causes a Wound for each success and raise. This counts as a Test for the Collector, meaning its Killer Instinct Edge gives it a free reroll if it chooses.

- 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.

DEMONIC SOLDIER

The foot soldiers of greater demons are feral creatures with sharp teeth and claws and limited reasoning. They have black eyes, a sharp sense of smell, and follow their masters' orders without question. They run only if allowed to do so.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Battle d6, Fighting d8, Intimidation d10, Notice d6, Stealth d10, Thievery d6

Edges: Alertness, Combat Reflexes

Pace: 6; **Parry:** 6; **Toughness:** 7 (1)

Special Abilities:

- Armor +1:** Scaly skin.
- Bite/Claws:** Str+d6, AP 2.
- Fear:** Demonic soldiers cause Fear checks.
- Immunity:** Poison, disease, and fire.

HELLHOUND

Hellhounds are monstrous, evil dogs with black hides steaming from the heat of their demonic blood. Their eyes burn with balefire and their slavering fangs protrude from their strong jaws at all angles.

Greater demons, necromancers, evil wizards, and other evil beings sometimes keep them as pets. Demon lords also use them to track down their enemies, or as companions to collector demons.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d6, Intimidation d8, Notice d10, Stealth d10, Survival d10

Edges: Fleet-Footed**Pace:** 8; **Parry:** 5; **Toughness:** 7**Special Abilities:**

- **Bite/Claws:** Str+d6. Once Wounded by a hellhound, the character subtracts 2 from any natural healing rolls until all his Wounds are healed. The same applies to healing attempts made by others (magical or otherwise).
- **Immunity:** Poison, disease, and fire.
- **Fear:** Anyone who sees a hellhound must make a Fear check.
- **Relentless Tracker:** Once given the scent of prey from direct contact or a personal item of some sort, hellhounds add +4 to Survival (tracking) rolls made to find that prey as long as its scent is available (GM's call).
- **See Invisible:** Hellhounds can see *invisible* creatures, ignoring all penalties to affect them.

IMP

Imps are small, winged demons sent to the material world to serve as familiars to unscrupulous wizards.

Attributes: Agility d10, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Notice d10, Occult d6, Spellcasting d8, Stealth d8, Thievery d10

Pace: 4; **Parry:** 5; **Toughness:** 4

Edges: Arcane Resistance (Imp), Combat Reflexes, Extraction (Imp), Transfer



Powers: Bolt, darkness, detect/conceal arcana, entangle, invisibility, and shape change.

Power Points: 20.

Special Abilities:

- **Claws:** Str+d4.
- **Flight:** Pace 24.
- **Immunity:** Poison and disease.
- **Size -3 (Very Small):** Imps are a little over a foot tall.

LASHER

Lashers are demonic taskmasters and overseers, using their barbed whips and Leadership Edges 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: Athletics d10, Common Knowledge d6, Battle d6, Fighting d10, Intimidation d12, Notice d8

Edges: Arcane Resistance (Imp), Command, Command Presence, Fervor, Hold the Line!, Sweep (Imp), Tactician

Pace: 8; **Parry:** 7; **Toughness:** 14 (4)

Special Abilities:

- **Armor +4:** Iron scales.
- **Barbed Whip:** Str+d8, Reach 2.
- **Fear (-2):** Anyone seeing a lasher must make a Fear check at -2.
- **Flight:** Pace 12.
- **Immunity:** Poison, disease, non-magical attacks.
- **Infravision:** Halve penalties for illumination when attacking warm targets.
- **Size 2:** Lashers stand 9' tall and weigh over 1000 pounds.

NIGHTMARE

Nightmares are demonic steeds, black as night, with fiery hooves and flaming eyes.

They can sense intent and only accept evil riders such as black knights, throwing off and stomping those of good heart.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d12+2, Vigor d10
Skills: Athletics d8, Fighting d10, Notice d8
Edges: Combat Reflexes, Fleet-Footed
Pace: 10; **Parry:** 6; **Toughness:** 14 (4)
Gear: Hellish barding (+4).

Special Abilities:

- **Damage Field:** At the end of the nightmare's turn, every adjacent enemy takes 2d4 fire damage.
- **Immunity:** Poison, disease, non-magical attacks.
- **Kick:** Str+d8, may set targets on fire.
- **Size 2:** Nightmares weigh over 1200 pounds and stand 14 hands high.
- **Strider:** Nightmares run just above the surface of the earth and ignore movement penalties for Difficult Terrain.

SUCCUBUS/INCUBUS

Succubi and incubi are hideous demons who can appear in whatever form they think a mortal finds attractive. In some legends this is their true form. In others their true forms are winged demons with grotesque faces, leathery skin, and jagged teeth.

In either case, they use their illusory looks to lure unsuspecting victims into deadly circumstances, or to serve some unseen masters' bidding. Powerful succubi and incubi might have Arcane Background and the *puppet* power, but most simply use their good looks, duplicity, and powers of persuasion to wreak havoc in a victim's life.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d8

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Notice d6, Performance d12, Persuasion d12+2, Shooting d6, Stealth d12, Thievery d10

Pace: 6; **Parry:** 6; **Toughness:** 6

Edges: Calculating, Charismatic

Special Abilities:

- **Bite/Claws:** Str+d4, AP 2.
- **Darkvision:** Ignore penalties for Illumination up to 10" (20 yards) distant.
- **Energy Drain (Vigor):** A succubus can drain a mortal she lures into an act

of passion, such as a kiss. The victim resists with Vigor -2. An unwilling victim must be grappled first. A victim already charmed by the demon's *empathy* power still resists but doesn't realize what's happening.

- **False Face:** Succubi and incubi can appear as beautiful humanoids as a free action. If they are Stunned or Wounded, they must make a Spirit roll or their true form is revealed.
- **Flight:** Pace 8.
- **Immunity:** Poison, disease, non-magical attacks.
- **Innate Powers:** Major *darkness* (Mobile), *detect/conceal arcana*, *empathy* (Charm, Duration of one week; Persuasion), *major puppet* (once per day), minor *invisibility*
- **Resilient:** The demons can take one Wound before they're Incapacitated.

DINOSAUR

Dinosaurs have long been extinct on our world, but in many fantasy settings they continue to thrive in tropical climates or in isolated locales far from civilization.

GIANT HERBIVORE

This profile applies to a wide range of large herbivorous dinosaurs, such as triceratops and brontosaurs. While generally peaceful, these creatures are capable of amazing violence to defend their resources or their young.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+5, Vigor d8

Skills: Athletics d8, Fighting d6, Intimidation d6, Notice d8, Stealth d4, Survival d10

Pace: 6; **Parry:** 5; **Toughness:** 14 (2)

Special Abilities:

- **Armor +2:** Thick scaly hides.
- **Bite/Horns:** Str+d6, AP 2.
- **Size 6:** Most herbivorous dinosaurs are as big as elephant and weigh many tons.
- **Trample:** Str+d8.

AQUATIC DINOSAUR

This profile may be used for large marine dinosaurs, such as pliosaurs and hydrotherosaurs.

Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d12+4, Vigor d8

Skills: Athletics d8, Fighting d8, Intimidation d4, Notice d8, Stealth d8, Survival d8

Pace: –; **Parry:** 6; **Toughness:** 9 (2)

Special Abilities:

- **Aquatic:** Pace 10.
- **Bite:** Str+d8.
- **Size 6:** The creature stretches 10 meters long from snout to tail.

PTEROSAUR

These dinosaurs fly on leathery wings and stab at their prey with sword-like beaks.

Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8

Skills: Athletics d8, Fighting d8, Intimidation d4, Notice d10, Stealth d8, Survival d8

Pace: –; **Parry:** 6; **Toughness:** 8 (1)

Special Abilities:

- **Armor +1:** Leathery hide.
- **Bite/Claws:** Str+d8.
- **Flight:** Pace 12.
- **Size 1:** Most pterosaurs are slightly larger than a human.
- **Swoop:** Foes are at –2 on Free Attacks against a pterosaur withdrawing from melee when its movement incorporates an attack or test.

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: Athletics d8, Fighting d8, Notice d8, Stealth d6, Survival d6

Pace: 8; **Parry:** 6; **Toughness:** 16 (3)

Special Abilities:

- **Armor +3:** Thick hide.
- **Bite:** Str+d8, AP 4.
- **Resilient:** A T-rex can take one additional Wound.
- **Roar:** A T-rex can emit a terrifying roar. All those within 12" (24 yards) must make a Spirit roll or be Shaken.
- **Size 7 (Large):** These fearsome creatures stand 30' tall and weigh over 20,000 pounds.

VELOCIRAPTOR

These smart, bipedal dinosaurs are pack hunters with remarkably well-developed tactics. True velociraptors were the size of turkeys, but the profile below is for those popularized in more fantastic settings.

Attributes: Agility d8, Smarts d8 (A), Spirit d6, Strength d10, Vigor d8

Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d8, Stealth d8, Survival d10

Pace: 8; **Parry:** 6; **Toughness:** 9 (2)

Special Abilities:

- **Armor +2:** Thick scaly hides.
- **Bite/Claws:** Str+d8.
- **Pack Tactics:** Velociraptors add their Gang Up bonus to Fighting damage as well as the attack roll.
- **Rending Attack:** Victims Shaken or Wounded by a rending attack must make a Vigor roll as a free action at the beginning of each next turn until they roll a raise, suffering a Wound with a failure.
- **Size 1:** Velociraptors are about 7' tall.

DRAGON

The icons of fantasy are dragons—massive, scaled reptiles breathing fire on those who disturb their lairs.

Of course that iconic image is but one of many. There are dragons of all sizes, some that can fly and some that can't, and a variety of terrible breath weapons to bring doom and misery on their foes.

Below are treatments of various dragons you can use as-is or as models for smaller or larger individuals.

Note that most dragons are clever and long-lived creatures. They don't fly directly into an obvious ballista, fall for silly ruses designed to draw them away from their treasures, or stand and fight deadly foes when they can take to the air instead. They use all of their advantages when confronted by would-be dragon-slayers, from their raw abilities to traps to the terrain they lair in.

Magic: Some dragons may have Arcane Backgrounds, typically focusing on Magic. Depending on their age they may have additional powers, Power Points, and Power Edges as well.

HATCHLING

These baby dragons lack the fearsome abilities of their older kin, and haven't yet learned to fly, but are already ferocious.

For juveniles, increase the size to 3 and increase each of their Traits by one die size and their breath weapon to 2d6.

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills: Athletics d4, Common Knowledge d4, Fighting d6, Intimidation d4, Notice d6, Persuasion d4, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 7 (2)

Edges: —

Special Abilities:

- **Armor +2:** Scaly hide.
- **Bite/Claws:** Str+d4.
- **Fiery Breath:** Hatchling dragons breathe fire for 1d6 damage. Other types of breath weapons are described in the sidebar on page 8.
- **Hardy:** A second Shaken result in combat doesn't cause a Wound.
- **Size -1:** Dragon hatchlings are about the size of a dog and weigh nearly 100 pounds at birth.

YOUNG DRAGON

A young or smaller species of dragon.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+5, Vigor d10

Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d10, Notice d10, Persuasion d6, Stealth d6

Pace: 8; **Parry:** 7; **Toughness:** 18 (4)

Edges: —

Special Abilities:

- **Armor +4:** Scaly hide.
- **Bite/Claws:** Str+d8.
- **Fear (-2):** Anyone who sees a mighty dragon must make a Fear check at -2.



VARIANT DRAGONS

Below are several options for creating different types of dragons and their breath weapons.

- **DEATH DRAGONS:** Death dragons are Undead. Their necromantic breath corrodes flesh and bone. Anyone Shaken or Wounded by the attack takes a level of Fatigue as well.
- **ICE DRAGONS:** Ice dragons breathe a Cone of frigid air. In addition to the regular damage, targets Shaken or Wounded by the attack reduce their Pace for three rounds. If appropriate to the terrain, the ground beneath the template also ices over and becomes Difficult Ground for 3 rounds.
- **METALLIC DRAGONS:** These incredible creatures have harder scales gleaming with tints of silver, gold, or platinum. This increases their Armor to +4, with great versions having Heavy Armor as well. Most breath fire or ice.
- **SAND DRAGONS:** Sand dragons Burrow beneath the dunes of blazing deserts, erupting in a shower of debris to breathe baking waves of heat and abrasive sand at their foes.
- **SHADOW DRAGONS:** Originating from planes of eternal shadow or created by eldritch forces, shadow dragons appear as inky black silhouettes which no amount of light can illuminate. They have stealth d12, Darkvision, and breathe a plume of necromantic energy. Anyone Shaken or Wounded by the breath also takes a level of Fatigue.
- **STORM DRAGONS:** Storm dragons live high in the mountains, venturing to the plains only during violent thunderstorms. They breathe a bolt of sizzling lightning in a Stream Template that causes an additional die of damage to anyone wearing metal armor (typically chain mail or greater).
- **SWAMP DRAGONS:** Inhabiting dank swamps and fetid marshes, swamp dragons breathe a noxious mix of swamp gas and corrosive liquid. The round after someone is Shaken or Wounded by it, at the start of their turn, they take an additional 2d6 damage from the corrosive remnants.

- **Fiery Breath:** Dragons breathe fire for 3d6 damage. Other types of breath weapons are described in the sidebar on page 182.
- **Flight:** Pace 24.
- **Hardy:** A second Shaken result in combat doesn't cause a Wound.
- **Size 7 (Large):** Dragons are massive creatures, over 40' long from nose to tail and weighing over 30,000 pounds.
- **Swat:** Ignores up to 4 points of Scale penalties when attacking creatures smaller than itself.
- **Tail Lash:** Str+d4. The creature may make a free attack against up to two foes to its side or rear at no penalty.

MATURE DRAGON

A typical adult dragon.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+8, Vigor d12

Skills: Athletics d10, Common Knowledge d6, Fighting d10, Intimidation d12, Notice d12, Persuasion d10, Stealth d8

Pace: 8; **Parry:** 7; **Toughness:** 21 (4)

Edges: —

Special Abilities:

- **Armor +4:** Scaly hide.
- **Bite/Claws:** Str+d8.
- **Fear (-2):** Anyone who sees a mighty dragon must make a Fear check at -2.
- **Fiery Breath:** Dragons breathe fire for 3d6 damage. Other types of breath

weapons are described in the sidebar on page 182.

- **Flight:** Pace 24.
- **Hardy:** A second Shaken result in combat doesn't cause a Wound.
- **Size 9 (Huge):** Mature dragons are 60' long from nose to tail and weigh over 90 tons.
- **Swat:** Ignores up to 4 points of Scale penalties when attacking creatures smaller than itself.
- **Tail Lash:** Str+d4. The creature may make a free attack against up to two foes to its side or rear at no penalty.
- **Unstoppable:** Dragons take a maximum of one Wound per attack no matter how many Wounds would normally be caused (after Soak rolls are made).

GREAT DRAGON

A particularly large specimen or older dragon.

Attributes: Agility d6 Smarts d8, Spirit d10, Strength d12+8, Vigor d12

Skills: Athletics d8, Common Knowledge d8, Fighting d10, Intimidation d12, Notice d10, Persuasion d10, Stealth d6

Pace: 8; **Parry:** 7; **Toughness:** 23 (4)

Edges: Combat Reflexes, Bolster, Extraction (Imp), Iron Jaw, Menacing, Retort, Sweep (Imp)

Special Abilities:

- **Bite/Claws:** Str+d8.
- **Buffet:** Great dragons can buffet those around them with their great wings. The attack affects every Normal or smaller Size creature within a Cone Template emanating forward from each wing. Every creature in the template must make a Strength roll at -2. Those that fail are knocked back 5" (10 yards) and are prone. If they hit a solid object they take 2d4 damage as well.
- **Fear (-2):** Anyone who sees a mighty dragon must make a Fear check at -2.
- **Fiery Breath:** Dragons breathe fire for 3d6 damage. Other types of breath weapons are described in the sidebar on page 182.
- **Flight:** Pace 24.

- **Hardy:** A second Shaken result in combat doesn't cause a Wound.
- **Heavy Armor +4:** Scaly hide.
- **Size 11 (Huge):** Dragons are massive creatures, over 75' long from nose to tail and weigh over 150 tons.
- **Stomp:** Str+d10. Ignores Scale modifiers.
- **Swallow Whole:** Anyone hit by a bite attack must make an Evasion roll or be Swallowed Whole. As long as he remains inside, the victim suffers one Wound at the end of his turn from the crushing gullet and acidic bile. Shaking, Wounding, or otherwise provoking the dragon may result in opportunities to escape with an Athletics roll.
- **Swat:** Ignores up to 4 points of Scale penalties when attacking creatures smaller than itself.
- **Tail Lash:** Str+d4. The creature may make a free attack against up to two foes to its side or rear at no penalty.
- **Unstoppable:** Dragons take a maximum of one Wound per attack no matter how many Wounds would normally be caused (after Soak rolls are made).

DRAGONFOLK

They are called by many names—dragonkin, dragonlings, dragonborn—and more, but there is no confusing these humanoid dragons with other lizard-folk. They are tall, regal, bipedal beings with pronounced spikes and fins, scaled skin, and reptilian eyes. Their draconic ancestry also gives them a deadly breath attack.

The profile below is for dragonfolk who descended from fire-breathing dragons. For other ancestries, replace their breath weapon with another type, such as acid, frost, or electricity.

See page 12 for common ancestral abilities not listed here.

DRAGONFOLK WARRIOR

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d8,

Notice d8, Persuasion d6, Shooting d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 13 (5)

Hindrances: Arrogant

Edges: Brave, Combat Reflexes, Frenzy (Imp)

Gear: Barbed scimitar (Str+d8), chain mail (+3).

Special Abilities:

- **Armor +2:** Scaly hide.
- **Bite/Claws:** Str+d4, AP 2.
- **Environmental Resistance (Heat):** +4 resistance / -4 damage from heat or fire-based effects.
- **Fiery Breath:** Dragonfolk can spit balls of fire. This works as the *bolt* power using Shooting to aim the fireballs. The Ability is innate rather than magical. Dragonfolk have 15 Power Points for this purpose only.
- **Tail Lash:** Str (or Str+d4 if tipped with a mace or blade).

DRAGONFOLK SORCERER

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d8

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d8, Notice d8, Persuasion d6, Shooting d8, Spellcasting d10, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 9 (3)

Hindrances: Arrogant

Edges: Arcane Background (Sorcerer), Combat Reflexes,

Powers: *Blast, deflection, detect/conceal arcana, dispel, fear, healing, obscure, protection, shape change, smite, speak language.* **Power Points:** 30.

Gear: Barbed dagger (Str+d8), cloth armor.

Special Abilities:

- **Armor +2:** Scaly hide.
- **Bite/Claws:** Str+d4, AP 2.
- **Environmental Resistance (Heat):** +4 resistance / -4 damage from cold or ice-based effects.
- **Fiery Breath:** Dragonfolk can spit balls of fire. This works as the *bolt* power using Shooting to aim the fireballs. The Ability is innate rather than magical.

Dragonfolk have 15 Power Points for this purpose only.

- **Tail Lash:** Str (or Str+d4 if tipped with a mace or blade).

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: Athletics d8, Fighting d10, Intimidation d12, Notice d8, Stealth d6,

Pace: 6; **Parry:** 7; **Toughness:** 18 (4)

Edges: —

Special Abilities:

- **Armor +4:** Scaly hide.
- **Bite/Claws:** Str+d8.
- **Fear:** Drakes are frightening creatures to behold.
- **Fiery Breath:** Drakes breathe fire for 3d6 damage.
- **Resilient:** Drakes can take one Wound before they're Incapacitated.
- **Size 6 (Large):** Drakes are over 20' long from snout to tail.
- **Tail Lash:** Str. The creature may make a free attack against up to two foes to its side or rear at no penalty.

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: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Stealth d6, Taunt d6

Pace: 5 (d4 running die); **Parry:** 8; **Toughness:** 8 (3)

Hindrances: Greedy (Minor), Loyal

Edges: Brave, Nerves of Steel, Sunder, Sweep

Gear: Chain mail (+3), battle axe (Str+d8), medium shield (+2), throwing axes (Range 3/6/12, Damage Str+d6).

Special Abilities:

- **Low Light Vision:** Dwarves ignore penalties for Dim and Dark lighting.
- **Reduced Pace:** d4 running die.

ELEMENTAL

Elementals are living spirits of earth, fire, water, or air. Below are the standard elementals, as well as their elder and small variants.

Elder: The profile lists all Traits, Derived Statistics, and Edges. The Elder elemental has the same Special Abilities as its base counterpart, with any adjustments listed.

Small: The profile lists all Traits, Derived Statistics, and Edges. The Small elemental has the same Special Abilities as its base counterpart, with any adjustments listed.

COMMON ABILITIES

- **Elemental:** No additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe, immune to disease and poison; ignore penalties for Illumination up to 10".

AIR ELEMENTAL

This cloud-like creature has dark hollows reminiscent of eyes and a mouth, and a howling wind whips it into ominous shapes.

Attributes: Agility d12, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills: Athletics d10, Fighting d8, Notice d6, Occult d4, Shooting d8, Stealth d8

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

Edges: —

Special Abilities:

- **Air Mastery:** Airborne creatures suffer a -1 penalty to attack air elementals.
- **Bash:** Str+d6.
- **Flight:** Pace 12.
- **Gaseous Form:** Can pass through cracks in doors or windows, bubble through water, etc.
- **Immunity:** Air or wind-based effects.

- **Size 4 (Large):** An air elemental is 16 feet long and weighs 4 pounds. It can take one extra Wound.

- **Swat:** Ignores up to 4 points of Scale penalties when attacking creatures smaller than itself.

- **Wind Blast:** Air elementals can send directed blasts of air to push their foes away. They may choose one target or a Cone Template, and use Shooting for the roll. Those affected make a Strength roll (at -2 if the elemental gets a raise) or are hurled 2d6". Anyone who strikes a hard object (such as a wall) takes 2d4 non-lethal damage.

ELDER AIR ELEMENTAL

Attributes: Agility d12+3, Smarts d4, Spirit d8, Strength d12+2, Vigor d10

Skills: Athletics d10, Fighting d10, Intimidation d10, Notice d8, Occult d8, Shooting d10, Stealth d8

Pace: —; **Parry:** 7; **Toughness:** 15

Edges: Extraction, Frenzy, Quick

Special Abilities:

- **Bash:** Str+d6, AP 2.
- **Size 8 (Huge):** An elder air elemental is 40 feet long and weighs 12 lbs. It can take two extra Wounds.

SMALL AIR ELEMENTAL

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d8, Fighting d6, Notice d6, Occult d4, Shooting d6, Stealth d8

Pace: —; **Parry:** 5; **Toughness:** 4

Special Abilities:

- **Size -1:** A small air elemental is 4 feet long and weighs 1 lbs.

EARTH ELEMENTAL

This hulking, roughly humanoid creature of dirt and stone explodes up from the earth, faceless save for two glowing gemstone eyes.

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d12+1, Vigor d8

Skills: Athletics d6, Fighting d8, Notice d6, Occult d4, Stealth d6

Pace: 5; **Parry:** 6; **Toughness:** 12 (2)

Edges: —**Special Abilities:**

- **Armor +2:** Rocky hide.
- **Bash:** Str+d6.
- **Burrow (5"):** Earth elementals can meld into and out of the ground.
- **Earth Mastery:** An earth elemental gets a free reroll on attack and damage rolls if both it and its target are touching the ground.
- **Immunity:** Immune to earth-based attacks (including thrown stones or powers with earth, mud, stone, or sand Trappings).
- **Size 4 (Large):** An earth elemental is 16 feet long and weighs 6,000 pounds. It can take one extra Wound.
- **Swat:** Ignores up to 4 points of Scale penalties when attacking creatures smaller than itself.

ELDER EARTH ELEMENTAL

Attributes: Agility d4, Smarts d4, Spirit d8, Strength d12+4, Vigor d8

Skills: Athletics d6, Fighting d10, Notice d8, Occult d8, Stealth d6

Pace: 5; **Parry:** 7; **Toughness:** 16 (2)

Edges: Sweep**Special Abilities:**

- **Bash:** Str+d6, AP 2.
- **Size 8 (Huge):** An elder earth elemental is 40 feet long and weighs 60,000 lbs. It can take two extra Wounds.

SMALL EARTH ELEMENTAL

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d6, Fighting d6, Notice d6, Occult d4, Stealth d6

Pace: 5; **Parry:** 5; **Toughness:** 7 (2)

Special Abilities:

- **Size -1:** A small earth elemental is 4 feet long and weighs 80 lbs.



FIRE ELEMENTAL

This creature looks like a living, mobile bonfire, tongues of flame reaching out in search of things to burn.

Attributes: Agility d12, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d8, Intimidate d6, Notice d6, Occult d4

Pace: 8; **Parry:** 6; **Toughness:** 9

Edges: —

Special Abilities:

- **Bash:** Str+d6.
- **Burn:** Anyone hit by a fire elemental's bash must make an Evasion roll or catch fire, taking 2d6 initial damage.
- **Environmental Weakness:** Cold.
- **Immunity:** Fire.
- **Size 4 (Large):** This fire elemental is 16 feet long and weighs 4 pounds. It can take one extra Wound.
- **Swat:** Ignores up to 4 points of Scale penalties when attacking creatures smaller than itself.

ELDER FIRE ELEMENTAL

Attributes: Agility d12+1, Smarts d4, Spirit d8, Strength d12+2, Vigor d10

Skills: Athletics d6, Fighting d10, Intimidation d10, Notice d8, Occult d8

Pace: 8; **Parry:** 7; **Toughness:** 15

Edges: Extraction, Frenzy

Special Abilities:

- **Bash:** Str+d6, AP 2.
- **Size 8 (Huge):** An elder fire elemental is 40 feet long and weighs 12 lbs. It can take two extra Wounds.

SMALL FIRE ELEMENTAL

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d6, Intimidate d6, Notice d6, Occult d4

Pace: 8; **Parry:** 5; **Toughness:** 4

Special Abilities:

- **Size -1:** A small fire elemental is 4 feet long and weighs 2 lbs.

WATER ELEMENTAL

This translucent creature's shape shifts between a spinning column of water and a crashing wave.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d8

Skills: Athletics d6, Fighting d8, Notice d6, Occult d4, Shooting d8, Stealth d6

Pace: 5; **Parry:** 6; **Toughness:** 10

Edges: Sweep (Imp)

Special Abilities:

- **Aquatic:** Pace 12.
- **Bash:** Str+d6.
- **Drench:** The elemental extinguishes any flames it comes into contact with.
- **Immunity:** Immune to water-based attacks.
- **Seep:** Can squeeze through any porous gap as if it were Difficult Ground.
- **Size 4 (Large):** This water elemental is 16 feet long and weighs 2,250 pounds. It can take one extra Wound.
- **Swat:** Ignores up to 4 points of Scale penalties when attacking creatures smaller than itself.
- **Water Blast:** Water elementals can send directed blasts of water to push their foes away. They may choose one target or a Cone Template, and use Shooting for the roll. Those affected make a Strength roll (at -2 if the elemental gets a raise) or are hurled 2d6". Anyone who strikes a hard object (such as a wall) takes 2d4 non-lethal damage.
- **Water Mastery:** A water elemental gets a free reroll on attack and damage rolls if both it and its target are touching water.

ELDER WATER ELEMENTAL

Attributes: Agility d12, Smarts d4, Spirit d8, Strength d12+3, Vigor d8

Skills: Athletics d12, Fighting d10, Notice d8, Occult d8, Shooting d10, Stealth d6

Pace: 5; **Parry:** 7; **Toughness:** 14

Special Abilities:

- **Bash:** Str+d6, AP 2.
- **Size 8 (Huge):** An elder water elemental is 40 feet long and weighs 24,000 lbs. It can take two extra Wounds.

SMALL WATER ELEMENTAL**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8**Skills:** Athletics d6, Fighting d6, Notice d6, Occult d4, Shooting d6, Stealth d6**Pace:** 5; **Parry:** 5; **Toughness:** 5**Special Abilities:**

- **Size -1:** A small water elemental is 4 feet long and weighs 34 lbs.

ELEPHANT

These large herbivores wander tropical plains or forest regions in family herds. They are hunted for their meat and their ivory tusks. They sometimes serve as mounts and beasts of burden—or even beasts of war.

ELEPHANT**Attributes:** Agility d6, Smarts d6 (A), Spirit d8, Strength d12+4, Vigor d12**Skills:** Athletics d6, Fighting d6, Notice d8, Survival d6**Pace:** 7; **Parry:** 6; **Toughness:** 15 (1)**Special Abilities:**

- **Armor +1:** Thick hide.
- **Low Light Vision:** Elephants ignore penalties for Dim and Dark Illumination.



- **Size 6 (Large):** Elephants can take one extra Wound.
- **Swat:** Ignores up to 4 points of Scale penalties when attacking creatures smaller than itself.
- **Trample:** Str+d6.
- **Tusks:** Str+d6, AP 2 (counts as horns).

WAR ELEPHANT

War elephants are massive beasts bred for battle. In war, they carry a wooden platform on their back, housing the steersman and three soldiers. The wooden platform provides Light Cover and +2 Armor for up to four riders.

Attributes: Agility d6, Smarts d4 (A), Spirit d10, Strength d12+6, Vigor d12**Skills:** Athletics d8, Fighting d8, Notice d4, Survival d6**Edges:** Nerves of Steel, Sweep (Imp)**Pace:** 6; **Parry:** 6; **Toughness:** 18 (3)**Special Abilities:**

- **Armor +3:** Thick hide.
- **Hardy:** A second Shaken result in combat doesn't cause a Wound.
- **Size 7 (Large):** War elephants can take one extra Wound.
- **Trample:** If a war elephant runs it can trample every Large or smaller Size creature in its path for Str+d6 damage.

Those in its path may Evade.

- **Tusks:** Str+d10. The tusks of a war elephant are fitted with spiked, metal caps.

ELF

Elves inhabit magnificent forests and fantastic cities. Below are two profiles for high elves who dwell in towering and beautiful cities and two profiles for wood elves who embrace and live in great woods.

HIGH ELF ARCHER**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Healing d6, Notice d8, Persuasion d6, Shooting d10, Stealth d10, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 8 (3)

Hindrances: All Thumbs, Arrogant, Cautious, Suspicious (Major)

Edges: Double Shot, Marksman

Gear: Chain mail armor (+3), short sword (Str+d6), Elven bow (Range 15/30/60, Damage 2d6).

Special Abilities:

- **Low Light Vision:** Elves ignore penalties for Dim and Dark lighting.

HIGH ELF SPEARMAN

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

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Healing d4, Notice d6, Persuasion d6, Shooting d6, Stealth d6, Survival d4

Pace: 6; **Parry:** 6 (7 with spear); **Toughness:** 8 (3)

Hindrances: All Thumbs, Cautious, Suspicious (Major)

Edges: First Strike

Gear: Chain mail armor (+3), spear (Str+d6, Parry +1, Reach 1).

Special Abilities:

- **Low Light Vision:** Elves ignore penalties for Dim and Dark lighting.

HIGH ELF MAGE

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d4, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Healing d6, Notice d8, Persuasion d8, Shooting d6, Stealth d6, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 7 (1)

Hindrances: All Thumbs, Armor Interference (Minor), Cautious, Suspicious (Major)

Edges: Arcane Background (Wizard), Concentration, Woodsman

Powers: Arcane protection, blast, bolt, boost/lower Trait, deflection, dispel, divination, entangle, illusion, protection, relief, sloth/speed. **Power Points:** 20.

Power Points: 20.

Gear: Cloth armor (+1), power stone (page 156), ring of Toughness +1.

Special Abilities:

- **Low Light Vision:** Elves ignore penalties for Dim and Dark lighting.

WOOD ELF ARCHER

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

Skills: Athletics d8, Common Knowledge d6, Fighting d6, Healing d6, Notice d8, Persuasion d6, Shooting d8, Stealth d10, Survival d10

Pace: 6; **Parry:** 7; **Toughness:** 7 (2)

Hindrances: All Thumbs, Cautious, Suspicious (Major)

Edges: Combat Reflexes, Double Shot, Favored Terrain (Forest), Marksman, Woodsman

Gear: Leather armor (+2), rapier (Str+d4, Parry +1), Elven bow (Range 15/30/60, Damage 2d6).

Special Abilities:

- **Low Light Vision:** Elves ignore penalties for Dim and Dark lighting.

WOOD ELF MAGE

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d4, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Healing d6, Notice d10, Persuasion d6, Shooting d6, Stealth d8, Survival d8

Pace: 6; **Parry:** 6; **Toughness:** 8 (3)

Hindrances: All Thumbs, Armor Interference (Minor), Cautious, Suspicious (Major)

Edges: Arcane Background (Wizard), Concentration, Woodsman

Powers: Arcane protection, barrier, beast friend, bolt, boost/lower Trait, deflection, dispel, divination, entangle, illusion, protection, relief, sloth/speed. **Power Points:** 20.

Gear: Enchanted natural armor (+3), power stone (page 156).

Special Abilities:

- **Low Light Vision:** Elves ignore penalties for Dim and Dark lighting.

FEY

The wild places are the home of the fey, elusive nature spirits who are usually bound to certain locations. Some are known to come to the aid of injured humans of a good nature, while others delight in playing pranks on hapless travelers.

COMMON ABILITIES

- FEY:** Unless otherwise stated, all fey have Low Light Vision (ignore penalties for Dim and Dark Illumination), and take +4 damage from cold iron weapons.

BROWNIE

Brownies are tiny brown, green, blue, or even purple humanoids with crude clothing and caps. They are wingless but can *teleport* short distances.

Brownies dwell in human households, emerging at night to do chores in exchange for an offering upon the hearth. If the host doesn't leave an offering, they retaliate with pranks that can eventually turn dangerous.

Attributes: Agility d10, Smarts d4, Spirit d10, Strength 1, Vigor d6

Skills: Athletics d8, Common Knowledge d6, Fighting d6, Notice d8, Spellcasting d8, Stealth d10, Taunt d8

Pace: 8; **Parry:** 5; **Toughness:** 1

Edges: Arcane Background (Magic), Fleet-Footed, Quick, Rabble-Rouser

Powers: *Blind, entangle, fear, growth/shrink, puppet.* **Power Points:** 20.

Special Abilities:

- Fey:** Ignore penalties for Dim and Dark Illumination; +4 damage from cold iron.
- Size -4 (Tiny):** Brownies are only a few inches tall and weigh 3 pounds.
- Speak with Animals:** Brownies can communicate freely with all animals.
- Teleport:** Brownies can teleport up to 10" (20 yards) as a limited action. This movement costs no Power Points.

LEPRECHAUN

These mischievous fey appear as portly little humans in distinctive colorful clothing.

They delight in playing humiliating—though never dangerous—pranks

on humans while remaining unseen. Leprechauns are enticed by money, especially gold coins, and hoard them away in hidden places.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4-1, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Notice d8, Persuasion d8, Repair d8, Stealth d12+1, Taunt d10, Thievery d10

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Greedy (Minor)

Edges: Humiliate, Mr. Fix It, Quick, Retort

Special Abilities:

- Fey:** Ignore penalties for Dim and Dark Illumination; +4 damage from cold iron.
- Inconspicuous:** Leprechauns can cloud the perception of others, allowing them to move unseen in plain view. Foes are at -2 to their Notice to spot a leprechaun that doesn't want to be seen.
- Size -3 (Very Small):** Leprechauns stand about a foot tall and weigh 10 pounds.

NATURE SPIRIT

Nature spirits are human-sized fey who live in and protect a natural area. The most common types encountered by adventurers are those who dwell in forests, bodies of water, or mountains.

Dryads are shy by nature, spying on intruders and making their presence known only if their woods, grove, or meadows are threatened. Properly entreated, they might guide travelers through a forest's depths with subtle signs or nudges down particular trails. When angered they're likely to guide predators toward wayward intruders.

Naiads are fresh water spirits who dwell in lakes, streams, and rivers. Nereids are their salt water sisters, and live in bays, estuaries, or the open sea itself. Both are capricious sorts who may help a drowning man or watch him curiously as he sinks into the depths.

Oreads are spirits of rocks, stones, mountains and earth. They are motherly types who might appear to help those in

need, particularly if they're women or children. When enraged, expect terrible earthquakes and avalanches.

Sylphs are air spirits who sculpt the wind, dwelling in the swirling air atop high hills and mountains. They are standoffish and indifferent, but quick to anger.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d6

Skills: Athletics d8, Common Knowledge d6, Fighting d4, Healing d6, Notice d10, Persuasion d8, Spellcasting d10, Stealth d10, Survival d12

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: Stubborn, Suspicious

Edges: Arcane Background (Magic), Very Attractive, Woodsman

Spells: *Barrier, beast friend, deflection, entangle, farsight, healing, protection, shape change, slumber, stun.* **Power Points:** 30.

Special Abilities:

- **Aquatic (Naiads and Nereids):** Pace 10".
- **Fey:** Ignore penalties for Dim and Dark Illumination; +4 damage from cold iron.
- **Flight (Sylphs Only):** Pace 12.
- **Nature Bond:** Nature spirits share their soul with a particular section of forest, body of water, windy mountaintop, or rocky feature. They must remain within 36" of this "focus" or their magic doesn't work. If the focus is destroyed or polluted, the spirit suffers a similar fate.
- **Meld:** Nature spirits can meld into or out of their element as a limited action, and remain melded as long as they wish. While melded they cannot be seen or detected by non-magical means.
- **Speak with Nature:** Nature spirits can speak with both living creatures and inanimate objects.
- **Summon Defender:** In cases of extreme danger, a nature spirit can summon an elemental of their own type—air for sylphs, or water for naiads and nereids. Dryads instead animate their own home, which arises as a war tree (see page 238).
- **Wall Walker (Oreads Only):** Oreads can traverse any surface made of rock or earth as if it were level ground.

NYMPH

Nymphs appear as gorgeous young women with large almond-shaped eyes, long hair, and diaphanous clothing. Their beauty is so dazzling that a mere glance can cause a person to go blind.

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

Skills: Athletics d8, Fighting d8, Notice d8, Persuasion d10, Spellcasting d8, Stealth d8, Survival d8

Pace: 6; **Parry:** 6; **Toughness:** 10 (3)

Edges: Arcane Background (Magic), Very Attractive

Powers: *Beast friend, blast, boost/lower trait, detect/conceal arcana, environmental protection, entangle, healing, relief, protection, stun, summon ally, teleport.* **Power Points:** 20.

Gear: Dagger (Str+d4).

Special Abilities:

- **Armor +3:** Enchanted skin.
- **Blinding Beauty:** As a limited action, a nymph can force a humanoid looking directly at her to make a Vigor roll or gain the Blind Hindrance. This can be cured using *healing* with the Greater Healing Modifier.
- **Fey:** Ignore penalties for Dim and Dark Illumination; +4 damage from cold iron.
- **Inspiration:** A nymph can choose to inspire a single creature and serve as a muse. She gives the creature a token (typically a lock of her hair). As long as she favors this person, they add +1 to all Spirit and Performance rolls. This effect lasts as long as the nymph desires.

PIXIE

Pixies are tiny winged fey who frolic in secluded glades. They appear as pale, childlike humanoids with iridescent wings. Among the fey they are the most closely linked to magic itself, gathering in places where arcane energy is strongest. Though they are notoriously shy, pixies are sought out by spellcasters for their magical properties.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength 1, Vigor d4

Skills: Athletics d8, Common Knowledge d6, Fighting d4, Notice d10+2, Persuasion d6, Spellcasting d8, Stealth d10, Taunt d6

Pace: 6; **Parry:** 4; **Toughness:** 1

Edges: Alertness, Arcane Background (Magic), Channeling, Quick, Rapid Recharge (Imp)

Powers: Beast friend, illusion, invisibility, slumber, teleport. **Power Points:** 30.

Special Abilities:

- **Fey:** Ignore penalties for Dim and Dark Illumination; +4 damage from cold iron.
- **Flight:** Pace 12.
- **Magical Nature:** Pixies possess a powerful connection to magic. Any spellcaster gains the benefits of a pixie's Power Edges as long as they are within 5".
- **Pixie Dust:** Pixies continuously emit a sparkly dust which, if sprinkled on another being, temporarily affects them as per the *fly* power. A pixie emits enough dust per day for 5 power points.
- **Size -4 (Tiny):** Pixies are only a few inches tall and are almost weightless.
- **Wild Spirit:** Captured pixies automatically become Fatigued each day until they're Incapacitated and eventually die. They regain a level of Fatigue each hour when freed.

SATYR

These human-sized fey have the furry legs of a goat and a set of horns on their temples. They live for pleasure, known for their love of music, food, and wine. Satyrs focus their magic by playing harps or panpipes.

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

Skills: Athletics d8, Common Knowledge d8, Fighting d6, Notice d8, Performance d10, Persuasion d8, Shooting d6, Stealth d6, Survival d6, Taunt d8



Pace: 6; **Parry:** 5; **Toughness:** 6

Hindrances: —

Edges: Arcane Background (Magic), Charismatic, Liquid Courage

Gear: Short bow (Range 12/24/48, Damage 2d6), dagger (Str+d4), panpipes.

Powers: *Barrier, beast friend, disguise, empathy, entangle, healing, invisibility, shape change, slumber.*

Power Points: 10.

Special Abilities:

- **Fey:** Ignore penalties for Dim and Dark Illumination; +4 damage from cold iron.
- **Horns:** Str+d4.
- **Pipes:** A satyr uses Performance as his arcane skill. When a satyr plays the panpipes, he gains +2 to Performance rolls.

FIGHTER

These hardened men and women are trained for a life of combat. Some are enlisted (or conscripted!) into a proper army, some belong to respected mercenary groups with a history of integrity and loyalty to their paymaster, while others are freelancers who are happy to switch sides if a better offer is made. Groups of mercenaries are often armed with the same weapons. Thus, one finds mercenary pikemen, cavalrymen, skirmishers, archers, and so on.

COMMON FIGHTER

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

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Notice d6, Persuasion d4, Shooting d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 8 (2)

Hindrances: Various

Edges: Soldier

Gear: Leather armor (+2), long bow (Range 15/30/60, Damage 2d6), long sword (Str+d8).

VETERAN FIGHTER

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

Skills: Athletics d6, Common Knowledge d6, Fighting d8, Notice d6, Persuasion d4, Shooting d8, Stealth d6

Pace: 6; **Parry:** 8; **Toughness:** 9 (3)

Hindrances: Various

Edges: Combat Reflexes, Soldier

Gear: Chain mail (+3), helm (+3), medium shield (Parry +2), long sword (Str+d8), long bow (Range 15/30/60, Damage 2d6).

OFFICER

Officers are experienced soldiers with control over a military unit or mercenary company. They typically carry the same weapons as their men but are mounted.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d8

Skills: Athletics d6, Battle d6, Common Knowledge d6, Fighting d8, Notice d6, Persuasion d4, Riding d6, Shooting d8, Stealth d6

Pace: 6; **Parry:** 9; **Toughness:** 10 (4)

Hindrances: Various

Edges: Block, Combat Reflexes, Command, Fervor, Hold the Line, Soldier

Gear: Plate corselet (+4), chain limbs (+4), helm (+4), medium shield (Parry +2), long sword (Str+d8), crossbow (Range 10/20/40, Damage 2d6), war horse.

FIRE SALAMANDER

These bright orange creatures live in volcanic areas or baking-hot deserts. They can only survive in moderate temperatures for several hours before needing to return to their infernal pits.

Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d10, Vigor d10

Skills: Athletics d10, Common Knowledge d4, Fighting d10, Intimidation d10, Notice d8, Stealth d10

Pace: 8; **Parry:** 7; **Toughness:** 7

Edges: Combat Reflexes, Quick

Special Abilities:

- **Bite/Claws:** Str+d6+2, may set target on fire.

- **Environmental Weakness (Cold, Water):** Magical ice- or water-based attacks are +4 to affect or damage a fire

salamander. Nonmagical ice or water has no additional effect.

- **Fiery Aura:** At the end of the salamander's turn, all adjacent beings take 2d6 damage and may catch fire.

- **Immunity (Fire):** Fire salamanders take no damage from fire or fire-based attacks.

- **Low Light Vision:** Fire salamanders ignore penalties for Dim and Dark Illumination.

FURY

Furies are sent by the gods or other great beings to protect their flocks in times of extreme duress; or to punish their own worshipers if they offend their masters. The exact form of a fury varies by deity, but all have terrible claws, wings, and relentless rage. They may look like angels, demons, harpies, or even humanoid birds of prey.

If the targets are very powerful or the sin particularly great, the furies are all named Wild Cards.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d8

Skills: Athletics d6, Common Knowledge d4, Fighting d10, Intimidation d6, Notice d6, Persuasion d6, Stealth d10

Edges: Arcane Resistance, Berserk, Frenzy (Imp)

Pace: 6; **Parry:** 5; **Toughness:** 7 (1)

Special Abilities:

- **Armor +1:** Hide.
- **Claws:** Str+d4
- **Flight:** Pace 6.
- **Resilient:** Furies can take one Wound before they're Incapacitated.

GARGOYLE

Everyone knows the stone figure, hunched over, watching endlessly. Few know they are recreations of real creatures.

GARGOYLE

Unknown to most, these creatures served as the inspiration for the stone figures so often found on ornate buildings. In the wild, they are natural predators, flying about on leathery wings and

perching 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 d8

Skills: Athletics d10, Common Knowledge d4, Fighting d8, Intimidation d8, Notice d6, Stealth d8

Edges: Alertness

Pace: 4; **Parry:** 6; **Toughness:** 8 (2)

Special Abilities:

- **Armor +2:** Thick, leathery skin.
- **Bite/Claws:** Str+d6.
- **Camouflage:** Gargoyles blend with natural stone, granting them +2 to Stealth rolls when perfectly still.
- **Flight:** Pace 10.

STONE GARGOYLE

These gargoyles are winged statues given magical life, often to serve as guardians for powerful wizards or other magical beings.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills: Athletics d10, Fighting d10, Intimidation d8, Notice d6, Stealth d8

Edges: —

Pace: 3; **Parry:** 7; **Toughness:** 11 (4)



Special Abilities:

- **Armor +4:** Body of stone.
- **Bite/Claws:** Str+d6.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; does not breathe or suffer from disease or poison.
- **Camouflage:** Gargoyles blend with natural stone, granting them +2 to Stealth rolls when perfectly still.
- **Fearless:** Gargoyles are immune to fear and Intimidation.
- **Flight:** Pace 12.

GREATER GARGOYLE

The true terrors of the skies are stone gargoyles of immense size and terrific wingspan, brought to life by eldritch magic, strange events, or even demonic possession.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d12+2, Vigor d12

Skills: Athletics d10, Fighting d12, Intimidation d10, Notice d8, Stealth d6

Edges: Frenzy (Imp), Iron Jaw, Menacing, Nerves of Steel

Pace: 3; **Parry:** 7; **Toughness:** 12 (4)

Special Abilities:

- **Bite/Claws:** Str+d10.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; does not breathe or suffer from disease or poison.
- **Camouflage:** Gargoyles blend with natural stone, granting them +2 to Stealth rolls when perfectly still.
- **Fearless:** Gargoyles are immune to fear and Intimidation.
- **Flight:** Pace 10.
- **Heavy Armor +4:** Body of stone.
- **Resilient:** If a greater gargoyle isn't a Wild Card, it can take one additional Wound.

GHOST BLADE

A ghost blade is an animated sword. It may be held by a spectral warrior or enchanted by a wizard. Those once wielded by great heroes or villains are Wild Cards.

If the blade has a ghostly form it is nothing but an image—it can't be dispelled or affected. The profile is for the sword itself.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d10, Vigor —

Skills: Athletics d10, Fighting d12, Notice d8

Edges: Block (Imp)

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

Gear: Most ghost blades are long swords (Str+d8).

Special Abilities:

- **Animate Object:** Hardness 14.
- **Fearless:** Ghost blades are immune to Fear and Intimidation.

GHOUL

Ghouls are scavengers of the dead who feast off carrion and any unfortunate victims who catch them in their unwholesome acts. They are traditionally undead, but may be degenerate humans or other beings in some settings (remove the Undead ability if so).

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d8, Notice d8, Stealth d10, Survival d8, Thievery d6

Edges: Alertness

Pace: 6; **Parry:** 5; **Toughness:** 8

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Infravision:** Halve penalties for Illumination when attacking warm targets.
- **Paralysis:** Anyone Wounded by a ghoul's bite or claw must make a Vigor roll or be Stunned. More powerful ghouls may Stun simply by Shaking their foe.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.

GIANT

Below are various types of giants, from the flesh-eating monsters of myth to exalted beings who dwell in the clouds.

CYCLOPS

Cyclopes are a race of one-eyed giants. Despite an affinity for goats, they'll happily devour most any meat they can get their massive hands on. In some legends, the cyclops crafted lightning bolts for the gods.

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

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d6, Survival d6

Hindrances: One Eye

Pace: 8; **Parry:** 6; **Toughness:** 8

Gear: Giant club (Str+d10).

Special Abilities:

- **Hurl Boulders:** If a cyclops has access to large rocks (or similar objects), he can hurl them at Range 5/10/20. They deal damage 3d6 in a Small Blast Template.
- **Lightning Bolts:** In mythological games where cyclops forge lightning bolts for the gods, they keep a few on hand to hurl at their foes. Range 24/48/96, Damage 3d10.
- **Size 5 (Large):** Cyclops stand over 15' tall.

FIRE GIANT

Fire giants dwell in hot places, such as caverns beneath volcanoes or scorching deserts. Most have ruddy complexions, flame-red hair, and bushy eyebrows that look like dancing fire.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+5, Vigor d10

Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d10, Notice d6, Persuasion d6, Stealth d6

Edges: Sweep (Imp)

Pace: 8; **Parry:** 6; **Toughness:** 15 (3)

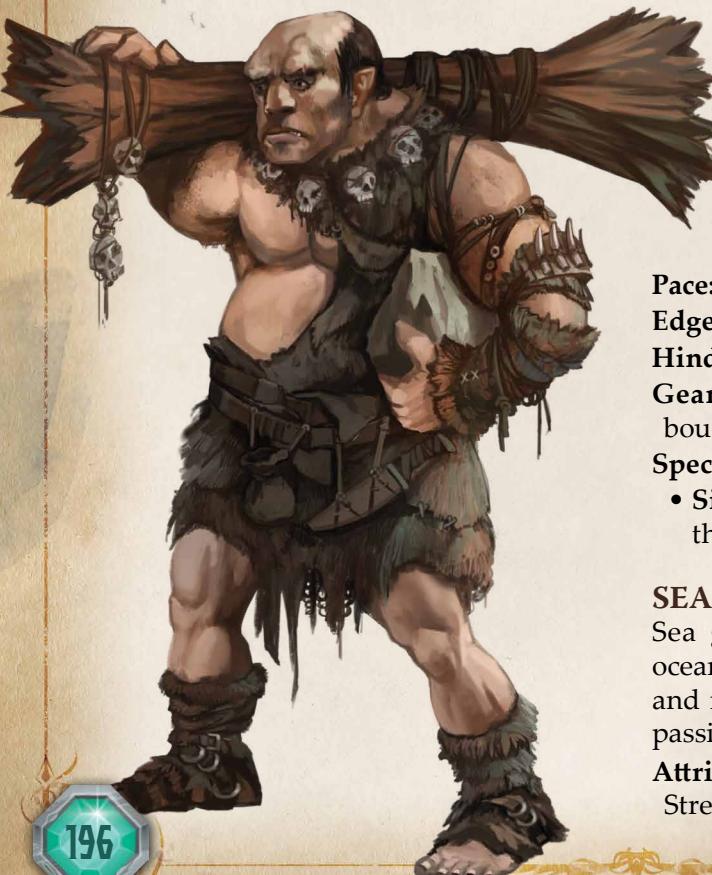
Gear: Chain mail (+3), large great axe (Str+d12), thrown rock (Range 5/10/20, Damage 3d6+2, if heated targets may catch fire).

Special Abilities:

- **Environmental Weakness (Cold):** Magical cold and ice attacks cause +4 damage. Nonmagical cold has no additional effect.
- **Fiery Aura:** Fire giants radiate fearsome heat. At the end of their turn, all adjacent foes suffer 2d6 damage.
- **Immunity (Fire):** Fire giants take no damage from fire, including arcane powers with a fire or heat trapping.
- **Size 5 (Large):** Fire giants are over 20' tall.

FROST GIANT

Frost giants live in high mountains, above the snow line, or in the frozen reaches of the world. Sometimes they build vast forts of stone and ice 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 d6, Spirit d8, Strength d12+5, Vigor d10

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d10, Notice d6, Persuasion d6, Stealth d6

Edges: Sweep (Imp)

Pace: 8; **Parry:** 6; **Toughness:** 13 (2)

Gear: Leather armor (+2), large maul (Str+d10), thrown rock (Range 5/10/20, Damage 3d6).

Special Abilities:

- **Icy Aura:** Frost giants radiate deadly cold. At the end of their turn, all adjacent foes suffer 2d6 damage.
- **Immunity (Cold):** Frost giants take no damage from cold or cold-based attacks.
- **Size 5 (Large):** Frost giants are over 20' tall.
- **Weakness (Fire):** Magical heat and flame attacks cause +4 damage. Nonmagical heat has no additional effect.

HILL GIANT

These hulking brutes prey on sheep, cattle, and the occasional shepherd too foolish to run when they hear them coming. Some hill giants are ettins, whose two heads grant them the Alertness Edge.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d10

Skills: Athletics d6, Common Knowledge d4, Fighting d8, Intimidation d10, Notice d6, Survival d6

Pace: 8; **Parry:** 6; **Toughness:** 13 (1)

Edges: Brute, Sweep (Imp)

Hindrances: All Thumbs, Clueless

Gear: Skins (+1), club (Str+d10), thrown boulder (Range 6/12/24, Damage 3d6).

Special Abilities:

- **Size 3:** Hill giants are about 12' tall, though some grow much larger.

SEA GIANT

Sea giants dwell in caves beneath the ocean. They resent the intrusion of mortals and may rise from the depths to capsize passing ships.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+5, Vigor d10

Skills: Athletics d8, Common Knowledge d4, Fighting d8, Intimidation d10, Notice d6, Persuasion d6, Stealth d8

Edges: Sweep (Imp)

Pace: 8; **Parry:** 7; **Toughness:** 15

Gear: Giant trident (Str+d10, Parry+1).

Special Abilities:

- **Aquatic:** Pace 8.
- **Size 8 (Huge):** Sea giants are over 20' tall.

STORM GIANT

Storm giants are more civilized than their smaller kin but no less terrifying when unleashing their wrath on mortals.

They are solitary beings who live in exotic locations such as mountain aeries or cloud castles, surrounded only by their immediate families and whatever trusted retainers they rely on.

Storm giants may be true giants, titans, demigods, or other descendants of gods. Regardless of origin, they can hurl sizzling lightning bolts to smite their tremulous foes.

The profile below is for an iconic “warrior king.” Each is an individual, however, and may learn magic or miracles or have other skills and abilities.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d12+6, Vigor d12

Skills: Athletics d8, Common Knowledge d4, Fighting d8, Intimidation d10, Notice d6, Persuasion d6, Stealth d6

Edges: Sweep (Imp)

Pace: 8; **Parry:** 6; **Toughness:** 13 (2)

Gear: Chain mail (+3), massive great swords (Str+d12).

Special Abilities:

- **Call Lightning:** Frost giants can catch lightning bolts from the sky and hurl them at their foes. They must be outside to do so. Range 24/48/96, Damage 3d10.
- **Immunity (Cold):** Frost giants take no damage from cold or cold-based attacks.
- **Size 8 (Huge):** Storm giants are towering beings, almost 40' tall.

GIANT ANIMAL

This section includes profiles for some of the most common over-sized creatures in fantasy settings. Giant animals resemble their normal counterparts in every way other than size.

GIANT ANT

These insects look much like their smaller relatives, but they can grow to the size of small ponies. A giant ant mound is the size of a human village.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8

Skills: Athletics d6, Fighting d6, Notice d8, Stealth d4, Survival d6

Pace: 8; **Parry:** 5; **Toughness:** 8 (2)

Edges: Formation Fighter

Special Abilities:

- **Armor +2:** Chitinous hide.
- **Bite:** Str+d4.
- **Night Vision:** Ignore all penalties for Illumination.
- **Mindless:** Immune to *puppet*, Intimidation, and Taunt.
- **Pack Tactics:** Giant ants add their Gang Up bonus to Fighting damage as well as the attack roll.
- **Wall Walker:** Giant ants can walk on vertical or inverted surfaces at their full Pace, and may run.

GIANT BEE

Fortunately, giant bees don’t form into swarms, but they’re bad enough on their own!

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d4, Vigor d6

Skills: Athletics d6, Fighting d6, Notice d8

Pace: 3; **Parry:** 5; **Toughness:** 3

Special Abilities:

- **Flight:** Pace 24.
- **Size -2 (Small):** Giant bees are 3’ long.
- **Sting:** Str+d4, AP 2. Mild Poison.
- **Pack Tactics:** Giant bees add their Gang Up bonus to Fighting damage as well as the attack roll.

GIANT BIRD

Giant birds are rare but make for formidable opponents. This profile represents all manner of giant birds, from vultures to eagles.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d10, Vigor d6

Skills: Athletics d8, Fighting d8, Notice d12, Stealth d4

Pace: 3; **Parry:** 6; **Toughness:** 9 (2)

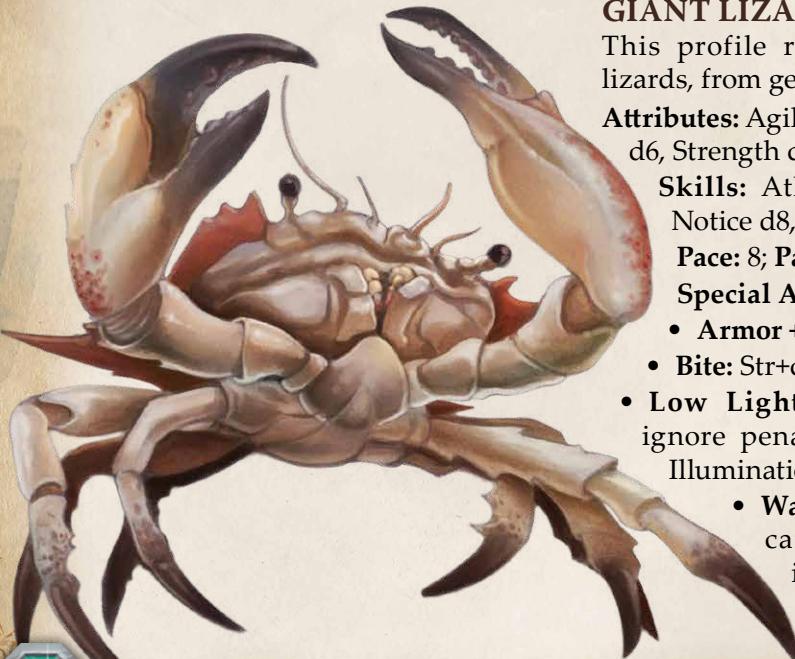
Edges: Alertness

Special Abilities:

- **Armor +2:** Thick feathers.
- **Bite/Claws:** Str+d6, AP 2.
- **Flight:** Pace 9.
- **Size 2:** This magical beast stands 15' tall, has a wingspan of 30' and weighs 500 lbs.
- **Swoop:** Foes are at -2 on Free Attacks against a giant bird withdrawing from melee when its movement incorporates an attack or test.

GIANT CENTIPEDE

Measuring up to 24' long 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 d12+3, Vigor d10

Skills: Athletics d6, Fighting d6, Notice d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 16 (3)

Special Abilities:

- **Armor +3:** Thick chitinous armor.
- **Bite:** Str+d8, AP 4. Lethal Poison.
- **Size 6 (Large):** Giant centipedes grow up to 24' long.

GIANT CRAB

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: Athletics d8, Fighting d8, Notice d8, Stealth d10

Pace: 8; **Parry:** 6; **Toughness:** 11 (4)

Special Abilities:

- **Aquatic:** Pace 8.
- **Armor +4:** Giant crabs have thick shells.
- **Claws:** Str+d6. Their pincers add +2 to grappling attempts and crushing damage caused to Bound or Entangled prey.
- **Size 1:** The shells of giant crabs are five feet long at their widest point and weigh over 400 pounds.

GIANT LIZARD

This profile represents various giant lizards, from geckos to iguanas.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6

Skills: Athletics d10, Fighting d6, Notice d8, Stealth d6, Survival d6

Pace: 8; **Parry:** 5; **Toughness:** 7 (2)

Special Abilities:

- **Armor +2:** Rubbery hide.
- **Bite:** Str+d4.
- **Low Light Vision:** Giant lizards ignore penalties for Dim and Dark Illumination.
- **Wall Walker:** Giant lizards can walk on vertical or inverted surfaces at their full Pace, and may run.

GIANT MOSQUITO

These large, flying bloodsuckers are the size of crows.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d4, Vigor d6

Skills: Athletics d6, Fighting d6, Notice d6, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 4

Edges: —

Special Abilities:

- **Bite:** A giant mosquito's Bite causes no damage, but allows the creature to use its Bloodsucker ability.
- **Bloodsucker:** Anyone hit by a giant mosquito takes a level of Fatigue unless completely covered in armor with a natural bonus of +3 or more. The mosquito remains attached after the attack and is Vulnerable. On its next turn, it flies away at half Pace, fat and bloated. The mosquito's attack can't Incapacitate a victim.
- **Infravision:** Halve penalties for Illumination when attacking warm targets.
- **Flight:** Pace 12.
- **Mindless:** Immune to *puppet*, Intimidation, and Taunt.
- **Size -2:** Giant mosquitoes are about 2' long and weigh no more than 10 pounds.

GIANT OCTOPUS

These terrors of the deep are aggressive and always hungry. Alone, they're quite cowardly and attack only what they consider easy prey. Wounded beasts typically emit an ink cloud and attempt to escape.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12+4, Vigor d8

Skills: Athletics d10, Fighting d8, Notice d6, Stealth d6

Edges: Extraction (Imp)

Pace: 2; **Parry:** 6; **Toughness:** 13

Special Abilities:

- **Aquatic:** Pace 8".
- **Ink Cloud:** A giant octopus can spurt a cloud of black ink once per day. The cloud fills a sphere equal to a Large Blast Template. No sight or smell functions

within this putrid stuff, even for the octopus.

• **Size 7 (Large):** The body of a giant octopus is as big as a sloop, while each tentacle is over 20' long.

• **Tentacles:** +2 to grapple, 4 tentacle actions per turn.

GIANT RAT

These omnivorous creatures are dangerous if cornered or defending their nests. They tend to move and scavenge in small packs.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6

Skills: Athletics d8, Fighting d6, Notice d8, Stealth d8, Survival d6

Pace: 8; **Parry:** 5; **Toughness:** 4

Edges: Acrobat, Alertness

Special Abilities:

- **Bite:** Str+d4.
- **Infection:** Giant rats often bear a disease (GM's call for type and severity).
- **Low Light Vision:** Giant rats ignore penalties for Dim and Dark Illumination.
- **Size -1:** Giant rats are the size of dogs.

GIANT SCORPION

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: Athletics d6, Fighting d8, Intimidation d8, Notice d6, Stealth d8

Edges: Frenzy (Imp)

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

Special Abilities:

- **Armor +4:** Chitinous skin.
- **Pincers:** Str+d4, +2 to grappling attacks.
- **Stinger:** Str+d6. Lethal Poison -2.
- **Size 3:** Giant scorpions are 10' long.

GIANT SNAKE

Stretching nearly 50 feet long, these huge snakes are nightmares to behold. They may come in any variety, from constrictors like pythons or boas to venomous snakes like vipers or even cobras.

Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d12+7, Vigor d10

Skills: Athletics d10, Fighting d8, Intimidation d10, Notice d8, Stealth d8

Pace: 10; **Parry:** 6; **Toughness:** 18 (1)

Special Abilities:

- **Armor +1:** Thick scales
- **Bite:** Str+d4. Mild or Lethal Poison (venomous snakes only).
- **Size 9 (Huge):** These snakes are as long as whales and weigh many tons.
- **Constrict (Constrictors Only):** +2 to Athletics and Strength rolls made to grapple.

GIANT SPIDER QUEEN

These horrors tower over other giant spiders. They build their nests in dense forests or in caves frequented by potential prey.

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

Skills: Athletics d10, Fighting d8, Intimidation d10, Notice d8, Shooting d10, Stealth d10

Pace: 8; **Parry:** 6; **Toughness:** 13 (2)

Special Abilities:

- **Armor +2:** Chitinous skin.
- **Bite:** Str+d6. Mild or Lethal Poison.
- **Size 4:** Great spiders have bodies the size of hippos.
- **Wall Walker:** The creatures move at their full Pace on walls and ceiling

- **Webbing:** The spiders can cast webs from their thorax that are the size of Small Blast Templates. This is a Shooting roll with a Range of 6". A hit means the victim is Entangled, or Bound with a raise.

GIANT TOAD

Giant toads are monstrous, bloated amphibians, capable of swallowing a person in a single gulp.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12+1, Vigor d8

Skills: Athletics d6, Fighting d6, Notice d10, Stealth d8

Edges:

—

Special Abilities:

- **Bite:** Str+d6.
- **Engulf:** A raise on a bite doesn't cause additional damage. Instead, the target is Bound with the toad's tongue and swallowed whole! While in the toad's belly, the victim takes 2d4 damage every round from its crushing stomach muscles and burning acid.
- **Size 4 (Large):** Giant toads weigh over 4000 pounds.

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, avoiding their many ground-based predators.

Attributes: Agility d10, Smarts d8 (A), Spirit d8, Strength d6, Vigor d8

Skills: Athletics d10, Fighting d6, Notice d6, Stealth d6, Survival d6

Edges:



Pace: 4; **Parry:** 5; **Toughness:** 5

Gear: rocks, coconuts, tree branches (Range 5/10/20, Damage Str+d4).

Special Abilities:

- **Bite:** Str+d4.
- **Glide:** The monkeys can glide at a Pace of 10. Treat this like Flight as long as they start at significant height or have strong winds.
- **Size -1:** Glide monkeys are the size of human children.

GNOLL

Gnolls are humanoids with hyena-like faces and double-jointed legs. They gather in packs and are fierce and ferocious predators.

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

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d4, Shooting d6, Stealth d4, Survival d6, Taunt d8

Pace: 6; **Parry:** 5; **Toughness:** 7 (2)

Gear: Flail (Str+d6, ignores shield bonus), short bow (Range 12/24/48, Damage 2d6), hide armor (+1).

Special Abilities:

- **Armor +1:** Thick fur.
- **Bite:** Str+d4.
- **Darkvision:** Gnolls ignore penalties for Illumination up to 10".
- **Pack Tactics:** Gnolls attack in packs, adding any Gang Up bonus to their Fighting damage rolls.

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 abduct 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.

In either case, goblins appear as ugly, short humanoids with green or gray skin. They skulk about in scraps of armor and



are handy with a spear or bow. See page 16 for common ancestral abilities not listed here.

GOBLIN WARRIOR

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Athletics d6, Common Knowledge d8, Fighting d6, Intimidation d6, Notice d6, Persuasion d4, Shooting d6, Stealth d8, Taunt d6, Thievery d6

Pace: 5; **Parry:** 5; **Toughness:** 5 (1)

Hindrances: Greedy (Major), Mean

Edges:

- **Infravision:** Halve penalties for bad lighting when attacking targets that radiate heat.
- **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 d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Athletics d6, Common Knowledge d4, Faith d8, Fighting d6, Notice d6, Persuasion d4, Spellcasting d6, Stealth d8, Thievery d6

Pace: 5; **Parry:** 6; **Toughness:** 4

Hindrances: Mean

Edges: Arcane Background (Shaman), Primal Magic, Sacred Fetish

Gear: Staff (Str+d4, Parry +1, Reach 1).

Powers: Bolt, blast, blind, confusion, deflection, entangle, havoc, protection, wall walker.

Power Points: 15.

Special Abilities:

- **Infravision:** Halve penalties for Illumination when attacking warm targets.
- **Size -1:** Goblins are the size of small children.



GOBLIN WORG RIDER

These elite goblin warriors ride trained worgs into combat.

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

Skills: Athletics d6, Common Knowledge d6, Fighting d8, Notice d6, Persuasion d4, Riding d8, Shooting d8, Stealth d10, Taunt d6

Pace: 5; **Parry:** 6; **Toughness:** 6 (2)

Hindrances: Greedy (Major), Mean

Edges: Beast Bond, Formation Fighter

Gear: Long sword (Str+d8), bow (Range 12/24/48, Damage 2d6), leather armor (+2).

Special Abilities:

- **Infravision:** Halve penalties for Illumination when attacking warm targets.
- **Size -1:** Goblins are the size of small children.

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: Athletics d8, Fighting d8, Notice d6, Stealth d4, Survival d4

Edges: —

Pace: 8; **Parry:** 6; **Toughness:** 9

Special Abilities:

- **Horns:** Str+d6, +4 damage for one Fighting attack if the ram ran this turn. This is usually used with the Wild Attack option.
- **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 by sorcerers or mad scientists. Creating one is costly and laborious but powerful when successful. Golems cannot usually talk, but may scream, bellow, or otherwise create sounds—especially when intimidating their foes.

BONE GOLEM

Bone golems are crafted from many dozens of bones. They may be arranged in clear humanoid shape or simply a confusing jumble with legs. Some bone golems are fused and jointed, others held together with enchanted cords, and yet others just hold their shape through magical means. They are usually armed with swords or other weapons.

Attributes: Agility d10, Smarts d4, Spirit d8, Strength d10, Vigor d8

Skills: Athletics d8, Fighting d8, Intimidation d10, Notice d8, Stealth d6

Edges: Arcane Resistance (Imp), Block

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Long sword ×4 (Str+d8).

Special Abilities:

- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; does not breathe or suffer from disease or poison.
- **Fear:** Characters seeing a bone golem must make a Fear check.
- **Fearless:** Golems are immune to Fear and Intimidation.
- **Multiple Arms:** Bone golems may make up to four Fighting attacks each turn at no Multi-Action penalty.
- **Resilient:** Golems can take one additional Wound.

CORPSE GOLEM

The vilest golems are those crafted from the body parts of corpses, humans or otherwise.

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d12, Vigor d10

Skills: Athletics d6, Fighting d8, Intimidation d10, Notice d6, Stealth d6

Edges: Arcane Resistance (Imp)

Pace: 4; **Parry:** 6; **Toughness:** 9 (2)

Gear: Long sword (Str+d8).

Special Abilities:

- **Armor +2:** Hard skin and muscle.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; does not breathe or suffer from disease or poison.
- **Fear:** Characters seeing a corpse golem must make a Fear check.
- **Fearless:** Golems are immune to Fear and Intimidation.
- **Resilient:** Golems can take one additional Wound.
- **Slow:** Corpse golems have d4 running die.

GLASS GOLEM

These unusual constructs are crafted to resemble a stained glass warrior and are most often used as guardians in churches or temples. They are almost two-dimensional, being no thicker than a pane of glass.

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

Skills: Athletics d8, Fighting d10, Intimidation d8, Notice d8, Stealth d8

Edges: Arcane Resistance (Imp)

Pace: 6; **Parry:** 8; **Toughness:** 12 (4)

Gear: Magically hardened glass shield (as small shield), magically hardened glass greatsword (Damage Str+10).

Special Abilities:

- **Armor +4:** Glass golems are depicted wearing plate armor. Despite being glass, it is magically hardened to be as tough as metal armor.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; does not breathe or suffer from disease or poison.
- **Fearless:** Golems are immune to Fear and Intimidation.
- **Resilient:** Golems can take one additional Wound.
- **Size 1:** Glass golems average 8' tall.
- **Weakness:** Glass golems take double damage from blunt weapons, such as clubs and hammers.

LAVA GOLEM

Lava golems have fiery ichor running through their rock bodies. Their eyes glow red and their fists are superheated.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills: Athletics d6, Fighting d8, Intimidation d10, Notice d6, Shooting d8, Stealth d6

Edges: Arcane Resistance (Imp)

Pace: 6; **Parry:** 6; **Toughness:** 12 (4)

Special Abilities:

- **Armor +4:** Magically hardened stone.
- **Breath Weapon:** Lava golems can spew molten lava using Athletics and a Cone Template for 3d8 damage. This may be Evaded.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; does not breathe or suffer from disease or poison.
- **Fearless:** Golems are immune to Fear and Intimidation.
- **Fiery Aura:** Lava golems radiate intense heat. At the end of their turn, all adjacent foes suffer 2d6 damage.



- **Immunity (Fire):** Lava golems take no damage from fire, including arcane powers with a fire or heat trapping.
- **Resilient:** Golems can take one additional Wound.
- **Size 1:** Lava golems stand over 8' high and weigh 2,000 pounds.
- **Superheated Fists:** Str+d10.

METAL GOLEM

Typically crafted in humanoid form from iron or bronze, metal golems are among the most powerful and durable constructs.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+3, Vigor d12+1

Skills: Athletics d12, Fighting d10, Intimidation d10, Notice d6, Stealth d4

Edges: Arcane Resistance (Imp), Sweep (Imp)

Pace: 6; **Parry:** 6; **Toughness:** 15 (5)

Gear: Great axe (Str+d10, -1 Parry, requires two hands).

Special Abilities:

- **Armor +5:** Magically hardened metal.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; does not breathe or suffer from disease or poison.
- **Fearless:** Golems are immune to Fear and Intimidation.
- **Resilient:** Golems can take one additional Wound.
- **Size 2:** Metal golems stand over 10' high and weigh 6,000 pounds.

STONE GOLEM

Stone golems are the most common of their kind. As with most golems, they are shaped in the form of warriors and serve as guardians.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+2, Vigor d12

Skills: Athletics d10, Fighting d10, Intimidation d8, Notice d6, Stealth d4

Edges: Arcane Resistance (Imp)

Pace: 5; **Parry:** 7; **Toughness:** 13 (4)

Special Abilities:

- **Armor +4:** Magically hardened stone.
- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound

penalties; does not breathe or suffer from disease or poison.

- **Fearless:** Golems are immune to Fear and Intimidation.
- **Resilient:** Golems can take one additional Wound.
- **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, surprising unsuspecting foes when they suddenly leap from their perches to attack.

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d8, Intimidation d6, Notice d8, Stealth d8

Edges: Arcane Resistance (Imp)

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Pitchfork (Str+d6, Reach 1, requires 2 hands) or scythe (Str+d10, -1 Parry, requires 2 hands).

Special Abilities:

- **Construct:** +2 to recover from being Shaken; ignores 1 point of Wound penalties; does not breathe or suffer from disease or poison.
- **Fearless:** Golems are immune to Fear and Intimidation.
- **Resilient:** Golems can take one additional Wound.
- **Weakness (Fire):** Straw golems take double damage from fire and catch fire on a 4+ instead of the usual 6+.

GRAVE GUARDIAN

Grave guardians are blackened corpses with long talons and yellow eyes. They are sometimes summoned in crypts or tombs to watch over the valuables contained within. They can be given simple orders by their makers, usually to slay potential thieves, hunt down any who escape, and retrieve stolen items.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12, Vigor d12

Skills: Athletics d8, Common Knowledge d6, Fighting d10, Intimidation d10, Notice d8, Stealth d8

Pace: 6; **Parry:** 7; **Toughness:** 10

Edges: Arcane Resistance (Imp)

Special Abilities:

- **Burrow (6"):** The creatures can tunnel through all but solid stone.
- **Claws:** Str+d6.
- **Fear (-2):** Anyone seeing a grave guardian must make a Fear roll at -2.
- **Fast Regeneration:** Grave guardians may attempt a natural healing roll every round unless Incapacitated.
- **Resilient:** Grave guardians can take one additional Wound.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.

GRIFFIN

Griiffs have the body of a lion and the head and wings of an eagle. They are fierce predators, swooping down to pin and trap their foes. Then they tear them open with their sharp beaks.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d12, Vigor d10

Skills: Athletics d10, Fighting d8, Intimidation d8, Notice d12, Stealth d6

Edges: Frenzy (Imp)

Pace: 6; **Parry:** 6; **Toughness:** 8

Special Abilities:

- **Bite/Claws:** Str+d6.
- **Flight:** Pace 12.
- **Horse Terror:** Griffins' favorite prey is horse flesh. Horses seeing a griffin must make a Fear check or become Panicked.
- **Size 1:** Griffins weigh over 500 pounds.
- **Pounce:** If a griffon makes a Wild Attack when swooping down on prey from above, it adds +4 damage instead of +2 to one successful Fighting attack.
- **Swoop:** Foes are at -2 on Free Attacks against a griffin withdrawing from melee when its movement incorporates an attack or test.

HAG

These cannibalistic ogres have powerful magical abilities and feed on living flesh. They're particularly fond of children, and are the monsters at the heart of many cautionary tales.

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d10, Vigor d8

Skills: Athletics d8, Common Knowledge d6, Fighting d6, Intimidation d8, Notice d6, Occult d8, Persuasion d10, Spellcasting d10, Taunt d8, Thievery d6

Pace: 5; **Parry:** 6; **Toughness:** 6

Edges: Arcane Background (Magic)

Hindrances: Mean, Ugly

Gear: Staff (Str+d4, Parry +1, Reach 1).

Powers: *Blind, boost/lower Trait, curse, entangle, fear, illusion, protection, puppet, scrying, slumber, speed.* **Power Points:** 20.

Special Abilities:

- **Claws:** Str+d6.
- **Fear:** Anyone seeing a hag must make a Fear check.

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: Athletics d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d6, Shooting d8, Stealth d8, Taunt d8

Pace: 1; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Small

Edges: Luck, Marksman

Gear: Leather armor (+1), short sword (Str+d6), sling (Range: 4/8/16, Damage: Str+d4).

Special Abilities:

- **Reduced Pace:** d4 running die.
- **Size -1:** Half folk average around four feet tall.

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 more typical fantasy settings 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: Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d6, Notice d6, Stealth d6

Edges: Alertness

Pace: 2; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Claws:** Str+d4.
- **Flight:** Pace 12.
- **Low Light Vision:** Harpies ignore penalties for Dim and Dark Illumination.
- **Pounce:** If a harpy makes a Wild Attack when swooping down on prey from above, it adds +4 damage instead of +2 to one successful Fighting attack.

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: Athletics d8, Fighting d8, Intimidation d8, Notice d12

Edges: Frenzy (Imp)

Pace: 8; **Parry:** 6; **Toughness:** 11

Special Abilities:

- **Bite/Claws:** Str+d6.
- **Flight:** Pace of 12.
- **Size 3:** Hippogriffs are comparable in size to a war horse.

HOBGOBLIN

Hobgoblins are large goblinoids. They can be found in their own communities, as well as lording over their lesser kin. They are renowned for their callous violence and cruelty.

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

Skills: Athletics d6, Battle d6, Common Knowledge d4, Fighting d8, Intimidation

d8, Notice d6, Taunt d6, Shooting d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 8 (2)

Edges: Command

Gear: Leather armor (+2), barbed long sword (Str+d8).

Special Abilities:

- **Infravision:** Halve penalties for Illumination when attacking warm targets.

HORSE, ELVEN

Elven horses are slightly smaller than riding horses but 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 d10, Vigor d10

Skills: Athletics d6, Fighting d4, Notice d8

Pace: 14; **Parry:** 4; **Toughness:** 9

Special Abilities:

- **Fleet Footed:** d12 running die, ignore movement penalties for Difficult Terrain.
- **Kick:** Str+d4.
- **Rider Empathy:** Elves gain +2 to Riding rolls on an elven horse.
- **Size 2:** Elven horses weigh between 600 and 800 pounds.

HYDRA

Hydras are multi-headed beasts, akin to dragons. Traditionally, they have multiple heads that breathe fire and regenerate if decapitated.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+5, Vigor d12

Skills: Athletics d6, Fighting d6, Intimidation d10, Notice d6

Edges: —

Pace: 5; **Parry:** 5; **Toughness:** 17 (3)

Special Abilities:

- **Armor +3:** Scaly hide.
- **Bite:** Str+d6, Reach 1.
- **Breath Weapon:** Hydras breathe fire for 3d6 damage.

• **Fear (-2):** The mere sight of a hydra causes a Fear check.

• **Multiple Heads:** Hydras may make up to four Fighting attacks with their various heads each turn, but may only breathe fire with one of them each turn.

• **Fast Regeneration:** Hydras may attempt a natural healing roll every round as a free action, even if Incapacitated, unless their Wounds were caused by fire or flame. This can regenerate limbs—including heads!

• **Size 6 (Huge):** Hydra are large creatures, weighing over 10,000 pounds.

JABBER BIRD

Jabber birds are cowardly forest-dwelling scavengers. Their high-pitched caws serve two purposes—they disorient potential prey and alert predators an easy meal awaits. Once the predators have killed the prey and taken their fill, the jabber birds feed on the remains.

Jabber birds Taunt prey using their Rabble-Rouser Edge, making them Distracted or Vulnerable for other predators lurking nearby.



Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d4, Vigor d6

Skills: Athletics d6, Fighting d4, Notice d6, Stealth d6, Taunt d10

Edges: Rabble-Rouser

Pace: —; **Parry:** 4; **Toughness:** 2

Special Abilities:

- **Flight:** Pace 12.

- **Size -3 (Very Small):** Jabber birds are the size of crows.

JINNI

Jinn (the singular is jinni, the Westernized spelling is genie) are ageless, magical beings of immense power. Some jinn are good, but the majority are evil. All are masters of trickery.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12, Vigor d10

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d10, Notice d8, Occult d8, Persuasion d10, Spellcasting d10, Stealth d6, Taunt d10, Thievery d6

Hindrances: Arrogant, Greedy (Major)

Edges: Arcane Background (Magic), Channeling, Concentration, Rapid Recharge (Imp), Level Headed

Pace: 6; **Parry:** 6; **Toughness:** 7

Powers: As magical beings, Jinni have access to all spells, or as the Game Master deems appropriate. **Power Points:** 50.

Gear: Scimitar (Str+d8).

Special Abilities:

- **Ethereal:** Jinn can become invisible (-6 to detect or attack) and/or ethereal as a limited action, and can only be harmed by magical attacks.

- **Immunity (Fire):** Jinn take no damage from fire, including arcane powers with a fire or heat trapping.

- **Servitude:** If Incapacitated by conflict with a foe, 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 strives to destroy the one who forced its enslavement.

- **Teleport:** Jinn can teleport anywhere in the world as an action. This is an ability, not a power, so does not expend Power Points.

- **Variable Size:** Jinn can vary their size from Tiny (a couple of inches tall) to Gargantuan (over 100' high). The base statistics assume they are in their natural human-sized form. Each point of Size gain gives them +1 Toughness and Strength, and each point of Size loss lowers their Strength a die type and their Toughness by -1. Changing Size requires an action.

- **Weakness (Earth):** 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 found in mountainous terrain and deep underground. Their favored 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: Athletics d8, Fighting d6, Notice d6, Stealth d10

Edges: —

Pace: 6; **Parry:** 5; **Toughness:** 8 (3)

Special Abilities:

- **Armor +3:** Rocky shell.

- **Bite:** Str+d6.

- **Camouflage:** +2 to Stealth rolls when hiding.

KNIGHT

Knights are heavily armored fighters who serve a liege. Most are minor nobles themselves. They may be chivalric champions serving the people of their lands as they’re supposed to or selfish curs seeking only fame and fortune.

For holy or unholy knights of religious orders and the like, add the Holy/Unholy Warrior Edge.

KNIGHT

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

Skills: Athletics d8, Battle d6, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Riding d8, Shooting d6, Survival d4

Pace: 6; **Parry:** 7; **Toughness:** 10 (4)

Hindrances: Code of Honor, Loyal, Obligation (Major) — Serve Lord

Edges: Aristocrat, Knigh, Soldier

Gear: Plate mail (+4), long sword (Str+d8), medium shield (+2 Parry), lance (Str+d8, AP 2, Reach 2), war horse.

VETERAN KNIGHT

These knights have survived multiple battles and command small warbands or armies of common troops. Most own land or live in a castle with their lords where they're responsible for defense and security.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d10

Skills: Athletics d8, Battle d8, Common Knowledge d6, Fighting d10, Intimidation d6, Notice d6, Persuasion d6, Riding d10, Shooting d8, Stealth d6, Survival d6

Pace: 6; **Parry:** 10; **Toughness:** 11 (4)

Hindrances: Code of Honor, Loyal, Obligation (Major) — Serve Lord

Edges: Aristocrat, Block, Combat Reflexes, Command, Fervor, Frenzy, Knight, Level Headed, Soldier.

Gear: Plate mail (+4), bastard sword (Str+d8, AP 1), medium shield (+2 Parry), lance (Str+d8, AP 2, Reach 2), war horse. Some items are likely to be magical.

SQUIRE

Squires attend to their knight at all times, carrying banners or weapons, polishing armor, stabling horses, and other tasks.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Athletics d6, Common Knowledge d4, Fighting d6, Notice d6, Persuasion d4, Riding d4, Shooting d4, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: Young

Edges: Loyal

Gear: Cloth mail (+1), short sword (Str+d6).

KOBOLD

These small dragonfolk are skittish reptilians who dwell in dark caverns, usually in service to some larger beast that protects them. They are dangerous in packs and clever when fighting larger foes, luring them into traps and ambushes where possible.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Athletics d6, Battle d6, Common Knowledge d6, Fighting d6, Notice d6, Persuasion d4, Shooting d6, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 6 (2)

Edges: Alertness

Gear: Small spear (Str+d4), sling (Range 4/8/16, Damage Str+d4), leather tunic (+2).

Special Abilities:

- Night Vision:** Ignore all penalties for Illumination.
- Weakness (Light):** Kobolds subtract 1 from Trait rolls requiring sight in bright light.
- Pack Tactics:** Kobolds add any Gang Up bonus to their Fighting damage rolls.
 - Size -1:** Kobolds are just over 2' tall.

LAMIA

Lamia have the lower body of a lion and the upper body of a fetching humanoid woman. These evil creatures often charm victims to do their bidding.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d10, Vigor d8

Skills: Athletics d10, Common Knowledge d6, Fighting d8, Notice d8, Occult d8, Persuasion d8, Spellcasting d10, Stealth d8



Pace: 8; **Parry:** 6; **Toughness:** 9 (1)
Edges: Arcane Background (Magic), Frenzy, Nerves of Steel, Quick
Powers: Illusion, puppet, slumber, sound.
Power Points: 15
Gear: Dagger (Str+d4).
Special Abilities:

- **Armor +1:** Thick hide.
- **Change Shape:** As a limited action, a lamia can assume the form of any Size 0 humanoid.
- **Claws:** Str+d6, AP 2.
- **Night Vision:** Ignore all penalties for Illumination.
- **Pounce:** If a lamia makes a Wild Attack it adds +4 damage instead of +2 to one successful Fighting attack.
- **Resilient:** Lamias can take one extra Wound before they're Incapacitated.
- **Size 2:** Lamia are more than 8 feet long and weigh upwards of 650 lbs



LICH

Perhaps the most diabolical creature in any fantasy setting is the lich—a necromancer so consumed with the dark arts that he eventually becomes undead himself.

Attributes: Agility d6, Smarts d12+2, Spirit d10, Strength d10, Vigor d10

Skills: Athletics d6, Common Knowledge d8, Fighting d8, Intimidation d12, Notice d10, Occult d12+2, Persuasion d8, Research d10, Spellcasting d12

Pace: 6; **Parry:** 6; **Toughness:** 15 (6)

Hindrances: Arrogant, Mean, Ruthless (Major)

Edges: Arcane Background (Necromancer), Artificer, Channeling, Concentration, Iron Will, Level Headed (Imp), Power Surge, Scholar (Occult), Soul Jar

Powers: Liches have whatever spells the Game Master feels is appropriate for its background and goals. **Power Points:** 50.

Gear: Various, but most are well-equipped with several magical items from their years of arcane research.

Special Abilities:

- **Death Touch:** Liches drain the lives of those around them with a touch.

Every success and raise on a successful Touch attack causes a Wound.

- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.
- **Zombie Lord:** Liches are masters of the necromantic arts. They may raise three zombies per Power Point instead of one when using the Additional Zombies Modifier. In addition, undead raised by a lich with the *zombie* spell are permanent and don't require investing Power Points—they simply last until they're destroyed. Many liches build entire armies of groaning zombies, skeletons, and other creatures this way.

LYCANTHROPE

Lycanthropes are shape changing humanoid creatures. They can take humanoid form, animal form, or fearsome hybrid shape with characteristics of the two.

See The Curse of Lycanthropy sidebar for information on characters who contract the supernatural disease.

WEREBOAR

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, for example, often help elves and rangers patrol the wilderness.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+6, Vigor d12+2

Skills: Athletics d8, Common Knowledge d8, Fighting d12+2, Intimidation d10, Notice d12, Stealth d8, Survival d8

Edges: Rapid Change,

Pace: 8; **Parry:** 9; **Toughness:** 11

Special Abilities:

- **Bite/Claws:** Str+d8.
- **Change Shape:** As a limited action, a werebear can assume one of three forms: bear, hybrid, or human form.
- **Environmental Weakness:** Silver.

THE CURSE OF LYCANTHROPY

Lycanthropy is an infectious and supernatural disease. Anyone Wounded by a naturally-born lycanthrope must succeed at a Vigor roll or contract the disease.

A creature that catches the curse displays no immediate symptoms, nor does she gain any of special abilities until the night of the next full moon when she involuntarily assumes animal form and forgets her own identity. This continues each full moon until she masters her change, which is accomplished by making a Spirit roll at -2 the morning after she awakes. If successful, she gains the ability to change form between herself, her animal form, and a hybrid form (see below). Changing form takes 10 minutes unless she takes the Rapid Change Edge (page 41).

Cure: Success with the *healing* power and the Neutralize Disease modifier cures the affliction if applied within the first hour after being infected (at -4 within the first 24 hours). Consuming a potion of wolfsbane, created with a Survival roll at -2, within an hour of being infected, also gives an afflicted lycanthrope an additional Vigor check to recover from the disease.

PROFILE CHANGES

As a limited action, a lycanthrope can assume two additional forms besides her own: animal and hybrid.

- **ANIMAL FORM:** Use the profile associated with the dire version of the animal that infected him (dire bear for werebears, dire wolf for werewolves, etc.)
- **HYBRID FORM:** Increase the character's Spirit, Strength, and Vigor one die type and add the following Special Abilities:

Special Abilities:

- **Armor +2:** Thick hide.
- **Bite/Claws:** Str+d6.
- **Environmental Weakness:** Silver.
- **Fast Regeneration:** Lycanthropes may attempt a natural healing roll every round unless the Wounds were caused by silvered objects.
- **Low Light Vision:** Lycanthropes ignore penalties for Dim and Dark Illumination.
- **Size +1:** Their hybrid form is one Size larger than the original.

- **Fast Regeneration:** Werebears may attempt a natural healing roll every round unless the Wounds were caused by silvered objects.
- **Low Light Vision:** Werebears ignore penalties for Dim and Dark lighting.
- **Lycanthropy:** Anyone Wounded by a werebear's bite must make a Vigor roll or contract lycanthropy.
- **Resilient:** Werebears can take 1 additional Wound.
- **Size 2:** These creatures stand up to 8' tall and weigh over 1000 pounds each.

WERERAT

Wererats look like short and wiry humans with rat heads and fur. Even in their human form they have ratlike, beady eyes and a nervous disposition.

Attributes: Agility d10, Smarts d4, Spirit d8, Strength d6, Vigor d8

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Notice d10, Persuasion d4, Stealth d8, Thievery d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Edges: Rapid Change, Thief

Gear: Dagger (Str+d4).

Special Abilities:

- **Bite/Claws:** Str+d6
- **Change Shape:** As a limited action, a wererat can assume one of three forms: giant rat, hybrid, or human form.
- **Environmental Weakness:** Silver.
- **Fast Regeneration:** Lycanthropes may attempt a natural healing roll every round unless the Wounds were caused by silvered objects.
- **Low Light Vision:** Lycanthropes ignore penalties for Dim and Dark Illumination.
- **Lycanthropy:** Anyone Wounded by a wererat's bite must make a Vigor roll or contract lycanthropy.

WERESHARK

In human form, weresharks have naturally toothy smiles and soulless eyes. When transformed, they retain their human bodies but their heads become that of a shark.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d10, Vigor d10

Skills: Athletics d8, Common Knowledge d4, Fighting d8, Intimidation d8, Notice d10, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 8

Edges: Berserk, Rapid Change

Special Abilities:

- **Aquatic (Hybrid or Shark Form Only):** Pace 10.
- **Bite:** Str+d6.
- **Change Shape:** As a limited action, this lycanthrope can assume one of three forms: shark, hybrid, or human form.
- **Fast Regeneration:** Lycanthropes may attempt a natural healing roll every round unless the Wounds were caused by silvered objects.
- **Environmental Weakness:** Silver.
- **Low Light Vision:** Lycanthropes ignore penalties for Dim and Dark Illumination.
- **Lycanthropy:** Anyone Wounded by a wereshark's bite must make a Vigor roll or contract lycanthropy.
- **Size 1:** Weresharks in their hybrid or shark form weigh up to 500 lbs.

WERETIGER

Weretigers appear as striped humanoids with a tiger's head in hybrid form, but even in human form they have eerily feline features and an aloof temperament.

Attributes: Agility d10, Smarts d4, Spirit d8, Strength d10, Vigor d8

Skills: Athletics d10, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d10, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 8

Edges: Free Runner, Rapid Change,

Special Abilities:

- **Bite/Claws:** Str+d6.
- **Change Shape:** As a limited action, this lycanthrope can assume one of three forms: large cat, hybrid, or human form.
- **Fast Regeneration:** Lycanthropes may attempt a natural healing roll every round unless the Wounds were caused by silvered objects.
- **Environmental Weakness:** Silver.
- **Low Light Vision:** Lycanthropes ignore penalties for Dim and Dark Illumination.
- **Lycanthropy:** Anyone Wounded by a weretiger's bite must make a Vigor roll or contract lycanthropy.
- **Size 2:** These creatures stand up to 8' tall and weigh over 800 pounds each.

MAGE

Mages range from lowly apprentices with a handful of spells to arch mages whose powers are often as political as arcane.

The profiles here are basic spellcasters one might find in a city. Game Masters should address their statistics and powers to fit whatever role they're fulfilling. A court mage is very different from a magic item crafter, for example.

APPRENTICE

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d4, Vigor d4

Skills: Academics d4, Athletics d4, Common Knowledge d6, Intimidation d4, Notice d6, Occult d6, Persuasion d4, Spellcasting d6, Stealth d4

Pace: 6; **Parry:** 2; **Toughness:** 4

Hindrances: Armor Interference (Minor), Curious

Edges: Arcane Background (Any magic-based)

Gear: Robes, spellbooks, ink and paper.

Powers: *Arcane protection, bolt, detect/conceal arcana, light/darkness, and protection.* **Power Points:** 15.

MAGE

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d4

Skills: Academics d6, Athletics d4, Common Knowledge d6, Intimidation d6, Notice d6, Occult d8, Persuasion d6, Spellcasting d8, Stealth d6

Pace: 6; **Parry:** 4; **Toughness:** 5 (1)

Hindrances: Armor Interference (Minor), Curious

Edges: Arcane Background (Any magic-based), Rapid Recharge

Gear: Armored cloth robe (+1), Various, but at least one magic item.

Powers: *Arcane protection, bolt, burst, darksight, detect/conceal arcana, dispel, light/darkness, and protection.* **Power Points:** 20.

VETERAN MAGE

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d4, Vigor d4

Skills: Academics d10, Athletics d4, Common Knowledge d10, Intimidation d8, Notice d8, Occult d10, Persuasion d8, Spellcasting d10, Stealth d8

Pace: 6; **Parry:** 4; **Toughness:** 5 (1)

Hindrances: Armor Interference (Minor), Curious

Edges: Arcane Background (Any magic-based), Rapid Recharge

Gear: Armored cloth robe (+1), several magic items.

Powers: *Arcane protection, barrier, blast, bolt, burst, darksight, detect/conceal arcana, dispel, invisibility, light/darkness, protection, summon ally.* **Power Points:** 25.

ARCHMAGE

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d4, Vigor d4

Skills: Academics d10, Athletics d4, Common Knowledge d10, Intimidation d8, Notice d8, Occult d10, Persuasion d8, Spellcasting d12, Stealth d8

Pace: 6; **Parry:** 4; **Toughness:** 5 (1)

Hindrances: Armor Interference (Minor), Curious

Edges: Arcane Background (Any magic-based), Expert (Spellcasting), Rapid Recharge

Gear: Armored cloth robe (+1), several magic items including a power stone and a staff or wand of some sort.

Powers: *Arcane protection, barrier, blast, bolt, burst, darksight, detect/conceal arcana, dispel, fly, invisibility, light/darkness, puppet, protection, summon ally.* **Power Points:** 30.

MAGE BANE

Mage banes or “mage eaters” are faceless humanoids with long claws, hollow eyes, and groaning, toothy maws. They may be the spirits of wizards who died from magical backlash or elementals who feed on mana. Whatever their origin, they detest mages. They appear as black, faceless humanoids.

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

Skills: Athletics d8, Common Knowledge d4, Fighting d10, Notice d6, Stealth d10, Spellcasting d12

Edges: Arcane Resistance (Imp)

Pace: 6; **Parry:** 5; **Toughness:** 6

Powers: *Bolt* (telekinetic thrust), *deflection* (magic field), *dispel*, *entangle* (telekinetic grapple), *fear* (deepest dread), *light/darkness*, *telekinesis*, and *teleport*. **Power Points:** 40.

Special Abilities:

- **Elemental:** No additional damage from Called Shots, ignores 1 point of Wound penalties, doesn’t breathe, immune to disease and poison, invulnerable to attacks based on their form.

- **Drain Power Points:** A mage bane drains 1d6 Power Points from a victim with a successful Touch Attack. Drained points are added to the mage bane’s own pool. It cannot exceed its starting level, however.

- **Invulnerability:** Mage banes take no damage from non-magical attacks.
- **Magic Sense:** Mage banes can *detect arcana* as a free action, once per turn. This allows them to “see” any magical presence, including those with Arcane Backgrounds, even in pitch darkness.

MAMMOTH

Close relatives of elephants, mammoths are generally larger and have adapted to life in cold climates.

MAMMOTH

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d12

Skills: Athletics d6, Fighting d10, Notice d10, Survival d8

Pace: 7; **Parry:** 7; **Toughness:** 16 (1)

Edges: —

Special Abilities:

- **Armor +1:** Shaggy fur.
- **Environmental Resistance (Cold):** +4 resistance / -4 damage from cold or ice-based effects.
- **Low Light Vision:** Mammoths ignore penalties for Dim and Dark Illumination.
- **Size 7 (Large):** Mammoths can take one extra Wound.
- **Swat:** Ignores up to 4 points of Scale penalties when attacking creatures smaller than itself.
- **Trample:** Str+d8.
- **Tusks:** Str+d8, AP 2.

FROST MAMMOTH

Frost mammoths can snort a deadly cone of cold from their long trunks.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+4, Vigor d10

Skills: Athletics d10, Fighting d6, Notice d4

Pace: 6; **Parry:** 5; **Toughness:** 17 (3)

Special Abilities:

- **Armor +3:** Thick hide and fur.
- **Icy Snort:** Frost mammoths snort a cone of icy air for 2d8 damage. This emanates from the trunk and can be pointed in most any direction.

- **Immunity (Cold):** +4 bonus/damage reduction versus cold or ice based effects.
- **Size 7 (Large):** Mammoths can take one extra Wound.
- **Swat:** Ignores up to 4 points of Scale penalties when attacking creatures smaller than itself.
- **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, even their gear!

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+2, Vigor d10

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d8, Shooting d10, Stealth d6

Edges: Frenzy (Imp)

Pace: 8; **Parry:** 6; **Toughness:** 9

Special Abilities:

- **Bite/Claws:** Str+d6.
- **Tail Spikes:** A manticore may fire darts from its tail as an action (Range 4/8/16, Damage 2d6, AP 2). A typical manticore has 30 tail spikes. They regrow over a week once launched.
- **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 appear as human-like creatures, usually female, with snakes instead of hair. Their lairs are decorated with the “statues” of their foes, frozen forever in poses of horror.

Intentionally avoiding a medusa’s gaze imposes a -4 penalty on direct attacks against her but grants +4 on the Vigor roll to resist paralysis. If blindfolded completely,

the penalty increases to -6, but the target does not need to roll Vigor.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d10

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d10, Notice d10, Occult d8, Persuasion d10, Shooting d10, Stealth d8

Pace: 6; **Parry:** 7; **Toughness:** 9 (2)

Edges: Alertness, Level Headed, Marksman, Trademark Weapon (Longbow)

Gear: Dagger (Str+d4), masterwork longbow (Range 15/30/60, Damage 2d6, AP 2), quiver of 20 arrows.

Special Abilities:

- **All-Around Vision:** Medusas can see in all directions. They ignore one point of Gang Up bonuses.
- **Armor +2:** Monstrous flesh.
- **Bite:** Str. The snake heads can bite.
- **Darkvision:** The medusa ignores penalties for Illumination up to 10'.
- **Gaze:** Stone (see page 163). A character who's been turned to stone can be restored with the *dispel* power at -2, but the mage only gets once chance. If failed, the magic that keeps the character alive stutters or fails and he's forever after a statue.
- **Poison (-2):** The snake heads' bite contains a Lethal poison.

MERMAID

Mermaids appear as beautiful, naked young women from the waist up with glistening fish tails for their lower torsos. Once underwater, their true form is revealed: hideous monsters with jagged teeth, blood-red fish eyes, and green scaly skin covered in slime.

Once sailors are in the water, the mermaids attempt to hold them there and drown the unfortunate souls.

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

Skills: Athletics d6, Fighting d6, Notice d6, Performance d10, Persuasion d10, Stealth d8, Taunt d8

Edges: Very Attractive

Pace: 1; **Parry:** 5; **Toughness:** 6

Special Abilities:

- **Aquatic:** Pace 6.
- **Bite/Claws:** Str+d4.
- **Siren Song:** When first heard, male characters of all sapient species must make Spirit rolls at -2. Those who fail dive into the sea and become completely complacent, believing they're cavorting with the beautiful sea nymphs. In truth, they're drowning. At the start of his turn, a victim makes a Vigor roll as a free action. Failure means he suffers a level of Fatigue that can lead to death. Each time he takes a level of Fatigue, however, he also gets a Spirit roll at -2 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, are simply attacked.



MIMIC

Mimics are creatures that take the form of hand-made objects such as treasure chests, large spellbooks, doors, or other furniture. When prey attempts to interact with them, they attack with savage teeth and prevent the victim from escaping with a thick, glue-like adhesive.

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

Skills: Athletics d6, Fighting d8, Notice d10

Pace: 2; **Parry:** 6; **Toughness:** 9 (2)

Edges: Quick

Special Abilities:

- **Adhesive:** A mimic exudes a thick, adhesive slime that affects any creatures or items that touch it. When it hits with a Fighting attack, it automatically grapples the victim. Likewise, when the mimic is hit by an opponent's physical attack, it automatically grapples the attacker. Opponents can't break free while the mimic is alive, except by using a strong alcohol or universal solvent.
- **Armor +2:** Stout body.
- **Bash:** Str+d6, AP 2.
- **Darkvision:** Mimics ignore penalties for Illumination up to 10".
- **Immunity:** Acid.
- **Mimic Object:** A typical mimic can assume the shape of an object roughly man-sized, such as a large chest, a statue, or a door. The creature can't substantially alter its Size.
- **Very Resilient:** A mimic can take two Wounds before being Incapacitated.

MINOTAUR

Minotaurs stand over seven feet tall and have massive, bull-like heads and horns. In many fantasy worlds, they are used as guardians of labyrinths. In others, they are simply another race of creatures occupying a fantastically savage land. In all cases, they are fierce beasts eager for battle and the taste of their opponents' flesh. See page 21 for common ancestral abilities not listed here.

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

Skills: Athletics d8, Common Knowledge d6, Fighting d10, Intimidation d12 Notice d10, Persuasion d4, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 12 (1)

Hindrances: Bloodthirsty, Mean, Thin Skinned (Major)

Edges: Berserk, Fleet-Footed

Gear: Great axe (Str+d10, AP 2, Parry -1).

Special Abilities:

- **Horns:** Str+d6.
- **Resilient:** Minotaurs can take one Wound before they're Incapacitated.
- **Size 3:** Minotaurs stand over 8' tall and have the mass of bulls.

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 d12, Vigor d8

Skills: Athletics d6, Fighting d6, Notice d6, Stealth d6

Edges: —

Pace: 5; **Parry:** 5; **Toughness:** 6

Special Abilities:

- **Bite:** Str+d4.
- **Camouflage:** Moss men gain +2 to Stealth rolls in forest and jungle because of their appearance.
- **Spores:** Once per encounter, a moss man can release a cloud of choking spores as an action. This fills a Medium Blast Template centered on themselves. Living creatures within the template must make a Vigor roll or be Shaken and Distracted. On a Critical Failure they're Stunned instead.

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 certain priests.

GUARDIAN MUMMY

These creatures are 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: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d6, Stealth d8

Hindrances: Slow (Major)

Edges: Arcane Resistance (Imp)

Pace: 4; **Parry:** 6;

Toughness: 10

Special Abilities:

- **Fear:** Anyone seeing a guardian mummy must make a Fear check.
- **Fist:** Str+d4.
- **Mummy Rot:** Anyone Shaken or Wounded by a mummy's touch must make a Vigor roll or suffer a level of Fatigue. This can't lead to death.
- **Shuffling Gait:** Guardian mummies roll a d4 running die.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.
- **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: Academics d8, Athletics d10, Common Knowledge d8, Fighting d10, Intimidation d10, Notice d8, Occult d8, Spellcasting d10, Stealth d6

Edges: Arcane Background (Magic), Arcane Resistance (Imp)



Pace: 4; **Parry:** 7; **Toughness:** 13 (3)

Gear: Ancient bronze armor (+3), long sword (Str+d8).

Spells: *Barrier* (wall of sand), *bolt* (swarm of flesh-eating scarabs), *deflection* (shield of swirling skulls), *environmental protection* (ward against fire), *fear* (unearthly cry), *light/darkness* (area of darkness), and *zombie* (ritual preparation). **Power Points:** 30.

Special Abilities:

- **Fist:** Str+d6.
- **Death Touch:** Every success and raise on a successful Touch attack causes a Wound.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.
- **Weakness (Fire):** Mummies take +4 damage from fire.

NAGA

Nagas are serpents with human heads. The profile here has no arms—just long fangs and constricting coils (see Serpentfolk on page 229 for snake-people).

Nagas in mythology were guardians of Buddhist temples, but in fantasy settings they may be created by other religions or even their own race.

NAGA WARRIOR

Naga soldiers are warriors who defend their sovereign to the death.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12, Vigor d10

Skills: Athletics d8, Common Knowledge d8, Fighting d8, Intimidate d8, Notice d10, Occult d6, Persuasion d6, Stealth d4

Edges: Quick, Strong Willed

Pace: 8; **Parry:** 6; **Toughness:** 10

Special Abilities:

- **Bite:** Str+d4.

- **Constrict:** +2 to Athletics and Strength rolls made to grapple.
- **Hypnotism:** The naga can use the *puppet* power with an opposed Spirit check as a limited action. She can use and maintain the power indefinitely but may only affect one target at a time.
- **Size 3:** A guardian naga is 15' long.

NAGA SORCERER

Some nagas are fearful and powerful spellcasters with a natural affinity for magic.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d8

Skills: Academics d6, Athletics d8, Common Knowledge d6, Fighting d6, Intimidate d10, Notice d10, Occult d10, Persuasion d10, Spellcasting d10, Stealth d4, Taunt d8

Edges: Arcane Background (Magic), Fey Blood, Quick, Strong Willed

Pace: 6; **Parry:** 5; **Toughness:** 5

Powers: Bolt, boost/lower trait, burrow, deflection, detect/conceal arcana, dispel, fear, invisibility, light/darkness, protection, shape change (human female only), sloth/speed, speak language. **Power Points:** 30

Special Abilities:

- **Bite:** Str+d4.
- **Constrict:** +2 to Athletics and Strength rolls made to grapple.
- **Hypnotism:** The naga can use the *puppet* power with an opposed Spirit check as a limited action. She can use and maintain the power indefinitely but may only affect one target at a time.
- **Size 3:** A naga is 15' long.

NOBLE

This entry covers both true nobles and their courtier lackeys, such as seneschals and chancellors.

COURTIER

Courtiers are more than just court servants—

they're advisors and often hold positions of importance. Unless the adventurers 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: Athletics d4, Common Knowledge d8, Fighting d4, Notice d8, Persuasion d8, Riding d6, Stealth d6, Taunt d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Various, but Arrogant, Greedy, or Suspicious are common.

Edges: Charismatic

Gear: Rapier (Str+d4, Parry +1), small knife (Str+d4).

JESTER

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: Athletics d8, Common Knowledge d8, Fighting d4, Notice d8, Persuasion d6, Stealth d8, Taunt d12

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: Various, but Curious is common.

Edges: Acrobat, Aristocrat, Humiliate, Provoke, Retort, Strong Willed, Work the Room

Gear: Light club (Str+d4), dagger ×3 (Str+d4).

NOBLE

Some nobles are decadent dandies content with living a life of luxury. Others are rich landowners, skilled in business matters. Still others are military commanders, or advisors. Most are wealthy, but some live in constant poverty



if their lands or titles aren't particularly lucrative but their responsibilities are large.

This profile is a good baseline. Customize with selective Edges and Hindrances to quickly create particular individuals.

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

Skills: Athletics d6, Battle d6, Common Knowledge d6, Fighting d6, Intimidation d8, Notice d6, Persuasion d6, Riding d8, Stealth d4

Pace: 6; **Parry:** 6; **Toughness:** 5

Hindrances: Various

Edges: Aristocrat, Command, Connections

Gear: Rapier (Str+d4, Parry +1) when in court. In war most are expected to command and fight.

OBSERVER

Few creatures are more feared than the observer. These bizarre monstrosities appear as a giant, hovering eyeball with dangling whiplike tendrils. Several glowing magical gemstones orbit around its body. Masterminds in their own right, observers are perpetually working on some nefarious scheme or another. They can speak and know many languages, despite not having any observable mouth.

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

Skills: Athletics d8, Common Knowledge d12, Fighting d8, Intimidation d10, Notice d12, Persuasion d4, Spellcasting d12+2, Stealth d8

Pace: 2; **Parry:** 7; **Toughness:** 10

Hindrances: Arrogant, Overconfident

Edges: Arcane Background (Magic), Arcane Resistance, Artificer, Calculating, Channeling, Concentration, Danger Sense, Elan, Rapid Recharge, Tough as Nails

Powers: *Blast, blind, bolt, confusion, drain Power Points, fear, growth/shrink, illusion, light/darkness, mind reading, sloth/speed, telekinesis.* **Power Points:** 30.

Special Abilities:

- **All-Around Vision:** Observers can see in all directions. They ignore one point of Gang Up bonuses.
- **Armor +1:** Thick skin.



- **Hover:** Pace 6.
- **Night Vision:** Ignore all penalties for Illumination.
- **Gemstones:** Observers are surrounded by 12 gemstones at all times. Each one is linked to a separate power and is activated with the Spellcasting skill. Observers may use up to four gemstones each turn. Destroying a gemstone (Hardness 16) removes the observer's ability to use that power until it is replaced.
- **Dispel:** An observer's eye negates magical effects within 12" as per the *dispel* power. This ability is permanent, is a limited action, and costs no Power Points to activate.
- **Size 3:** Observers are five feet in diameter and weigh 1,000 pounds.
- **Tentacles (2):** Observers can lash with their tentacles for Str+d6 damage.

OGRE

Ogres are kin to orcs and lesser giants, ugly humanoids with ratty black hair and gray skin. 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' champions. See page 23 for common ancestral abilities not listed here.

OGRE

Ogres are strong, but slow-witted, fighters.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d12

Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d4, Persuasion d4

Pace: 7; **Parry:** 6; **Toughness:** 12 (2)

Edges: Brute, Sweep

Gear: Leather hides (+2), massive club (Str+d8).

Special Abilities:

- **Resilient:** Ogres can take one Wound before they're Incapacitated.
- **Size 2:** Most ogres are over 8' tall with potbellies and massive arms and legs.

OGRE CHIEF

Only the most vicious ogres can rule over their clans.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+2, Vigor d12

Skills: Athletics d6, Common Knowledge d6, Fighting d10, Intimidation d10, Notice d4, Persuasion d4

Pace: 7; **Parry:** 6; **Toughness:** 12 (2)

Hindrances: Thin Skinned (Minor)

Edges: Brute, Menacing, Savagery, Sweep (Imp)

Gear: Leather hides (+2), toothed great sword (Str+d10, AP 2).

Special Abilities:

- **Hardy:** A second Shaken result in combat doesn't cause a Wound.
- **Resilient:** Ogres can take one Wound before they're Incapacitated.
- **Size 2:** Most ogres are over 8' tall with potbellies and massive arms and legs.

OGRE MAGE

Some rare intelligent ogres are smaller than their brethren, but are capable spellcasters.

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

Skills: Academics d6, Athletics d6, Common Knowledge d8, Fighting d6, Intimidation d6, Notice d6, Occult d6, Persuasion d6, Spellcasting d10

Pace: 7; **Parry:** 5; **Toughness:** 12 (3)

Edges: Arcane Background (Shaman), Blood Magic, Soul Drain

Powers: Arcane protection, barrier, blast, bolt, deflection, detect/conceal arcana, dispel, havoc, illusion, sloth/speed, summon ally.

Power Points: 20.

Gear: Bronze corselet (+3), halberd (Str+d8).

Special Abilities:

- **Resilient:** Ogres can take one Wound before they're Incapacitated.
- **Size 1:** Ogre magi are over 7' tall.

OOZE

These mobile, aggressive creatures are actually large carnivorous cell colonies. They come in many varieties and most often dwell in dark, moist places underground, but thrive in man-made structures like

catacombs where organic matter—living or dead—is in abundance.

SLIME

Slimes come in many colors, ranging from mustard yellow to pea green to midnight black. Their secretions are highly acidic.

They attack by enveloping their prey and digesting them alive. Some have learned to imitate watery pools, while others cling to the ceiling and plop down on unwitting victims.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d10, Vigor d8

Skills: Athletics d12, Fighting d6, Stealth d10

Pace: 2; **Parry:** 5; **Toughness:** 6



Special Abilities:

- Acid Form:** An attack by a slime on non-magical armor, or a non-magical weapon that hits a slime, causes acid damage. Weapons suffer a -1 damage penalty (max -3) and armor loses 1 point of Armor bonus until it reaches 0 and falls apart. Weapons and armor can be Repaired with an hour's work per point of damage or Armor bonus lost, a Repair roll, and appropriate tools (and a forge if working with iron).
- Acid Strike:** Str+d6, Reach 1, and see Acid Form above.
- Divide:** Slashing weapons, piercing weapons, and electricity attacks do no damage to a slime. When it would be Shaken or Wounded, the creature instead splits into two identical slimes. A slime can't split more than two times before it is Incapacitated.
- Envelop:** Slimes grapple their foes with elastic pseudopods that add +2 to their grappling attempts. Slimes don't "crush" but automatically cause 2d6 on their action to a Bound or Entangled foe.
- Ooze:** Ignores *invisibility* and all Illumination penalties; immune to poison, paralysis, *slumber*, *Stun*, *blind*, Intimidation, *Taunt*, *puppet*; doesn't sleep.
- Wall Walker:** Slimes can cling to vertical and inverted surfaces and move at their standard Pace.

GELATINOUS CUBE

The natural shape of these clear, almost invisible slimes is a cube roughly 4 yards on each side. When necessary, they can flex their bodies to fit into openings as small as 1 yard in diameter, though they always maintain the same volume (roughly 64 cubic yards). They consume any organic material in their path. Materials they can't digest, such as metal or stone, are eventually ejected, but often a gelatinous cube still contains the possessions—or bones—of past victims.

Attributes: Agility d4-2, Smarts d4 (A), Spirit d6, Strength d6, Vigor d12+1

Skills: Fighting d6, Notice d4, Stealth d12+2

Pace: 2; **Parry:** 5; **Toughness:** 12

Special Abilities:

- Bash:** Str+d6. A raise adds +2 acid damage.
- Engulf:** The cube can attempt to engulf opponents by taking no other actions in a turn but moving over other creatures. Those who don't Evade are Bound and paralyzed for d4+1 rounds. While Engulfed, the victim takes 2d6 acid damage at the start of their turn.
- Immunity:** Electricity.
- Ooze:** Ignores *invisibility* and all Illumination penalties; immune to poison, paralysis, *slumber*, *Stun*, *blind*, Intimidation, *Taunt*, *puppet*; doesn't sleep.
- Paralysis:** A gelatinous cube secretes an anesthetizing slime. Anyone Shaken or Wounded by its bash attack must make a Vigor roll (at -2 with a raise on the attack) or be paralyzed for d4+1 rounds.
- Resilient:** A gelatinous cube can take one Wound before being Incapacitated.
- Size 4 (Large):** These creatures are at least 10' per side and weigh several tons. They take can take one extra Wound.
- Transparent:** When motionless, gelatinous cubes are hard to see (+2 Stealth). Those who walk or fall into a cube are automatically engulfed.

ORC

Orcs are fierce, green-skinned humanoids with pig-like features, including tusks and sometimes even snouts. They have foul temperaments, and rarely take prisoners. See page 23 for common ancestral abilities not listed here.

ORC WARRIOR

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d6, Common Knowledge d4, Fighting d6, Intimidation d8, Notice d6, Persuasion d4, Shooting d6, Stealth d6, *Taunt* d6

Pace: 6; **Parry:** 5; **Toughness:** 8 (2)

Gear: Leather armor (+2), short sword (Str+d6).

Special Abilities:

- **Infravision:** Half penalty for poor light versus heat-producing targets
- **Size 1:** Orcs are slightly larger than humans.

ORC CHIEFTAIN

The leader of small orc clans is usually the most deadly brute of their clan.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Athletics d8, Common Knowledge d6, Fighting d10, Intimidation d10, Notice d6, Persuasion d6, Shooting d8, Stealth d6, Taunt d8

Pace: 6; **Parry:** 8; **Toughness:** 12 (4)

Edges: Command Presence, Fervor, Nerves of Steel, Sweep, Take the Hit

Gear: Plate chestplate (+4), chain arms and legs (+3), battle axe (Str+d10), a magical item or two.

**Special Abilities:**

- **Infravision:** Half penalty for poor light versus heat-producing targets.
- **Size 1:** Orcs are slightly larger than humans.

ORC SHAMAN

Orcs worship gods of destruction and slaughter. Their shamans personify this image, and while they are often the smallest members of a clan, they are usually the most cruel as well.

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 believing otherwise.

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

Skills: Athletics d6, Common Knowledge d8, Fighting d6, Intimidation d8, Notice d6, Persuasion d6, Shooting d6, Spellcasting d8, Stealth d8, Taunt d8

Pace: 6; **Parry:** 6; **Toughness:** 7 (2)

Hindrances: Arrogant

Edges: Arcane Background (Shaman), Primal Magic

Powers: Bolt, blast, blind, confusion, deflection, entangle, havoc, protection, smite. **Power Points:** 15.

Gear: Leather armor (+2), staff (Str+d4, Parry +1, Reach 1).

Special Abilities:

- **Infravision:** Orcs halve penalties for bad lighting when attacking living targets.

OWLBEAR

These ferocious hunters are monstrous bears with the faces and beaks of owls. They are fearsome and territorial predators who dominate their domain—or perish in the attempt!

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d10, Vigor d10

Skills: Athletics d6, Fighting d8, Notice d10, Stealth d6, Survival d6
Pace: 6; **Parry:** 6; **Toughness:** 10 (1)
Hindrances: Loyal
Edges: Alertness
Special Abilities:

- **Armor +1:** Thick hide.
- **Bite/Claws:** Str+d6, AP 2.
- **Grab:** An owlbear may immediately make a grappling attempt (at +2) as a free action if it gets a raise on its claw attack against a target of its Size or less.
- **Low Light Vision:** Owlbears ignore penalties for Dim and Dark Illumination.
- **Resilient:** Owlbears can take one Wound before they're Incapacitated.
- **Size 2:** Owlbears stand 8-10 feet tall, and weigh up to 1,500 lbs.

PEGASUS

Pegasi 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: Athletics d6, Fighting d6, Notice d6

Pace: 8; **Parry:** 5; **Toughness:** 8

Special Abilities:

- **Flight:** Pace 12.
- **Kick:** Str+d4.
- **Size 2:** Pegasi weigh around 800 pounds.

PERYTON

These mythical carnivores have the body of a large raptor and the head of a stag. They dwell in high aeries but seek out populated areas to feed.

Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8

Skills: Athletics d8, Fighting d8, Intimidation d4, Notice d10, Stealth d8, Survival d8

Pace: –; **Parry:** 6; **Toughness:** 7

Special Abilities:

- **Bite/Claws/Horns:** Str+d8.
- **Flight:** Pace 12.
- **Size 1:** Most perytons are slightly larger than a human.

- **Swoop:** Foes are at -2 on Free Attacks against a peryton withdrawing from melee when its movement incorporates an attack or test.

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.

A phoenix's tail feathers contain powerful magic (see page 156).

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

Skills: Athletics d10, Common Knowledge d8, Fighting d10, Notice d8, Occult d10, Persuasion d10, Spellcasting d10, Stealth d6, Survival d4

Pace: 6; **Parry:** 7; **Toughness:** 15

Edges: Arcane Background (Magic), Arcane Resistance, Dodge

Powers: *blast* (fire storm), *dispel*, *healing*, *relief*. **Power Points:** 20.

Special Abilities:

- **Bite/Claws:** Str+d8+d6 (fire), AP 2.
- **Environmental Weakness:** Cold.
- **Fiery Aura:** At the end of the phoenix's turn, all adjacent foes take 2d4 damage.
- **Flight:** Pace 12.
- **Immunity:** Fire.
- **Innate Powers:** Major *barrier* (wall of fire), major *detect arcana*.
- **Night Vision:** These creatures ignore all penalties for Illumination.
- **Self-Resurrection:** A slain phoenix remains dead for 1d4 rounds unless its body is completely destroyed by an effect such as *bolt* with the Disintegrate modifier. Otherwise, a fully healed phoenix emerges from the remains 1d4 rounds after death. A phoenix can self-resurrect once per year.

- **Size 9 (Huge):** They can take two extra Wounds.
- **Swat:** Ignores up to 4 points of Scale penalties when attacking creatures smaller than itself.

RAKASHAN

These feline humanoids come in many varieties, but all have sharp teeth and claws.

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

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Notice d8, Persuasion d4, Stealth d8, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 7 (2)

Hindrances: Bloodthirsty, Can't Swim

Edges: Frenzy

Gear: Short sword (Str+d6), leather armor (+2).

Special Abilities:

- **Ancestral Enemy:** Rakashans subtract 2 from Persuasion when dealing with gnolls (or a race of the GM's choosing).
- **Bite/Claws:** Str +d4.
- **Low Light Vision:** Rakashans ignore penalties for Dim and Dark Illumination.

RAKSHASA

Rakshasas are evil spirits who appear as humans with the head of an animal, most often great cats such as tigers or lions. They can disguise themselves as humans but their backwards hands (palms facing up) betray their true identity to the careful observer. Rakshasas are incredibly intelligent and love games of chance and strategy. They are well-versed in the magical arts.

Attributes: Agility d8, Smarts d12, Spirit d8, Strength d8, Vigor d8

Skills: Academics d10, Athletics d6, Common Knowledge d10, Fighting d8, Gambling d8, Intimidation d6, Notice d10, Occult d8, Performance d8, Persuasion d12, Research d10, Spellcasting d10, Stealth d10, Taunt d8

Pace: 6; **Parry:** 6; **Toughness:** 8 (2)

Edges: Arcane Background (Magic), Arcane Resistance, Calculating, Charismatic, Killer Instinct, Rapid Recharge

Powers: Bolt, dispel, illusion, invisibility, puppet, protection. **Power Points:** 20.

Gear: Enchanted dagger (Str+d4+1).

Special Abilities:

- **Armor +2:** Enchanted skin.
- **Claws:** Str+d4.
- **Night Vision:** Ignore all penalties for Illumination.
- **Environmental Weakness:** Piercing.
- **Innate Powers:** Major *disguise* (humanoid only, self only), minor *light*, major *mind reading* (Spellcasting), minor *sound*.

RANGER

Rangers patrol the wilderness, hunting down evil creatures, defending travelers, or protecting the wilds. Most have an animal companion—typically a wolf, bird of prey, or large cat.

RANGER

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

Skills: Athletics d8, Common Knowledge d8, Fighting d8, Healing d6, Intimidation d6, Notice d8, Persuasion d4, Riding d6, Shooting d8, Stealth d8, Survival d8

Pace: 6; **Parry:** 6; **Toughness:** 8 (2)

Hindrances: Various

Edges: Beast Master, Scout, Woodsman

Gear: Leather armor (+2), long sword (Str+d8), dagger (Str+d4), long bow (Range 15/30/60, Damage 2d6), 24 arrows.

VETERAN RANGER

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Athletics d8, Common Knowledge d10, Fighting d10, Healing d6, Intimidation d6, Notice d10, Persuasion d6, Riding d6, Shooting d10, Stealth d8, Survival d10

Pace: 6; **Parry:** 7; **Toughness:** 9 (2)

Hindrances: Various

Edges: Beast Master, Combat Reflexes, Scout, Steady Hands, Woodsman

Gear: Leather armor (+2), long sword (Str+d8), dagger (Str+d4), long bow (Range 15/30/60, Damage 2d6).

- **Low Light Vision:** Ratlings ignore penalties for Dim and Dark Illumination.
- **Size -1:** Ratlings are shorter than the average human.

RATLING

Ratlings are humanoid rats, hunched and bipedal with ratlike heads, chiseled teeth, and long claws. Ratling colonies are found in or beneath cities where they scavenge off the refuse dropped by those above.

COMMON RATLING

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d4, Fighting d6, Notice d6, Stealth d8, Survival d6, Taunt d4, Thievery d4

Hindrances: Greedy (Minor), Outsider (Major), Yellow

Edges: Scavenger

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

Gear: Dagger (Str+d4), light cloak.

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Immunity:** Ratlings are immune to poison and disease.
- **Low Light Vision:** Ratlings ignore penalties for Dim and Dark Illumination.
- **Size -1:** Ratlings are shorter than the average human.

RATLING ASSASSIN

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Notice d8, Stealth d10, Survival d8, Taunt d6, Thievery d8

Hindrances: Greedy (Minor), Outsider (Major)

Edges: Scavenger, Thief

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

Gear: Short sword (Str+d6), hand-drawn crossbow (Range 10/20/40, Damage 2d6), light cloak, giant snake venom.

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Immunity:** Ratlings are immune to poison and disease.

RATLING GUNNER

Larger ratling colonies might have ratling gunners, specialized fighters armed with dangerous arcane devices.

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

Skills: Athletics d6, Common Knowledge d4, Fighting d8, Intimidation d8, Notice d8, Stealth d8, Survival d6, Taunt d6

Hindrances: Greedy (Minor), Outsider (Major)

Edges: Combat Reflexes, Scavenger

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

Gear: Short sword (Str+d6), plate corselet (+4).

Special Abilities:

- **Arcane Gun:** These unique weapons are arcane devices created by a ratling wyrd (Repair d8). Miniguns use *bolt*, flame throwers use *burst*, and bazookas use *blast*. Each weapon typically has 12 Power Points.
- **Bite/Claws:** Str+d4.



- Immunity:** Ratlings are immune to poison and disease.
- Low Light Vision:** Ratlings ignore penalties for Dim and Dark Illumination.
- Size -1:** Ratlings are shorter than the average human.

RATLING WYRD

Wyrds are ratlings which tinker with the various scraps they collect, infusing them with crude magic to make magical devices.

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d8, Fighting d4, Notice d8, Occult d6, Repair d8+2, Stealth d6, Survival d6

Hindrances: Greedy (Minor), Outsider (Major)

Edges: Arcane Background (Tinkerer), Gadgeteer, Mr. Fix It, Scavenger

Pace: 6; **Parry:** 4; **Toughness:** 5 (1)

Gear: Dagger (Str+d4), heavy cloak (+1), several arcane devices (see below).

Powers: *Blind, bolt, blast, burst, confusion, damage field, darksight, detect arcana, entangle, environmental protection, farsight, fly, light/darkness, lock/unlock.* **Power Points:** 25.

Special Abilities:

- Bite/Claws:** Str+d4.
- Immunity:** Ratlings are immune to poison and disease.
- Low Light Vision:** Ratlings ignore penalties for Dim and Dark Illumination.
- Size -1:** Ratlings are shorter than the average human.

REDCAP

Redcaps are related to goblins but uglier and more ferocious. Their name comes from the woolen hats they wear, which are dyed in the blood of their victims.

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

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d10, Notice d6, Persuasion d6, Stealth d6, Taunt d8

Pace: 6; **Parry:** 6; **Toughness:** 7 (2)

Hindrances: Bloodthirsty

Edges: Berserk, Combat Reflexes, Sweep (Imp)

Gear: Leather armor (+2), great axe (Str+d10, -1 Parry, 2 hands).

Special Abilities:

- Fear:** Characters seeing a redcap must make a Fear check.
- Infravision:** Halve penalties for Illumination when attacking warm targets.
- Size -1:** Redcaps are hulking goblinoids

RHINOCEROS

The rhinoceros feeds on leafy plants, branches, and even thorny shrubs. Its thick hide is a mottled gray color, and it can run surprisingly fast for a beast of its size. These creatures inhabit warmer grasslands and usually travels in small herds, sometimes called a crash.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+1, Vigor d10

Skills: Athletics d6, Fighting d8, Notice d8

Pace: 7; **Parry:** 6; **Toughness:** 13 (2)

Special Abilities:

- Armor +2:** Thick hide.
- Horns:** Str+d6, AP 2.
- Size 4 (Large):** Rhinoceroses can take one extra Wound.
- Trample:** Str+d8.

ROC

These massive birds are large enough to pick up small ships and whales. The legendary 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 ballista, but even those weapons rarely penetrate the roc's thick, feathery skin.

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d12+8, Vigor d8

Skills: Athletics d8, Fighting d8, Intimidation d10, Notice d8

Edges: —

Pace: 8; **Parry:** 6; **Toughness:** 18 (4)

Special Abilities:

- **Armor +4:** Scaly skin.
- **Drop:** Rocs have incredible lift, allowing them to pick up objects and creatures up to Size 12. Each round a roc flies upward with grappled prey adds d6+1 to the falling damage when dropped, up to the usual 10d6+10 maximum.
- **Flight:** Pace 16.
- **Size 8 (Huge):** Rocs are huge creatures with wingspans over 120'.
- **Talons:** Str+d6; AP 4, Heavy Damage.

RUST MONSTER

These strange looking creatures get their name from their ability to corrode metal with but a touch. They have four legs, a hard shell, and two long antennae they use to detect metal—which they consume once it rusts enough to chew.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6

Skills: Athletics d8, Fighting d6, Notice d8, Survival d6

Pace: 6; **Parry:** 5; **Toughness:** 7 (2)

Edges: —

Special Abilities:

- **Armor +2:** Hard shell.
- **Bite:** Str+d4.
- **Detect Metal:** +2 to Notice and Survival (tracking) rolls to locate metal.
- **Low Light Vision:** Rust eaters ignore penalties for Dim and Dark Illumination.
- **Rusting Touch:** When a non-magical metal object, such as armor or weapons, makes contact with a rust eater, that object immediately starts to rust. Regular items are destroyed. Weapons decrease 1 die type, becoming useless below d4-3. Armor loses 1 point of Armor bonus until it reaches 0 and falls apart. If not destroyed, weapons and armor can be Repaired with an hour's work per die type or armor bonus lost, a Repair roll, and necessary resources and tools (including a forge).

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.

Like real tigers, these beasts often hunt in small prides and use pack tactics to corner or surprise their prey.

Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d12, Vigor d10

Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d6, Stealth d8

Edges: Frenzy (Imp)

Pace: 8; **Parry:** 6; **Toughness:** 8

Special Abilities:

- **Bite:** Str+d8, AP 2.
- **Claws:** Str+d6.
- **Pack Tactics:** Sabre-toothed tigers add any Gang Up bonus to its Fighting damage rolls.
- **Pounce:** If a sabre-toothed tiger makes a Wild Attack, it adds +4 to its damage instead of +2.
- **Size 1:** Sabre-toothed tigers weigh over 600 pounds.

SAHAUGIN

Terrors of the deep, the sahaugin are fish-like humanoids with fierce dispositions. They dwell in extensive coral cities and worship strange squid-like deities.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d10, Fighting d8, Notice d8, Stealth d10

Pace: 8 in water, 0 on land; **Parry:** 8; **Toughness:** 6

Gear: Coral spear (Str+d6, Parry +1).

Special Abilities:

- **Ampullae:** These creatures have been bred with highly-developed ampullae, electro-receptors that help them anticipate and avoid incoming blows. This gives them Parry +1.
- **Aquatic:** Pace 8.
- **Shark Control:** Each sea-devil can control up to four sharks within 50 yards.

SAILOR

Sailors crew the galleys or galleons found in most fantasy worlds. Use the same profile for a typical pirate. For settings that include airships, replace Boating with Piloting in the profiles below.

CAPTAIN

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

Skills: Athletics d8, Boating d8, Common Knowledge d6, Fighting d8, Gambling d6, Intimidation d6, Notice d8, Persuasion d6, Shooting d6, Stealth d4, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 7 (1)

Hindrances: Various

Edges: Command, Feint, Steady Hands

Gear: Rapier (Str+d4, Parry +1), dagger (Str+d4).

CREW MEMBER

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

Skills: Athletics d6, Boating d6, Common Knowledge d4, Fighting d6, Gambling d6, Intimidation d4, Notice d6, Persuasion d4, Shooting d4, Stealth d4, Survival d4

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Various

Edges: Steady Hands

Gear: Cutlass (Str+d6), dagger (Str+d4), flintlock pistol (Range 5/10/20, Damage 2d6+1).

SAURIAN

Saurians, or “lizardfolk,” come from a variety of climes, from deserts to jungles and fetid marshes. Some communities are primitive and violent while others are enlightened and refined. The profile below represents a warrior from a society on par with elves, dwarves, and humans.

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

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Notice d6, Persuasion d6, Stealth d6, Survival d6

Pace: 6; **Parry:** 6; **Toughness:** 8 (2)

Hindrances: Outsider (Minor)

Edges: Alertness, Free Runner

Gear: Medium shield (+1 Parry), long sword (Str+d8).

Special Abilities:

- **Armor +2:** Scaly skin.

- **Bite:** Str +d4.

- **Environmental Weakness (Cold):**

Though not truly cold-blooded, saurians are poorly suited for frigid conditions. They suffer a -4 penalty to resist cold environmental effects, and suffer +4 damage from cold-based attacks.

SCORPION FOLK

Scorpion folk have the upper bodies of humans and the lower bodies of scorpions. They prefer hot deserts or jungles 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: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d8, Shooting d10, Stealth d6

Edges: Fleet-Footed, Free Runner

Pace: 8; **Parry:** 6; **Toughness:** 8 (2)

Gear: Scimitar (Str+d8), bow (Range 12/24/48, Damage 2d6).

Special Abilities:

- **Armor +2:** Chitinous skin.

- **Stinger:** Str+d6, AP 2. Lethal Poison.

SEA SERPENT

Sea serpents are monstrous beasts, capable of crushing ships into kindling. Even ship-mounted artillery can do little to hurt these nightmarish horrors.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+11, Vigor d10

Skills: Athletics d8, Fighting d8, Intimidation d10, Notice d6

Edges: Quick

Pace: —; **Parry:** 6; **Toughness:** 22

Special Abilities:

- **Aquatic:** Pace 12.

- **Bite:** Str+d10, Reach 2 (long neck), Heavy Weapon.

- **Constrict:** Sea serpents have long, serpentine bodies that grant them +2

to Athletics and Strength rolls made to grapple. They may grapple creatures or objects of Size 0 through 10.

- **Size 14 (Gargantuan):** Sea serpents measure over 150' long.
- **Unstoppable:** Sea serpents take a maximum of one Wound per attack no matter how many Wounds would normally be caused (after Soak rolls are made).

SERPENTFOLK

Serpentfolk are humanoids with scaly flesh and the heads of snakes. They are cold-blooded so are most commonly found in steamy jungles or rocky deserts, but also underground near geothermal heat sources. Most are malicious and cruel, but in some fantasy settings they might be intellectual or even sacred.

SERPENTFOLK WARRIOR

Serpentfolk warriors are known for their skill in combat and their lack of mercy.

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

Skills: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d4, Shooting d8, Stealth d8, Survival d6

Pace: 10; **Parry:** 7; **Toughness:** 11 (5)

Hindrances: Bloodthirsty, Outsider (Major)

Edges: Frenzy

Gear: Medium shield (+1 Parry), long sword (Str+d8), bow (Range 12/24/48, Damage 2d6), scale mail shirt (+3).

Special Abilities:

- **Armor +2:** Scaly skin.
- **Bite:** Str +d4. Mild Poison.
- **Cold-Blooded:** Serpentfolk subtract 1 from Agility, Strength, and Vigor rolls after ten minutes in temperatures below 60° Fahrenheit (18° Celsius).
- **Environmental Weakness (Cold):** Serpentfolk are cold-blooded and suffer a -4 penalty to resist cold environmental effects, and suffer +4 damage from cold-based attacks.
- **Infravision:** Halve penalties for Illumination when attacking warm targets.

SERPENTFOLK MAGE

Serpentfolk believe in strength and ferocity as a way of life, but some pursue power through the arcane arts.

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

Skills: Academics d6, Athletics d6, Common Knowledge d6, Fighting d4, Intimidation d6, Notice d6, Occult d6, Persuasion d6, Spellcasting d8, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 8 (2)

Hindrances: Bloodthirsty, Outsider (Major)

Edges: Arcane Background (Magic)

Powers: Arcane protection, burst, confusion, deflection, elemental manipulation, fear, smite, summon ally. **Power Points:** 15.

Gear: Staff (Str+d4, Parry +1, Reach 1).

Special Abilities:

- **Armor +2:** Scaly skin.
- **Bite:** Str +d4. Mild Poison.
- **Cold-Blooded:** Serpentfolk subtract 1 from Agility, Strength, and Vigor rolls after ten minutes in temperatures below 60° Fahrenheit (18° Celsius).
- **Environmental Weakness (Cold):** Serpentfolk are cold-blooded and suffer



a -4 penalty to resist cold environmental effects, and suffer +4 damage from cold-based attacks.

- **Infravision:** Halve penalties for Illumination when attacking warm targets.

SERPENTFOLK SUZERAIN

Some serpentfolk are born with the body of a snake instead of legs. They are exalted as naturally superior members of their species and trained to be leaders and expert fighters.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d10

Skills: Athletics d8, Battle d6, Common Knowledge d8, Fighting d10, Intimidation d8, Notice d8, Persuasion d6, Stealth d10, Survival d6

Pace: 8; **Parry:** 9; **Toughness:** 12 (5)

Hindrances: Bloodthirsty, Outsider (Major)

Edges: Block, Command, Fleet-Footed, Free Runner, Frenzy, Quick

Gear: Medium shield (+1 Parry), long sword (Str+d8), bow (Range 12/24/48, Damage 2d6), scale mail shirt (+3).

Special Abilities:

- **Armor +2:** Scaly skin.
- **Bite:** Str +d4. Mild Poison.
- **Cold-Blooded:** Serpentfolk subtract 1 from Agility, Strength, and Vigor rolls after ten minutes in temperatures below 60° Fahrenheit (18° Celsius).
- **Environmental Weakness (Cold):** Serpentfolk are cold-blooded and suffer a -4 penalty to resist cold environmental effects, and suffer +4 damage from cold-based attacks.
- **Infravision:** Halve penalties for Illumination when attacking warm targets.

SHADOW

These incorporeal undead look like the sinister silhouette of a humanoid form. Shadows strike from darkness, consuming their prey's spirit as they slash with their umbral claws.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d8, Notice d8, Stealth d12+1

Pace: 6; **Parry:** 6; **Toughness:** 7

Special Abilities:

- **Claws:** A hit with this attack causes Energy Drain (Strength). A Vigor roll (at -2 with a raise on the attack) resists this effect.
- **Infection:** Those slain by a shadow's Energy Drain rise as a shadow 1 round later.
- **Fearless:** Shadows are immune to Fear and Intimidation.
- **Incorporeal:** Shadows can become invisible and immaterial at will and can only be harmed by magical weapons or attacks.
- **Invulnerability:** Shadows take no damage from non-magical attacks.
- **Light Dependent:** Shadows cannot manifest in bright areas where there are no deep shadows.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.

SHAMBLING MOUND

These lonesome swamp things scour the swamps and lowlands for prey, dripping slime and reeking of rotted plant matter. Anything that winds up in their loathsome forms is dissolved to feed their voracious appetite.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills: Athletics d6, Fighting d8, Notice d8, Stealth d10

Pace: 4; **Parry:** 6; **Toughness:** 12 (2)

Edges: Sweep

Special Abilities:

- **Aquatic:** Pace 4.
- **Armor +2:** Thick vines.
- **Bash:** Str+d6.
- **Constrict:** +2 to Athletics and Strength rolls made to grapple.
- **Electric Fortitude:** Electricity attacks against the shambler increase its Vigor

one die type for the duration of the encounter (max +4 die types).

- **Environmental Resistance:** Shamblers are oddly resistant to fire.
- **Immunity:** Electricity.
- **Night Vision:** Shambling mounds ignore all penalties for Illumination.
- **Plant:** Immune to paralysis, poison, *puppet*, *slumber*, Stun, doesn't sleep.
- **Size 3:** Shambling mounds can stand up to 9' tall and weigh up to 3,800 lbs.

SIREN BUSH

Siren bushes are carnivorous plants. When they detect living prey, they emit a hypnotic hum which lures the victim into their 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

Special Abilities:

- **Fearless:** Immune to Fear and Intimidation.
- **Roots:** Str. A tangle of sharp, thorny, roots extend from the stalk, automatically hitting everything in a Large Blast Template centered on the bush. Everyone within the template takes 2d4 damage at end of the bush's turn. Only armor on the subjects' feet (assuming they're standing) offers any protection.
- **Siren Song:** Siren bushes emit a low, hypnotic hum when a living creatures approaches within 12" (24 yards). All creatures in range must make a Spirit roll at -2. Those who fail are subject

to the creature's *puppet* power. 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.

SKELETON

The skin has already rotted from these risen dead, leaving them slightly quicker than their flesh-laden zombie counterparts. Skeletons exist in various shapes and sizes. Many are mindless, but some retain enough memories of their lives to use weapons and armor.

Skeletons are often found swarming in vile necromancers' legions, haunting ruins, or guarding objects and places according to some long forgotten imperative.

ANIMAL SKELETON

Sometimes necromancers or negative energy brings even natural beasts back to unlife.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6

Skills: Athletics d8, Fighting d6, Notice d6, Stealth d6

Pace: 8; **Parry:** 5; **Toughness:** 6

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Fearless:** Skeletons are immune to Fear and Intimidation.
- **Size -1:** These stats represent a dog-sized skeleton, but may be smaller or larger.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.



FLAMING SKELETON

These charred skeletons are engulfed in a perpetual magical blaze.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d6, Intimidation d6, Notice d4, Shooting d6

Pace: 7; **Parry:** 5; **Toughness:** 11 (4)

Gear: Longsword (Str+d8), plate corselet (+4), medium shield.

Special Abilities:

- **Bite/Claws:** Str+d4+2, may set target on fire.
- **Fearless:** Skeletons are immune to Fear and Intimidation.
- **Fiery Aura:** At the end of the flaming skeleton's turn, all adjacent beings take 2d6 damage and may catch fire.
- **Immunity (Fire):** Flaming skeletons take no damage from fire or fire-based attacks.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.

MOTLEY SKELETON

The magical force animating these skeletons allows them to re-form themselves after being smashed apart and freely swap bones.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d8

Skills: Athletics d6, Fighting d6, Intimidation d6, Notice d6

Pace: 7; **Parry:** 5; **Toughness:** 8

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Fearless:** Skeletons are immune to Fear and Intimidation.
- **Re-Assemble:** One round after being Incapacitated, motley skeletons reform into a new skeleton but with Toughness reduced by 2. This continues until the motley skeleton's Toughness would be 0, then it is destroyed forever. Motley skeletons can combine when reassembling to add their Toughness together, up to a maximum of 8.

- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison; ignore penalties for Illumination up to 10".

GIANT SKELETON

The creaking forms of undead hill giants terrify any heroic parties tasked with stopping them.

Increase the Size and other abilities for other types of giants returned to unlife.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d12+3, Vigor d6

Skills: Athletics d4, Fighting d10, Intimidation d6, Notice d4, Shooting d6

Pace: 6; **Parry:** 7; **Toughness:** 9

Skins or furs (+1), club (Str+d10), thrown boulder (Range 6/12/24, Damage 3d6).

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Fearless:** Skeletons are immune to Fear and Intimidation.
- **Reach (1):** Hill giant skeletons have an unnaturally long reach.
- **Size 3:** Hill giant skeletons are 12' tall.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.

SKELETAL CHAMPION

Locations seeped in negative energy and certain necromantic rites can occasionally raise the strongest of the skeleton warriors, a champion who once strode the world as a powerful warrior. Some skeletal champions might also remember powers from their life as a mage or priest (GM's call).

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d4, Shooting d8

Pace: 6; **Parry:** 9; **Toughness:** 12 (4)

Edges: Elan, Trademark Weapon (Longsword)

Gear: Masterwork longsword (Str+d8), plate corselet (+4), medium shield.

Special Abilities:

- **Claws:** Str+d4.
- **Fearless:** Skeletal Champions are immune to Fear and Intimidation.
- **Immunity:** Cold.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.

SPHINX

A sphinx has the body of a lion, the head of a human, 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: Academics d8, Athletics d8, Battle d8, Common Knowledge d12, Fighting d8, Intimidation d8, Notice d6, Occult d8, Persuasion d10, Science d6, Spellcasting d8, Stealth d8, Taunt d12

Edges: Arcane Background (Magic), Calculating, Strong Willed

Powers: Confusion, dispel, illusion, invisibility, puppet, protection. **Power Points:** 20.

Pace: 8; **Parry:** 6; **Toughness:** 7

Special Abilities:

- **Bite/Claws:** Str+d6.
- **Flight:** Pace 12.
- **Size 1:** Sphinxes are the size of lions.

SPIDER-FOLK

Spider-folk have humanoid bodies, but a spider's face and long arms which end in a sickle-like claw. Spinnerets at the base of their claws allow them to propel webbing and create complex web structures which they use to catch prey—usually birds or small animals, but the bigger the better. Spider-folk prefer enclosed, dark places like dense forests or cave systems where it is easier to funnel prey.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Athletics d8, Fighting d6, Notice d8, Shooting d6, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Edges: Alertness, Quick

Special Abilities:

- **Bite:** Str+d6. Mild Poison.
- **Blindsight:** Spider-folk ignore invisibility, illusion, and all Illumination penalties.
- **Hardy:** A second Shaken result in combat doesn't cause a Wound.
- **Wall Walker:** Spider-folk can cling to vertical and inverted surfaces and move at their standard Pace.
- **Webbing:** Spider-folk can cast webs the size of Small Blast Templates as an action. This is a Shooting roll with Range 2/4/8. A hit means the victim is Entangled, or Bound with a raise.

THIEF

Thieves earn a living stealing from others. In a city or town, thieves often assemble into secret or even public guilds, charging merchant's protection money to keep from being burgled. 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: Athletics d8, Common Knowledge d8, Fighting d6, Notice d8, Persuasion d6, Stealth d8, Taunt d6, Thievery d8

Pace: 6; **Parry:** 5; **Toughness:** 7 (2)

Hindrances: Greedy

Edges: Thief

Gear: Leather armor (+2), 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: Athletics d8, Common Knowledge d10, Fighting d6, Notice d10, Persuasion d8, Stealth d12, Taunt d8, Thievery d12

Pace: 6; **Parry:** 5; **Toughness:** 7 (2)

Hindrances: Greedy

Edges: Acrobat, Dodge, Level Headed, Thief

Gear: Leather armor (+2), short sword (Str+d6), throwing knives (Range 3/6/12, Damage Str+d4).

TOWN/CITY WATCH

The watch are charged with maintaining law and order within the settlement and defending it in time of attack.

WATCH

These are average town or city guardsmen, competent and brave but not suicidal.

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

Skills: Athletics d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d4, Shooting d6, Stealth d6

Pace: 6; **Parry:** 7; **Toughness:** 8 (3)

Hindrances: —

Edges: Soldier

Gear: Chain mail (+3), long sword (Str+d8), open helm (+4), medium shield (Parry +2), crossbow (Range 15/30/60, Damage 2d6, AP 2).

VETERAN WATCH

These fellows are better trained, equipped, and 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: Athletics d6, Common Knowledge d8, Fighting d8, Intimidation d8, Notice d8, Persuasion d6, Shooting d8, Stealth d6

Pace: 6; **Parry:** 8; **Toughness:** 10 (4)

Hindrances: Loyal

Edges: Combat Reflexes, Soldier

Gear: Corselet (+4), chain arms and legs (+3), helm (+4), long sword (Str+d8), dagger (Str+d4), medium shield (Parry +2), crossbows (Range 15/30/60, Damage 2d6, AP 2).

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: Athletics d8, Common Knowledge d8, Fighting d10, Intimidation d10, Notice d8, Persuasion d6, Riding d8, Shooting d8, Stealth d6

Pace: 6; **Parry:** 8; **Toughness:** 10 (4)

Hindrances: Loyal

Edges: Block, Combat Reflexes, Command

Gear: Corselet (+4), chain arms and legs (+3), helm (+4), long sword (Str+d8), dagger (Str+d4), medium shield (Parry +2).

TOWN/VILLAGE MILITIA

Militia are employed in smaller towns and large villages. Though they're tasked with defending the area in case of emergency, it isn't their primary job and they aren't particularly skilled in battle.

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

Skills: Athletics d4, Common Knowledge d4, Fighting d4, Intimidation d4, Notice d4, Persuasion d4, Shooting d4, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 7 (2)

Hindrances: Loyal

Edges: —



Gear: Leather (+2), short sword (Str+d6), dagger (Str+d4), slings (Range 4/8/12, Damage Str+d4).

TREE FOLK

Known as ents, treants, or walking trees, these creatures usually live passive lives in great forests. They rouse when something threatens their homes and are then unstoppable titans.

YOUNG TREE

Young tree folk are quick to attack any who threaten their grove, emerging rapidly from the woods to swarm about their foes. Druids often commune with these beings and command them in battle.

Attributes: Agility d6, Smarts d4 (A), Spirit d10, Strength d12, Vigor d10

Skills: Athletics d8, Fighting d8, Notice d8

Edges: Frenzy (Imp)

Hindrances: Driven (Major—protect the forest)

Pace: 4; **Parry:** 6; **Toughness:** 13 (2)

Special Abilities:

- **Armor +2:** Hard bark.
- **Branches:** Str+d6.
- **Size 4 (Large):** Young living trees stand around 15' tall.

GREAT TREE

Larger tree folk are ponderous titans, rousing only when something threatens large swaths of their forest homes.

Attributes: Agility d6, Smarts d4 (A), Spirit d10, Strength d12+4, Vigor d10

Skills: Athletics d8, Fighting d8, Notice d8

Edges: Sweep (Imp)

Hindrances: Cautious, Driven (Major—protect the forest), Hesitant

Pace: 4; **Parry:** 6; **Toughness:** 19 (3)

Special Abilities:

- **Armor +3:** Iron-like bark.
- **Branches:** Str+d6, Reach 3.
- **Size 9 (Huge):** Mature living trees stand over 50' tall.

TROGLODYTE

Belligerent, gray-skinned troglodytes lurk in packs. They are the bane of dwarven miners, lumberers, or other beings who must work near their lairs. They are excessively cruel, taunting survivors of their raids as they carry off their kin to be savaged and devoured.

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

Skills: Athletics d6, Fighting d6, Notice d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 7 (2)

Edges: Combat Reflexes, Formation Fighter

Gear: Heavy club (Str+d6), 2× Javelin (Range 3/6/12, Damage Str+d6).

Special Abilities:

- **Armor +2:** Scaly skin.
- **Bite/Claws:** Str+d4.
- **Infravision:** Halve penalties for Illumination when attacking warm targets.
- **Hardy:** A second Shaken result in combat doesn't cause a Wound.
- **Stench:** Characters adjacent to a troglodyte are overcome by their incredible stench and Distracted until the end of a turn in which they are no longer adjacent.

TROLL

Trolls in myths and legends were horrid, flesh-eating creatures who lived in deep woods, beneath bridges or in hidden mountain caves.

The ability to regenerate damage and a weakness to fire have been added to their lore in more modern times. Ignore that section of the profile for more mythic trolls.

COMMON TROLL

The common troll has grayish-green warty skin, a long downturned nose, and a mass of nasty black hair. It glares out of deep eye sockets and its mouth is full of pointy teeth.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d10



Skills: Athletics d6, Common Knowledge d8, Fighting d8, Intimidation d10, Notice d6, Stealth d4

Edges: Brute, Sweep (Imp)

Pace: 7; **Parry:** 6; **Toughness:** 9 (1)

Gear: Spiked club (Str+d8).

Special Abilities:

- **Armor +1:** Rubbery hide.
- **Bite/Claws:** Str+d4.
- **Fast Regeneration:** Trolls may attempt a natural healing roll every round, even if Incapacitated, unless their Wounds were caused by fire or flame or they're put to the torch afterward.
- **Resilient:** Trolls can take one Wound before they're Incapacitated.
- **Size 1:** Marsh trolls are smaller than regular trolls, being only 7' 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: Athletics d6, Common Knowledge d4, Fighting d8, Notice d6, Stealth d8

Edges: Brute, Sweep (Imp)

Pace: 7; **Parry:** 6; **Toughness:** 9 (1)

Gear: Spiked club (Str+d8).

Special Abilities:

- **Armor +1:** Rubbery hide.
- **Bite/Claws:** Str+d4.
- **Immunity:** Immune to poison and disease.
- **Disease (-2):** Anyone Shaken or Wounded by a marsh troll's bite or claws must make a Vigor roll at -2 or contract a Debilitating disease.
- **Infravision:** Halve penalties for Illumination when attacking warm targets.
- **Fast Regeneration:** Trolls may attempt a natural healing roll every round, even if Incapacitated, unless their Wounds were caused by fire or flame or they're put to the torch afterward.
- **Resilient:** Trolls can take one Wound before they're Incapacitated.
- **Size 1:** Marsh trolls are smaller than regular trolls, being only 7' tall.
- **Stench:** Any creature who moves adjacent to a marsh troll, or starts their turn next to one, must make a Vigor roll as a free action at the start of their turn or become Shaken with nausea.

SEA TROLL

Called sea trolls by some, skrags and manes by others, these flesh-eating fiends haunt rocky coves filled with pungent seaweed.

Sea trolls dress in 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: Athletics d8, Common Knowledge d8, Fighting d8, Notice d6, Stealth d6

Edges: Brute, Sweep (Imp)

Pace: 5; **Parry:** 7; **Toughness:** 7 (1)

Gear: Coral-tipped spear (Str+d6, Parry +1, Reach 1).

Special Abilities:

- **Aquatic:** Pace 10.

- **Armor +1:** Leathery hide.
- **Bite/Claws:** Str+d4.
- **Infravision:** Halve penalties for Illumination when attacking warm targets.
- **Fast Regeneration:** Trolls may attempt a natural healing roll every round, even if Incapacitated, unless their Wounds were caused by fire or flame or they're put to the torch afterward.
- **Resilient:** Trolls can take one Wound before they're Incapacitated.
- **Sea Suit:** +2 Stealth when hiding and covered in kelp or other detritus.

SAND TROLL

Sand trolls inhabit deserts and sometimes long stretches of beach. There they burrow below the surface, waiting for unwary prey to pass by.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d12+1, Vigor d10

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Notice d6, Stealth d8

Edges: Brute, Sweep (Imp)

Pace: 7; **Parry:** 6; **Toughness:** 11 (2)

Special Abilities:

- **Armor +2:** Thick hide.
- **Burrow:** Pace 4.
- **Bite/Claws:** Str+d4.
- **Infravision:** Halve penalties for Illumination when attacking warm targets.
- **Fast Regeneration:** Trolls may attempt a natural healing roll every round, even if Incapacitated, unless their Wounds were caused by fire or flame or they're put to the torch afterward.
- **Resilient:** Trolls can take one Wound before they're Incapacitated.
- **Size 2:** Sand trolls are over 8' tall.

UNICORN

Often seen as the embodiment of good and purity, unicorns are white horses with a horn growing from their foreheads. The horn is said to possess magical

properties, which makes them a target for unscrupulous hunters. A unicorn that loses its horn dies.

Attributes: Agility d8, Smarts d8 (A), Spirit d10, Strength d12+2, Vigor d10

Skills: Athletics d8, Common Knowledge d6, Fighting d6, Notice d8, Stealth d8

Edges: Champion, Fleet-Footed

Pace: 10; **Parry:** 5; **Toughness:** 9

Special Abilities:

- **Curse:** Any sentient being who slays a unicorn is cursed. His skin becomes permanently covered in boils and blisters that no magic can heal. He gains the Ugly (Major) Hindrance.
- **Horn:** Str+d8, AP 1.
- **Healing:** A unicorn can cast *healing* and *greater healing* by touching its horn to a target. It may do so once per week. A horn cut from a unicorn remains magical (see page 158).
- **Kick:** Str+d6.
- **Resilient:** Unicorns can take one Wound before they're Incapacitated.
- **Size 2:** Unicorns weigh between 600 and 800 pounds.



DARK UNICORN

Dark unicorns are the spiritual opposite of their virtuous kin, the manifestation of corruption and evil.

Attributes: Agility d8, Smarts d8 (A), Spirit d10, Strength d12+2, Vigor d10

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d8+2, Notice d8, Stealth d6

Edges: Fleet-Footed, Menacing

Pace: 10; **Parry:** 6; **Toughness:** 9

Special Abilities:

- **Curse:** Any sentient being who slays a dark unicorn is cursed. He is haunted by nightmares and imagines everything is a threat. He gains the Yellow Hindrance.
- **Horn:** Str+d8, AP 1.
- **Kick:** Str+d6.
- **Reanimate:** A dark unicorn can cast *zombie* by touching its horn to a deceased target. It may do so once per week. A horn cut from a dark unicorn remains magical.
- **Size 2:** Dark unicorns weigh between 600 and 800 pounds.

WAR TREE

War trees are great trees animated by a dryad or by 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: Athletics d8, Fighting d8, Notice d6

Edges: Sweep (Imp)

Pace: 6; **Parry:** 6; **Toughness:** 19 (4)

Special Abilities:

- **Armor +4:** Thick bark.
- **Branch Swipe:** Str+d6, Reach 1.
- **Fearless:** Immune to Fear and Intimidation.
- **Size 8 (Huge):** An average war tree is over 40' tall.
- **Stomp:** Str+d10. Ignores Scale modifiers.
- **Weakness (Fire):** Fire attacks cause +4 damage.

WHALE

This profile covers most large whales, such as humpbacks and sperm whales. For killer whales, use the shark profile from *Savage Worlds*.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12+6, Vigor d8

Skills: Athletics d8, Fighting d4, Notice d8, Stealth d6

Edges: —

Pace: —; **Parry:** 6; **Toughness:** 14

Special Abilities:

- **Aquatic:** Pace 8".
- **Bite/Bash:** Str+d6.
- **Blindsight:** Whales ignore *invisibility*, *illusion*, and all Illumination penalties.
- **Size 8 (Huge):** Whales are as big as ships and weigh around 30 tons.
- **Swallow Whole:** Anyone hit by a bite attack must make an Evasion roll or be Swallowed Whole. As long as he remains inside, the victim suffers one Wound at the end of his turn from the crushing gullet and acidic bile. Shaking, Wounding, or otherwise provoking the whale may result in opportunities to escape with an Athletics roll.

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: Athletics d8, Common Knowledge d8, Fighting d8, Intimidation d10, Notice d6, Stealth d10

Edges: Quick

Pace: 6; **Parry:** 6; **Toughness:** 13 (5)

Gear: Ancient bronze breastplate (+3), bronze long sword (Str+d8).

Special Abilities:

- **Armor +2:** Leathery skin.
- **Claws:** Str+d4.
- **Energy Drain:** Anyone Shaken or Wounded by a wight's claws, suffers Energy Drain (Vigor). A Vigor roll (at

- 2 with a raise on the attack) resists this effect.
- Fear (-1):** Anyone who sees a wight must make a Fear check at -1.
 - Fearless:** Wights are immune to Fear and Intimidation.
 - Infection:** Anyone killed by a wight's touch rises as a wight the following night unless given a proper burial or the body is destroyed.
 - Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.

WILL-O-THE-WISP

Also known as marsh phantoms and ghost lanterns, wisps are malicious spirits that look like glowing balls of light. They captivate victims with their lights, leading 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 d4–3, Vigor d6

Skills: Athletics d8, Notice d10, Persuasion d8

Pace: 8; **Parry:** 2; **Toughness:** 3

Special Abilities:

- Charm:** Wisps can cast the *puppet* power as a limited action using their Spirit. If the victim ever loses sight of the wisp, the charm is broken. They may never charm more than one individual at a time.
- Size -3 (Very Small):** Wisps are 1' in diameter.

WOLF

The profiles below cover monstrous wolves in fantasy settings. For ordinary wolves, use the dog/wolf profile in *Savage Worlds*.

DIRE WOLF

Dire wolves are large and feral wolves often used by orcs or similar beings 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: Athletics d8, Fighting d8, Intimidation d8, Notice d6, Stealth d8,

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

Edges:

Alertness

Special Abilities:

- Bite:** Str+d6.
- Fleet-Footed:** d10 running die.
- Pack Tactics:** Wolves add any Gang Up bonus to their Fighting damage rolls.

FROST WOLF

Frost wolves haunt arctic climes, roaming the tundra in ravenous 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: Athletics d6, Fighting d6, Notice d10, Stealth d10, Survival d8

Edges:

Alertness

Pace: 8; **Parry:** 5; **Toughness:** 7

Special Abilities:

- Fleet-Footed:** d10 running die.
- Bite:** Str+d6. Anyone Shaken or Wounded by a frost wolf's icy bite must make a Vigor roll or be Stunned.
- Immunity (Cold):** Frost wolves take no damage from cold or cold-based effects.
- Pack Tactics:** Wolves add any Gang Up bonus to their Fighting damage rolls.
- Size 1:** Frost wolves stand 5' tall and 7' long.

WORG

These semi-intelligent, evil wolves are larger than their lupine cousins. Goblins and other evil humanoids sometimes train worgs as guards or mounts.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d6

Skills: Athletics d8, Common Knowledge d4, Fighting d8, Notice d8, Persuasion d4, Stealth d6, Survival d6

Pace: 8; **Parry:** 6; **Toughness:** 6 (1)

Edges:

Alertness

Special Abilities:

- Armor +1:** Thick fur.

- **Bite/Claws:** Str+d4.
- **Fleet-Footed:** d10 running die.
- **Low Light Vision:** Ignore penalties for Dim and Dark Illumination.
- **Pack Tactics:** Worgs add any Gang Up bonus to their Fighting damage rolls.
- **Resilient:** Worgs can take one Wound before they're Incapacitated.

WOLVERINE

This muscular omnivore resembles a bear cub but smells more like a skunk. Known for its ferocity, a wolverine is often a solitary animal, though a male may have a few females in his territory. Wolverines have thick, oily fur, and sharp crampon-like claws, perfect for climbing.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d6

Skills: Athletics d8, Fighting d6, Notice d6, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 5 (1)

Edges: Alertness

Special Abilities:

- **Armor +1:** Thick hide.
- **Bite/Claws:** Str+d4.
- **Hardy:** A wolverine doesn't suffer a Wound from being Shaken twice.
- **Low Light Vision:** Wolverines ignore penalties for Dim and Dark Illumination.
- **Rage:** Wolverines go into a rage when attacked (per the Berserk Edge). The creature can't end its rage voluntarily.
- **Size -1:** Wolverines are small creatures.

WRAITH

Wraiths are undead creatures born of evil and darkness. They hate light and living things, as they have lost much of their connection to their

former lives. The vile creatures appear as little more than dark shapes with two flickering pinpoints of light where their eyes should be.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d10

Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d8, Persuasion d6, Stealth d6

Pace: —; **Parry:** 6; **Toughness:** 7

Special Abilities:

- **Claws:** Str+d4.
- **Darkvision:** Wraiths ignore penalties for Illumination up to 10".
- **Energy Drain:** Anyone hit by a wraith's claws suffers Energy Drain (Vigor). A Vigor roll (at -2 with a raise on the attack) resists this effect.
- **Ethereal:** Wraiths can become invisible and immaterial at will and can only be harmed by magical attacks.
- **Flight:** Pace 10.
- **Infection:** Anyone slain by these undead raises as a wraith one round later.
- **Weakness (Daylight):** A wraith caught in sunlight cannot attack and is Vulnerable.



WYVERN

Wyverns are territorial, aggressive, and impatient creatures with long necks and razor-sharp talons and fangs. They are nocturnal hunters who devour any warm thing they come across, but have a taste for herd animals such as cattle and sheep.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d12+2, Vigor d10

Skills: Athletics d6, Fighting d8, Intimidation d8, Notice d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 12 (2)

Edges: Frenzy (Imp), Quick

Special Abilities:

- **Armor +2:** Thick scales.
- **Bite/Sting:** Str+d6, Reach 1. Paralyzing Poison -2 (stinger only).
- **Flight:** Pace 12.
- **Infravision:** Halve penalties for illumination when attacking warm targets.
- **Size 5:** Wyverns are 20' long from head to tail.

YETI

Races of large, white-furred humanoids are said to lurk in the high mountains. Stories tell of yetis helping those who meet with misfortune in their domain, or appearing in great numbers to pelt more aggressive intruders with stones from high above.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Athletics d10, Fighting d8, Intimidation d8, Notice d8, Stealth d6

Pace: 7; **Parry:** 6; **Toughness:** 10 (2)

Edges: Berserk, Fast Healer

Gear: Heavy club (Str+d8), ice or stone balls (Range 6/12/24, Damage Str+d4).

Special Abilities:

- **Armor +2:** Thick fur.
- **Bite/Claws:** Str+d6, AP 2.
- **Darkvision:** Yeti ignore penalties for Illumination up to 10".
- **Environmental Weakness:** Fire.
- **Gaze:** Stun (see page 163).
- **Immunity:** Cold.
- **Resilient:** Yetis can take one Wound before they're Incapacitated.
- **Size 2:** A Yeti stands around 9' tall and weigh almost 1,100 lbs.

ZOMBIE

These walking dead are typical groaning fiends looking for fresh meat. All have the Undead ability and Weakness (Head):

- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; ignores 1 point of Wound penalties; doesn't breathe; immune to disease and poison.
- **Weakness (Head):** Called Shots to a zombie's head do the usual +4 damage.

ANIMAL ZOMBIE

Grotesque flesh crawls upon the remains of these unfortunate creatures.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6

Skills: Athletics d8, Fighting d6, Notice d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Edges: —

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Fearless:** Zombies are immune to Fear and Intimidation.

DRAUGR

Draugr are the restless spirits of dead kings who jealously guard their old tombs. They retain a tiny spark of their former intellect. Some may have an Arcane Background.

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

Skills: Athletics d6, Common Knowledge d4, Fighting d8, Notice d6+2, Persuasion d4, Stealth d6, Shooting d6

Pace: 4; **Parry:** 7; **Toughness:** 10 (3)

Edges: Alertness, Block, Sweep

Gear: Longsword (Str+d8), chain mail (+3), heavy helm (+4, head only).

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Fearless:** Zombies are immune to Fear and Intimidation.

GIANT ZOMBIE

The animated remains of freshly-dead hill giants are powerful weapons in the hands of necromancers and other evil wizards.

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

Skills: Athletics d6, Fighting d8, Notice d6, Stealth d4

Pace: 6; **Parry:** 6; **Toughness:** 9

Edges: Sweep

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Reach (1):** Hill giant zombies have an unnaturally long reach.



APPENDIX A

WORLD

BUILDING

There are many flavors of fantasy, from the stark stories of Conan the Barbarian® to the mythic Tolkien tales to worlds focused on political maneuvering and war like *Game of Thrones*®.

The Savage Worlds Fantasy Companion allows you to model all these different tropes by selecting which races, Hindrances, and Edges are available, modifying the skill list, and especially using Setting Rules from this book or *Savage Worlds*.

We break down many of these sub-genres on the following pages to give you some ideas to think about when creating or modeling your new game world, and those Setting Rules that seem to fit. Note that these are just suggestions, of course. Your high fantasy world might still use Gritty Damage, for example, or Heroes Never Die in your Sword & Sorcery campaign. Use the Setting Rules listed with each as part of a conversation, then make your *own* list that fits your particular vision.

TRADITIONAL

The most popular style of fantasy gaming has its origin in the works of J.R.R. Tolkien's *Lord of the Rings*. Those books heavily influenced the "father" of roleplaying games, *Dungeons & Dragons*, which inspired other games, fiction, and thousands of video games.

Traditional fantasy gets most of its flavor and background from high fantasy, but the action typically focuses on more mundane quests, at least at first.

Adventures frequently deal with regional-level threats and are tied to rewards. In search of fortune the heroes chase down bandits, seek out missing persons, explore ancient catacombs, escort caravans through dangerous forests, foil the plans of upstart necromancers, and the like. Magic is easy to use and often quite prevalent, even to the point of being sold in markets or shops.

The world around them is often sprawling and dangerous, with many different races intermingling—or at least living in close proximity. Monsters of all kinds are an ever-present threat, from the sewers beneath the city to ancient catacombs hidden in the hills.

Players whose primary exposure to fantasy comes from tabletop roleplaying games probably have a great deal of experience with the tropes of this type of fantasy.

As the characters mature and become more powerful, they tend to be drawn into adventures with much higher stakes, such as defeating powerful wizards, demons, or warlords, defending the kingdom from an invading army of the dead, or slaying a vengeful dragon threatening the land.

■ **SETTING RULES:** Betrayal, Born a Hero, Conviction, Creative Combat, Downtime, Dumb Luck, Fast Healing, Heroes Never Die, High Adventure, Wound Cap, Villainous Conviction.

■ **EXAMPLES:** J. R. R. Tolkien's *The Hobbit*, Dennis McKiernan's *Iron Tower* trilogy, R. A. Salvatore's *Legend of Drizzt* series, *Dungeons & Dragons®*, *The Lord of the Rings* trilogy, *Record of Lodoss War*, *Willow*.

STRANGERS IN STRANGE LANDS

Classic fantasy stories take place in imaginary worlds full of monstrous creatures, epic battles, and perilous journeys. But what happens when someone from our world is pulled into this strange new land? The unwitting tourist must adapt to her new reality to survive, and perhaps find a way back home!

These tales often borrow from other subgenres, such as Dark, High, or Traditional fantasy. The luckless Earther (or Earthers) is thrust into an ongoing struggle



between different forces. At first she tries to remain neutral—this isn't *her* fight, after all!—but is either forced to get involved in order to secure a way home, or becomes attached to the various colorful characters she has befriended and knows she must act or they'll all be destroyed.

To use this type of fantasy as a setting, have the players create characters from Earth or whichever home world you prefer (maybe even one of our other settings such as *Deadlands* or *East Texas University*!). Their first adventure most likely involves their delivery to the fantasy world and introduction to its ways. Clever players can learn to adapt to the existence of magic and the strange need for violence. They might even take advantage of modern knowledge to invent tools that don't already exist in their new world.

■ **SETTING RULES:** Born a Hero, Conviction, Creative Combat, Dumb Luck, Gritty Damage, Hard Choices, High Adventure, More Skill Points, Villainous Conviction.

■ **EXAMPLES:** J. K. Rowling's *Harry Potter* series (the academy is its own “world”), A. M. Dellamonica's *Child of a Hidden Sea*, Diana Gabaldon's *Outlander* series, C. S. Lewis' *Chronicles of Narnia*, Tim Powers' *The Anubis Gates*, Roger Zelazny's *Chronicles of Amber* series, Michael Ende's *The Neverending Story*, Stephen Donaldson's *Chronicles of Thomas Covenant* series, *Labyrinth*, the *Dungeons & Dragons* cartoon.

DARK FANTASY

This type of fantasy genre intentionally blends in elements of horror, pitting humanity against creatures of the night, madness and human frailty, or perhaps even horrors from beyond time and space. These worlds often have a Gothic feel and may include technological and political advancements more in line with the Renaissance than the typical medieval feudalism of fantasy fiction.

The characters are typically reluctant heroes, thrown together by desperate need



or the fate of a loved one. Their foes are tragic figures themselves, perhaps destroying the world to avenge some terrible wrong; or otherworldly beings attempting to change the landscape in some fundamental and deadly way.

Magic might exist but it is usually evil or at least risky, used only by dark witches or cultists. Divine power is often portrayed as the only reliable supernatural tool available to the heroes but is largely subtle and reliant on the user's faith.

Those who fight back against the night face spiritual as well as physical peril as they battle horrors lurking in primeval forests, haunted manor houses, and graveyards full of groaning undead.

■ COMMON SETTING RULES: Conviction, Dynamic Backlash, Gritty Damage, Hard Choices, High Adventure, Villainous Conviction.

■ EXAMPLES: Mark Lawrence's *Broken Empire* series, Steven Erikson's *Malazan Book of the Fallen* series, Glen Cook's *Black Company* series, Michael Moorcock's *Elric* saga, the *Dungeons & Dragons® Ravenloft* series, Warhammer (before the *Age of Sigmar*), *The Witcher*, *Legend*, *The Dark Crystal*.

HIGH FANTASY

Stories in the high fantasy genre focus on heroic journeys, sweeping plots, and monumental battles between good and evil. Everything is larger than life: towering white citadels, pure-hearted kings and queens, colossal chambers deep beneath the earth, wizards who have been alive for a thousand years, armies so vast they make the ground shake as they march.

The Lord of the Rings is the most prominent example of high fantasy, so much so it transcends this category and defines what we now consider traditional fantasy as well. But those parts of Tolkien's world that emphasize great empires of elf, dwarf, and man, their incredible cities, ancient histories, and epic struggles are classic examples of the fantastic.

Heroes in these stories come from all over, from valiant knights to scholarly mages to swift-footed rangers. One common trope is the unwitting hero of humble origins—a pig farmer, a blacksmith's apprentice, a street urchin, and so on—whose destiny is to thwart the apocalyptic plans of an evil overlord.

LOW FANTASY

Adventures might focus on toppling a rogue god, defeating a powerful demon or devil, or finding / destroying some legendary artifact that threatens the world or must be used against an incredibly powerful villain. Magic is real and very powerful, even if it remains out of reach of the masses. Themes typically deal with absolute good and evil with a strong underlying moral message about the importance of responsibility and avoiding temptation.

- **SETTING RULES:** Born a Hero, Conviction, Creative Combat, Downtime, Dumb Luck, Fanatics, Fast Healing, Giant Foes, Heroes Never Die, High Adventure, Multiple Languages, No Power Points, Unarmored Hero, Wound Cap, Villainous Conviction
- **EXAMPLES:** J.R.R. Tolkien's *Lord of the Rings* trilogy, Terry Brooks' *Shannara* series, Robert Jordan's *Wheel of Time* series, Lloyd Alexander's *Chronicles of Prydain*, Ursula K. Le Guin's *Earthsea* trilogy, Dennis McKiernan's *Iron Tower* trilogy, *Dragonslayer*, *Willow*.

These types of fantasy stories are generally much more grounded than others. They revolve around the actions of very mortal individuals, deal with moral ambiguity, and rarely offer clean solutions. Often the line separating the heroes from the villains is gray at best.

The action takes place on a small, almost personal level involving the heroes' daily struggles. Sometimes there might be an overarching threat, such as a growing threat of war or a devastating plague, but the player characters don't have any political clout and are not in a position to make far-reaching changes. They can only influence what is happening on their level, and any greater benefit that might ripple outward from their actions is a rare achievement or happy accident.

Magic in these kinds of stories—if it exists at all—is dangerous, scarce, or difficult for the heroes, who are rarely worldly, or ambitious. In fact, they are often thieves or low-lifes forced to make hard choices for



survival, even as they hold contempt for the forces that keep them there.

- **SETTING RULES:** Conviction, Downtime, Dynamic Backlash, Gritty Damage, Hard Choices, Skill Specialization.
- **EXAMPLES:** Fritz Leiber's *Lankhmar* books, George R. R. Martin's *A Song of Ice & Fire* series, *The First Law* trilogy and other works of Joe Abercrombie, the *Thieves World* series edited by Robert Asprin.

HISTORICAL FANTASY

Sometimes called “alternate history,” historical fantasy occurs right here on our own familiar planet Earth—or, at least, some version of it. Dates, locations, and famous persons remain (at least thematically) untouched, but these stories introduce elements of the fantastic in the gaps, extrapolating what might have *actually* happened behind the scenes. What really led this general to abruptly call off a siege? How did this scholar stumble upon a surprising invention? What really happened to the members of a lost expedition?

Historical fantasy can take place in any time or place. Two of the most common are “sword & sandal” epics set in a mythical version of ancient Greece or Egypt, or Arthurian romances that portray a version of Northern Europe where magic exists beside knights of the realm.

But historical fantasy can also take place in pre-technological societies during the Ice Age, a spirit-haunted Middle East during the Islamic Golden Age, pre-Contact Mesoamerica, Imperial China during the Qin dynasty, the Caribbean during the Age of Sail, and so on.

- **SETTING RULES:** Betrayal, Born a Hero, Conviction, Downtime, Hard Choices, High Adventure, Villainous Conviction.
- **EXAMPLES:** *One Thousand and One Nights*, Marion Zimmer Bradley's *The Mists of Avalon*, Tim Powers' *The Drawing of the Dark*, S. A. Chakraborty's



The City of Brass, Homer's *The Odyssey*, T. H. White's *The Once and Future King*, *300*, *Clash of the Titans*, *The Assassin's Creed* series of video games.

NAUTICAL FANTASY

As the name might imply, nautical fantasy stories take place in and around the sea. The setting might be a fantastic version of our own world, or it might be a fully-realized fantasy world with its own geography populated with strange beings. It might involve huge ships-of-the-line hunting sea monsters, Vikings who crew enchanted galleys, Polynesian crab-sailed outriggers crossing a monster-infested archipelago, or even orcish pirates attacking a clockwork sloop operated by gnomes.

Whatever the case the action is oriented around water, with plots that typically involve buried treasure, piracy, trade, exploration, or mysteries of the deep. Characters are most likely familiar with sailing, raised in fishing communities



or having experience in a naval fleet—or they might be swashbuckling pirates themselves, haunting the shipping lanes in their quest for riches.

This wouldn't be "fantasy," though, without an element of the arcane or supernatural. Monsters are common, especially those who lurk beneath the waves, but so are ghosts, dark magic, and even more extraordinary things. In some settings, no ship would be complete without its own wizard. In others, magic might be something only whispered about, the province of rumor and terror.

■ **SETTING RULES:** Borrow from other fantasy types, or consider Born a Hero, Conviction, Creative Combat, Downtime, Dumb Luck, Fanatics, Fast Healing, High Adventure, Multiple Languages, Villainous Conviction, Wound Cap.

■ **EXAMPLES:** Pinnacle's own *50 Fathoms*, Tim Powers' *On Stranger Tides*, C. S. Lewis' *The Voyage of the Dawn Treader*, Homer's *Odyssey*, Naomi Novik's *His Majesty's Dragon*, Dan Simmons' *The Terror*, *Pirates of the Caribbean*, *The 7th Voyage of Sinbad*, *Jason and the Argonauts*.

SUPERHEROIC

This type of fantasy features characters who are practically gods, capable of feats which far exceed what is normal in their world. Whether this is because of training, special equipment, favors by powerful beings, divine origin, or just the fickle hand of fate, the heroes' abilities make them the natural target of other powerful beings and usually the only thing that can stop earth-shaking threats.

That said, the heroes aren't *always* so powerful. One common trope in these stories is that of humble origins, a hero who begins as an ordinary person who knows little of their true potential. The journey to greatness isn't usually a long one—the lowly hero gets a taste of power early in the story then advances rapidly as evil deeds force a furious response.

These stories can take many forms. They might be set in the Bronze Age, a fantasy world going through its own Industrial Era, or something in between. "Wuxia" films set in a fantastic version of Imperial China certainly meet the criteria, depicting godlike warriors who are capable of leaping great distances and battling dozens of enemies at once.

- **SETTING RULES:** Betrayal, Born a Hero, Conviction, Creative Combat, Dumb Luck, Dynamic Backlash, Fanatics, Fast Healing, High Adventure, Unarmored Hero, Villainous Conviction.
- **EXAMPLES:** Brandon Sanderson's *Mistborn* series, Stephen Brust's *Taltos* series, Jin Yong's *Legends of the Condor Heroes* series, Tsui Hark's *Detective Dee* movies, *House of Flying Daggers*, *300*, *Gods of Egypt*, *Prince of Persia*.

SWORD & SORCERY

Born from the old pulp fantasy tales in publications like *Weird Tales*, this type of fantasy usually takes place on savage worlds (if you'll pardon the expression) where humanity is generally scattered and disorganized, nature and its denizens are a constant threat, and life is harsh.

Into these lands stride warriors whose motivations aren't always altruistic, even if they work toward justice. Tales are dark and brooding, highlighted by moments of mortal danger, bloody gore, and extreme hardship.

These are often Bronze Age worlds with very little magic or technology. What sorcery might exist is usually unpredictable, weak, or even corrosive to the body and mind. This reflects an almost Darwinistic attitude toward physical prowess and a general distrust of intellectuals, both of which are common themes of this genre.

If advanced technology exists it is often as alien as magic and very few know how to use it. In some cases this technology was left behind by an extinct civilization—perhaps even our own!

The heroes are often pitted against great sorcerers or conquerors, and must carve their way through legions of bloodthirsty foes to get there. Magic items are extraordinarily rare and hold a great deal of power—though that power usually has a cost.

- **COMMON SETTING RULES:** Born a Hero, Conviction, Creative Combat, Dumb Luck, Dynamic Backlash, Fanatics,

Hard Choices, High Adventure, Skill Specialization, Unarmored Hero

- **EXAMPLES:** Robert E. Howard's *Conan the Barbarian* and *Solomon Kane* series, Karl Edward Wagner's *Kane* series, John Norman's *Gor* series, the *Dungeons & Dragons® Dark Sun* series, *Fire & Ice*, *The Beastmaster*, *Thundarr the Barbarian*.

TECHNO-FANTASY

As its name implies, techno-fantasy blends elements of magic and technology into a unique mixture that has one foot in fantasy and one foot in science fiction. These two genres might be balanced, or the setting might favor one over the other, but those who live in a techno-fantasy world make use of both the arcane and the scientific (or, in some cases, the pseudo-scientific).

The time era of a techno-fantasy matters less than the type of technology available. One could imagine a world based on ancient Egypt with amazing clockwork mechanisms and divine miracles. Or a medieval magocracy built among the shattered remnants of an advanced civilization, where a few rogue scholars have learned how to work some of the old machines. A fantastic "steampunk" version of the Victorian Era with improbable, steam-powered contraptions could also be a type of techno-fantasy.

On the other hand, a techno-fantasy might take place in high-tech world, such as in the *Shadowrun* roleplaying game, which is set in a dystopian near-future where magic has made a dramatic reappearance on Earth, mixing cybernetics and virtual reality with dragons and elves.

A techno-magic setting is ultimately just like any other fantasy setting, only the level of available technology—or how it works—is different. It might be as simple as allowing characters to choose an arcane background and purchase equipment from the futuristic gear list, or using the technology might require a character take Arcane Background (Weird Science). The difference between magic and



technology might be tenuous at best—or perhaps magic *is* technology!

■ **SETTING RULES:** Conviction, Creative Combat, Dumb Luck, Dynamic Backlash, Gritty Damage, High Adventure, More Skill Points, Villainous Conviction.

■ **EXAMPLES:** Frank Herbert's *Dune* series, Philip Reeve's *Mortal Engines* quartet, China Miéville's *Bas-Lag* trilogy, Philip Pullman's *His Dark Materials* trilogy, James Blaylock's *Homunculus*, the *Dungeons & Dragons® Eberron* series, *Thundarr the Barbarian*, *Wizards*, *Krull*, The *Star Wars* movies.

URBAN FANTASY

Urban fantasy is the close cousin of historical fantasy, portraying a world which looks much like our own on the surface, but with elements of the supernatural, arcane, or unearthly operating behind the scenes. But what differentiates it is that urban fantasy is modernized, usually taking place in contemporary cities—or no farther back than the Victorian Era.

In these stories the city is such a vital location that it almost becomes a character of its own, an omnipresent force exerting its will on every choice the party makes. The city might be supportive and welcoming, but is cold and indifferent, an extension of some of the other noir elements common in the genre, such as cynicism, troubled protagonists, and convoluted plots.

Typical fantasy elements—such as orcs, wizards, dungeons, and so on—are often downplayed or limited, but some settings portray our world merged with all the common fantasy elements, or imagine a fantasy world which has continued to evolve until it resembles our own.

Characters in urban fantasy are almost always born and raised in the city, and usually have a checkered past. They run the gamut from criminals to business owners. They get pulled into a mystery because they have special training or insight, are hired or recruited, or just happen to be in the wrong place at the wrong time.

■ **SETTING RULES:** Betrayal, Conviction, Dumb Luck, Gritty Damage, Hard Choices, More Skill Points, Villainous Conviction.

■ **EXAMPLES:** Jim Butcher's *Dresden Files* series, Tim Powers' *Last Call* and *Three Days to Never*, Neil Gaiman's *American Gods*, Glen Cook's *Garret P.I.* series, Rick Riordan's *Percy Jackson and the Olympians* series, *Bright, Big Trouble in Little China, Cast a Deadly Spell*.

OTHER TYPES OF FANTASY

The list above is nowhere near exhaustive. Other kinds of fantasy exist and can be modeled using the rules in this book and *Savage Worlds*. For instance, you might want to populate your world with talking, anthropomorphic animals, like those found in Brian Jacques' Redwall series, or David Peterson's Mouseguard series. If they are small and live among humans, use the mouseling race in Chapter One. If they exist in a world of their own, treat them as you would any other kind of hero when it comes to races, Edges, and Hindrances. If every character is a mouse, for instance, then there's nothing special about being a mouse—it's just a reskin of a human. In settings where different species intermingle, reskin a variety of races to represent the species, or come up with your own using the process described in *Savage Worlds*.

Or you might want to create a setting based on fairy tales and romantic (i.e. Arthurian) fantasy, set in a heavily mythologized version of medieval Europe. In this case, you might limit access to arcane backgrounds to emulate the types of spellcasters common in that genre. You might emphasize chivalry and courtly intrigue, leaning heavily on the Social Conflict rules. Monsters might be unique, rather than numerous—so that even things like a common troll are solitary, special creatures instead of an entire race, and hunting them is a quest in itself.

The fantasy genre is forever evolving, with new authors, movies, television series, video games, and tabletop roleplaying games offering new twists on the old formula.

CREATING YOUR WORLD

Once you have a basic genre or hook in mind, the next step is inventing a game world to serve as the stage on which the action will unfold, imbuing it with a sense of history and wonder and populating it with the people, creatures, and places which will bring it to life.

Depending on the level of detail, creating a game world can be something of an arduous process. Writing out a full gazetteer takes time. If you are eager to get to the action, you might want to use a pre-made setting. Fantasy tabletop gaming has been around for decades, and in that time designers have created uncountable worlds for a variety of games. Most of those can be adapted with just a little effort using *Savage Worlds* and the options in this book. If there's a setting you enjoy, consider which house rules and other adjustments you need to make a functional conversion. Don't forget that it's best to convert setting details, not mechanics—use Trappings and Limitations to modify magic, and see which existing Hindrances and Edges can be reskinned to match the setting.

If you don't have a setting in mind, creating an entirely new world can be a fun exercise. You may be able to speed up the process by searching online for images of worlds, regions, and cities. When you find something you like, come up with a name and use it as the basis for your world.

If you prefer to draw your own, refer to real-world geography to make sure the world is believable: the planet's rotation and orientation to the sun factor into which regions are hot or cold, plate tectonics and volcanism determine the shape

and elevation of the surface, rivers flow downhill, bodies of water form in natural basins, mountains are forested on the windward side and drier on the lee side, deserts form where moist air is blocked by mountains, and water erodes landmasses into canyons and tidal flats and irregular coastlines.

Geography can deviate from our world when it has an unusual origin. A world riven by magic, for instance, might have areas where mountains float in the sky or the continents are sculpted into graceful arcs. The planet might even be a flat disc floating in a void, or be the concave interior of another world!

You might also wish to throw in some features which are unusual, yet perfectly natural, such as hoop-shaped land masses formed by impact craters, or areas with striking rock formations like arches and hoodoos created by eons of water erosion.

GOALS

Most importantly, decide what the world is *about* and what a typical adventure for the player characters might involve. One of the reasons *Dungeons & Dragons* is so successful, for example, is gamers are familiar with its most common trope: a town is in danger, the heroes are asked to help. The threat invariably resides in a “dungeon” of some sort, and defeating it results in treasure and advancement.

What is an iconic adventure in your world? Will the heroes be dungeon-crawling? Engaged in political intrigue? Striking back against some horrible force that’s taken over their home or world?

Make sure to communicate this to the players before they make their characters as well. There’s no use making a hero specialized in sailing if most of the campaign takes place in dungeons.

When you get to designing actual adventures, make sure the player characters have real incentive to go through with them. Scoundrels aren’t likely to risk life and limb to save the world unless there’s a reward

in it. And more noble souls won’t usually delve into a dungeon for loot and glory when there are more dangerous threats to the people and the kingdom afoot. Lack of motivation can kill an adventure if the players feel they must justify their characters’ involvement.

START SMALL

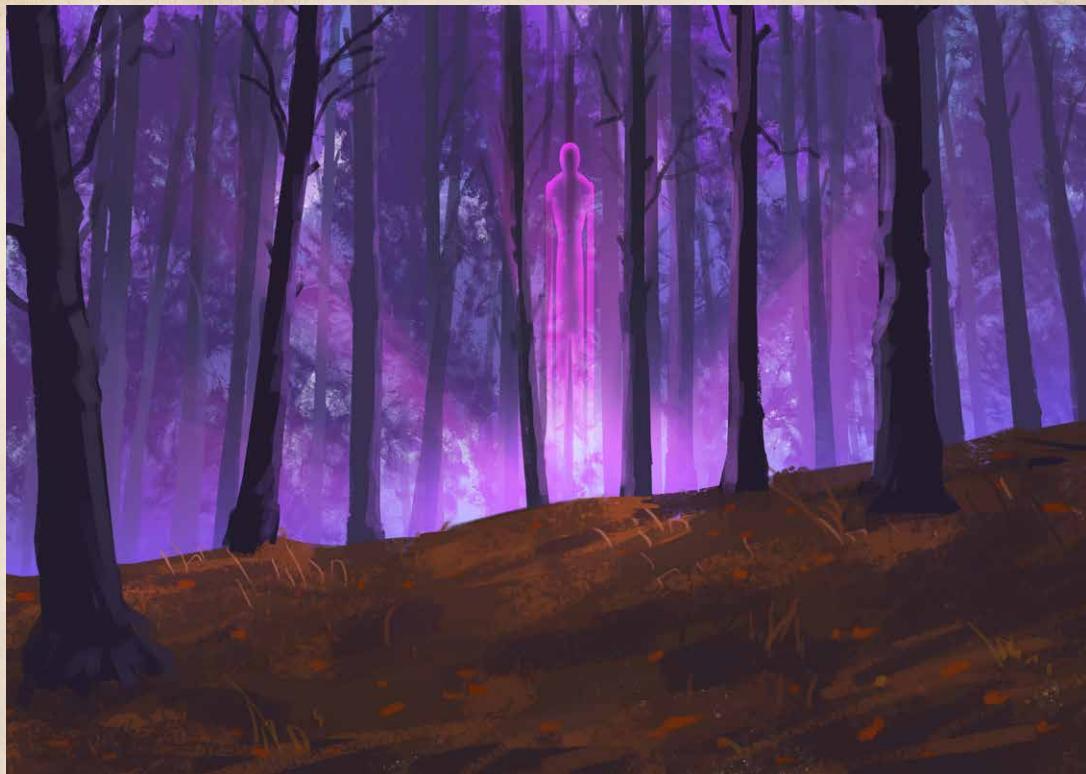
As fun as it can be to create a new world, it isn’t truly necessary to have the setting mapped down to every mountain and islet, chronicled eons into the distant past, and containing an exhaustive encyclopedia of every culture and location from around the globe. Game Masters can save a lot of time by thinking *locally*, at least at the beginning of a campaign.

Start off by either finding or drawing a map detailing a limited region—one coastline, the area around a major city, a single island, and so on. Novice characters in most fantasy settings must travel by foot or horseback, so reaching the next destination across relatively clear terrain might take two or three days. Begin with a small territory no more than 50 miles on a side; this helps keep travel times (and ration expenses) manageable during the first part of the campaign.

Consider what kind of environments to include in this region. Perhaps it’s temperate and dominated by coniferous forests, or a tropical coastline with islands and swamps. Include one or two other types of terrain—mountains, plains, lakes, and so on—for variety. Add a river or two if it makes sense for the area.

Then, choose locations for a city or large village, along with two or three smaller communities. Use common sense when selecting these locations—settlements usually form around sources of clean water and other natural resources. Draw some paths, trails, and roads to connect them.

Finally, populate the region with a dozen or so strange sites: a necromancer’s tower, an orc stronghold, mysterious standing stones, a blasphemous monastery, an abandoned mine, an unnatural crevasse, the moldering



skeleton of a titan, a haunted battlefield, the ruins of an ancient city, a partially-flooded cave system, and so on. These will provide adventure hooks for you and the players.

Designate a “home base” for the characters. This should be a relatively central location where they can return for supplies, Downtime, or to find their next quest.

When you’re ready to introduce your world to your gaming group, don’t overwhelm them with a 256-page book of history and geography. Introduce them to one location or feature, perhaps one that hints at the greater story you’ve concocted in your mind.

Maybe they’re hired to defeat a pack of ghouls dwelling in the sewers beneath the Spire of Tarrian. As they investigate, they find out Tarrian was an ancient hero buried somewhere beneath the old spire. Legend says she was interred with her magical sword, one that was said to have slain a mighty beast in one blow.

As the adventurers battle the ghouls in the caves below, they learn they were sent here by a necromancer living in the old mountain

ruins a day’s ride hence. The necromancer wants the sword, the ghouls say, to prevent the destruction of his master’s champion, a terrible “kraken” (sea dragon) a powerful conqueror plans to set upon the kingdom (the Statue of the Beast relic described on page 160). The conqueror despises the king of the heroes’ city—because he is his exiled brother! The kraken will arise at the next full moon, and only the blade of the Titan Slayer (page 160) threatens its rampage.

Such a tale naturally leads the heroes from one concept to the next, gradually opening their eyes to the background of this area and some of its most important nonplayer characters. It gives them immediate goals, threats to defeat, treasures to be won, and leads them inexorably into an epic battle against an evil prince and his monstrous titan—one they can defeat if they find the legendary weapon that serves as the campaign’s driving goal (and *deus ex machina!*).



APPENDIX B: PLANES

In many fantasy settings, the known world is but one part of a network of connected planes of existence. These places might resemble the mortal world, or might be fantastically strange—perhaps even deadly.

Getting to another plane is rarely easy, at least for most people. Connecting to another plane usually requires powerful spells, enchanted gates, linked items, rituals, divine intervention, and so on. For all but the most powerful characters, such travel is unpredictable and costly. Many heroes have discovered to their horror that a portal to another plane was *one way*.

Planes can take many forms. They may be tiny, nothing more than a hut-sized bubble beyond which nothing exists. Others might be worlds with oceans and mountains designed as playgrounds of the gods. Others yet might be endless oceans full of water elementals, deserts of perpetual sand, or celestial realms of angels.

Some settings have only a single plane of existence; others work the existence of planes into the very fabric of their cosmology or magic system, with different planes acting as the source of all arcane magic, elemental energy, positive or negative energy, chaos or order, and so on.

Below are types of planes and samples of each one for a Game Master to use in his own setting.

A GM who wants to use something different can look at the special rules for the sample planes below. These serve as a good guideline for the effects another realm could have.

CHAOS

This plane can epitomize the natural force of entropy or represent a realm where the laws of physics are broken by the whims of the powerful. Chaos is often considered a negative force, responsible for destruction, death, suffering, and loss, but in some settings, it might instead be a force of change or creation.

In the following examples, Ruin can be used with any traditional or high fantasy setting. The Unanchored can work for strangers in a strange land or in a superheroic setting depending on the changes the GM allows characters to replicate powers instead of cantrips.

RUIN

This is the source of entropy that permeates through all other planes. Some view it as a place of evil, cursing its name as it encroaches on their world. Without it, however, the balance that keeps reality in check would be lost, causing catastrophic

damage and the eventual destruction of reality. Most people who travel to Ruin are either attempting to harness the plane's raw power or are looking for a way to fight off the inevitable destruction of their world.

The entropic energies of Ruin causes mundane objects to crumble to dust within hours, and most magical items to disintegrate within days, leaving only the strongest artifacts intact. Living beings also suffer. Injuries fester and rot, making healing difficult without magical aid.

Occasionally, powerful (or desperate) spellcasters build lairs in the most hostile sections of the plane, reinforcing them with their strongest magic. Although these bases are temporary, they grant refuge from their native plane as well as the horrific creatures native to such places.

Not everything within Ruin is bleak. In the places where the plane presses against Omen (the plane of creation), it is suffused with life force, causing new life to spring forth. It is in these small areas that settlements exist. Beings who die close to the areas bathed in the power of Creation rise from the dead anew.

- Healing rolls suffer a -2 modifier on the plane of Chaos. Spellcasters get a reroll when casting destructive magics, such as *blast*, *bolt*, *burst*, and *lower Trait*.

A character who dies in an area bathed in Creation remains dead for 48 hours before being reincarnated, perhaps in a different form, with different Edges and Hindrances, or some other aspect of change. If this is a player character, the player and Game Master should work together to decide how reincarnation in the Plane of Chaos changed the hero.

THE UNANCHORED

Despite its name, only a small portion of the plane of Chaos is in a constant state of change. The plane bends to the desires of those with the greatest will, causing areas to range from the terrifying to the whimsical. The only known rule is that the strongest will controls the area around it and the greater the will, the larger the area.

For most, this causes minor change, such as allowing an apple to grow quickly for someone who is starving or for a hero's rusty weapon to fell an iron golem. Stronger wills can cause greater effects, even allowing someone to resurrect a loved one.

The weak-willed face great dangers as random thoughts can lead to disaster. A character remembering a long-forgotten fear might suddenly find it manifest before him. Another individual wondering what his family is doing back home might suddenly appear there, far from the friends and the quest he left behind.

Thankfully, such events are made rare by the stabilizing force of the Twelve Masters of the Unanchored. These entities have asserted control over large portions of the plane, dividing it up into 13 unique realms. Each ruler has near total control of his territory, though his control slips the closer an area is to another's domain. The size of each realm depends on the will of its master, with the 13th realm being the largest. This realm is known as the Unclaimed and is under constant change as the foolish and the desperate attempt to become the next Master of the Unanchored.

- Characters can use their Spirit in place of one other attribute while on the plane of Chaos (the chosen attribute can be changed with a limited action). This includes things such as damage rolls, increasing Toughness, or to make an Evasion roll. Additionally, characters can make a Spirit roll to perform cantrips (even if they don't have an Arcane Background).

Stray thoughts, panic, or great emotions come to life whenever a hero rolls a Critical Failure. The Game Master decides how such things manifest but may include anything from old foes to crumbling walls to new horrors rising from the ether.

DEATH

Unlike Hell, the plane of Death is no afterlife for sinners, nor is it a place of demons and devils. In some settings, this plane is the source of negative energy, the primary force behind the creation of undead. In others, it's simply a place where the dead gather, unable to move on to the afterlife or waiting to be sorted by their deities.

Below are two examples of death planes. The first is the Barren Marches, a plane for high fantasy settings. The second is the Spirit Realm, a plane better suited for urban fantasy settings or those with limited magic.

THE BARREN MARCHES

The Barren Marches is vast desert with no sun, surrounding a massive black fortress. This plane is the source of the "negative energy" which gives false life to the undead. The realm is occupied by such beings rather than the living, and any living creature who travels here is bombarded by deadly energies until they eventually succumb to its power and become undead themselves.

The Barren Marches is not just filled with mindless undead, shambling about without

purpose. The plane is home to shades, specters, liches, and other sentient undead. Many of these creatures reside within a massive obsidian fortress at the center of the plane, seeking a portal to escape their planar prison so they can return to life or travel to other planes and subjugate them with their new-found abilities!

The master of the black fortress rules the dimension as well. Though it goes by many names, the most common is simply "Death." This terrifying specter uses the fortress to move from plane to plane, severing the souls of select mortals from their bodies when their time comes.

Despite its role in the cycle of mortality, Death is not a god nor is the Barren Marches an afterlife. It is simply a storage space for those souls who cannot move on for some reason.

- Living creatures must make a Vigor check every hour spent on the plane of Death. Failure causes Fatigue that can lead to death. A creature killed in this manner begins an unnerving transformation—their corpse gives birth to a new undead creature in 1d6 minutes. The strength and intelligence of the undead depends on the will of the deceased.



THE SPIRIT REALM

As a whole, humanity is completely unaware of the Spirit Realm or the creatures that reside within it. The plane is pressed directly against the mortal world, overlapping it without ever truly interacting with it. The Spirit Realm is a foggy realm filled with specters, shadows, and the souls of the dead waiting to pass on to the other side.

While in the Spirit Realm, creatures can see the physical shape of the mortal world. Forests, buildings, stones, and other soulless things are relatively clear, while humans are usually nothing more than vague shadowy outlines.

If someone in the Spirit Realm is closely attached to a person in the living world, he may see them more clearly. Unfortunately, the spirit has no way to interact with the living world or the people upon it. Sometimes this changes their feelings of longing and compassion into jealousy and hatred.

Witch doctors, telepaths, and other practitioners of the mystic arts in tune with the spirit world may be able to contact these ethereal beings. They might convince or even force them to move on. Specters and more malevolent creatures may instead attempt to use the conduit to force their way through to the mortal plane.

- A character who enters the Spirit Realm sees a shadowy parallel of the real world. He becomes incorporeal and is invisible, and may interact with other spirits and incorporeal creatures normally.

Once per day as a limited action, a character may make a Spirit roll to manifest in the physical world. With success he may see the world more clearly and affect it for one round—moving a vase, writing a word or two on parchment, or even attacking with a weapon. With a raise he may do so for one minute.

ELEMENTAL

These planes are the essence of the natural elements, with a separate plane for each. Typically this is air, earth, fire, and water, which may be connected in some way, allowing minor aspects to leak between them.

Below are two different planar examples. The first is the plane of earth most appropriate for traditional fantasy settings. The Origin (plane of water) presented afterward is best used with nautical or urban fantasy settings.

In any elemental plane, a matching power Trapping gives is Synergy (see page 99).

EARTH

The elemental plane of earth is a dense world made of various minerals. At the time of its creation, it was infinitely solid, its only inhabitants elemental creatures comprised of the same minerals as the realm. As time went on, the parts of the dimension that touched the other elemental planes began to transform.

The areas close to the plane of fire became pockets of molten lava while those close to the plane of water eroded, creating hollow pockets of mud within the once solid plane. When earth finally met air, oxygen rushed into the plane of earth for the first time.

Once humans and other races gained access to the elemental plane, adventurers began searching it for precious metals and other treasures. The settlements they've erected are often the target of the native elementals who believe these intruders will eventually destroy earth's domain.

Treasure hunters must navigate oceans of lava, flooded tunnels, elemental guardians, and other hazards as they search for gold, silver, adamantine, mithral, diamonds, and even rarer minerals.

One of the greatest dangers for mortal explorers is the plane's natural defenses. Its energy can heal damage to the earth's landscape, sealing off rooms and tunnels these explorers excavated



and causing those trapped inside to eventually run out of oxygen if they cannot find a way out.

- An expedition to the plane of earth might, at the GM's discretion, result in the reward of a "rare earth bundle." Any metal armor crafted with the bundle adds +2 to its Armor Value, or +2 for a metal weapon. Such bundles are rare and should only be granted as the result of some quest or adventure.

THE ORIGIN

A large portal exists at the deepest point in the ocean. The intense pressure from either side prevents most beings from approaching or passing through it. With powerful magic or advanced technology, however, explorers might discover the mystic doorway and force their way through to the plane of water—the "origin" of life in all the dimensions it touches.

Within "Origin's" depths are countless aquatic civilizations and wondrous creatures. The biosphere of the plane is broken up into different "climates" much like the mortal world. In some areas,

the water is under intense pressure

and extremely salty. In other areas, the pressure is far less intense and the water is fresh.

A powerful current runs through Origin before flowing out through the portal leading to earth. No one knows where the current originates or what exists there, but it's said other currents come from it, flowing through different parts of the plane. If these other planar currents exist, it's believed they lead to other worlds or even alternate or mirror realities.

Humans who find their way to the plane of water can meet very different fates. Most realms consist of civilizations of various stripes, but other pockets are filled with aquatic horrors waiting to devour trespassers. Merfolk, aquarians, "Atlanteans," fish-folk, and more alien creatures abound.

- Ships from connected dimensions occasionally fall into Origin, littering isolated pockets with gold, silver, and rare artifacts from a thousand worlds. Guardians and other treasure seekers abound in such places, but the rewards are often enough to make kings and queens of those who claim them.

HEAVEN

In some settings, heaven is the sole afterlife of those who led their lives according to the principles of good. Other worlds may have multiple heavens, each one ruled over by different deities. The requirements to gain entry naturally may vary greatly depending on the nature of the god. An example is provided below.

THE ETERNAL BATTLEFIELD

The Eternal Battlefield is an endless landscape similar to earth in appearance. From the deep crystal-clear oceans to the frozen peaks of the looming mountains, this heaven provides a welcoming, familiar vista for the dead. Spread across the beautiful landscape are villages, settlements, lodges, and other structures for the warriors to live in and battle over.

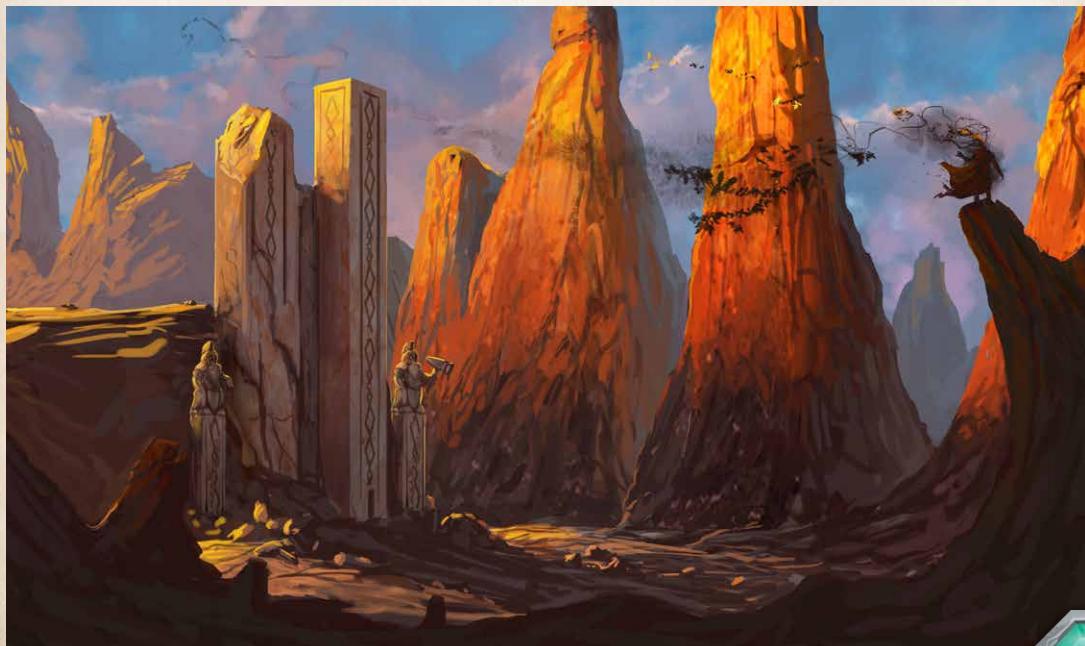
The Eternal Battlefield is an afterlife for proud warriors, selfless heroes, and those who aspire to greatness and physical perfection. Their “final resting place” is filled with endless challenges, skirmishes, celebrations, and tests of strength. The

weak are never barred from this afterlife provided their courage is true.

Once the dead arrive in the Eternal Battlefield, their bodies are restored to their physical peak. The guest is welcomed to a home lodge and invited to celebrate before the next battle. Sometimes this is against beasts or hellish monsters, most of the time it is against other inhabitants.

The leaders of a lodge set up the rules for conflict and how to determine the victor. Once “slain”, the soul reforms in another part of heaven for days of celebration and drinking. Eventually a lodge wins the battle, and all who were involved meet up to celebrate the reigning champions. While some lodges may hold others as rivals, every man and woman in the Eternal Battleground respects their adversaries, knowing they’ve earned their place in the afterlife.

- The Eternal Battlefield rewards offense over defense. Wild Attacks cause +1d6 damage instead of +2. This stacks with all other modifiers that affect Wild Attacks.



HELL

Hell is often home to scheming devils and cavorting demons. This is where irredeemable souls are tormented—or celebrated—for all eternity. While Hell's appearance and name may differ between worlds, it is always a place of evil and cruelty. Below is an example of a Hellscape you might use in your fantasy campaign.

THE ABYSS

This infernal realm is divided into thirteen descending layers, each home to various demons and devils and the souls they torment. Condemned souls manifest as physical bodies and are dragged to a level equal to the weight of the travesties it committed in life.

Each layer is surrounded by obsidian barriers, the only illumination provided by raging fires that erupt from sizzling fissures. The only way to tell the passage of time is waiting for the quiet sobs of the damned after eons of torture by exhausted demons.

Despite their misery, the subjugation and torment of mortal spirits doesn't begin and end with the damned. Demons find themselves at the mercy of those stronger than them. When there aren't enough souls to torture, they turn on the weaker beings, giving rise to scheming cliques that often erupt in Hellish revolution.

The most powerful demons are eventually infused with the energies of the Abyss, becoming devils. Such a blessing is as much a curse, however, as they instantly become the targets of those who wish to claim their all-too-temporary thrones.

The thirteenth level of the Abyss is home to the first devil born of hell, the Lord of Hell. He feeds off the life force of his many minions, his power growing with theirs.

Only the most vile mortals are sent to the thirteenth layer where they eventually become the Lord of Hell's most twisted and powerful minions.

- Characters who worship a good deity suffer a -2 penalty on Faith rolls while in the Abyss.

The most common reason for a character to travel to Hell is to rescue a soul from eternal torment. A character captured by a demon is often subjected to the same torture as the dead. Those rescued from Hell gain a Major Hindrance of the GM's choice to reflect the lasting pain of their encounter.

LIMBO

The plane of Limbo may be vastly different from one setting to the next. Some campaigns represent it as an endless void, while in others it's a land filled with lost, tormented souls. No matter the design, Limbo is often somewhere characters want to avoid if possible.

The Eternal Hunting Ground can be used for urban fantasy games where monsters exist alongside humans. The Void can be used for traditional fantasy settings. A Game Master can focus on the zealotry of the cults to make it more appropriate for dark fantasy games.

THE ETERNAL HUNTING GROUND

The Eternal Hunting Ground is a never-ending, primal forest filled with predatory plants, animals, monsters, and sentient beings. Beings who attract the attention of whatever being created or watches over Limbo are sometimes called here, either when they die or fall into some trap or portal.

A being's primal instincts are pushed to the limits in Limbo, forcing the meek to hide and predators to hunt and kill. Any unfortunates who try to overcome these urges must resist or eventually go mad.

Killing a sentient creature in Limbo fills one with an intense but brief feeling of euphoria. Unfortunately for them, the prey reforms somewhere else, safe for the

moment only to reappear sometime later as the GM feels dramatically appropriate.

The killer senses the rebirth of his prey and is filled with the overpowering need to slay it again. Until he does, he gains the Driven (Major—Slay the Reformed) Hindrance for all the sentient beings he's killed while in Limbo. The Hindrance is removed if the killer manages to exit Limbo (but not if the prey leaves the plane!).

Several tribes exist in Limbo, working together to capture the reborn, allowing their clansmen to put a brief end to their insatiable bloodlust.

- A character killed in Limbo reforms in a few days (more or less as the GM feels dramatically appropriate). His equipment does not reform with him, but he is healed of all Wounds and Fatigue.

Slaying a sentient being one has already bested grants the victor a Benny and a temporary reprieve from the Endless Hunt (and their Driven Hindrance) until all their previous foes are reborn.

THE VOID

This plane is often referred to as Oblivion, the Endless, the Void, and the Wastes. It

exists as an endless nothingness filled with both living creatures and the souls of the dead. Some believe Limbo is alive and seeks out its prey, while others say a malicious lord rules over it. In either case, the plane or its master are attracted to strong emotions, taking a "bite" out of other realities to draw in those souls that catch its attention.

When a creature is captured by Limbo, it often drags in a copy of the surrounding landscape as well. Enough matter has been drawn into Limbo to form floating islands, many of which now contain entire cities.

Living creatures do not age or require air or sustenance to survive and the souls of the dead manifest into their physical bodies, but the realm has a parasitic relationship with those it sustains.

Anyone, living or dead, spending too much time here without experiencing strong emotions eventually succumbs to the Bleakness. This causes the individual to slowly fade away, both physically and emotionally, before being absorbed into Limbo, becoming one with nothingness.

Those who remain in Limbo too long find themselves pulled into cult-like groups that focus on a particular emotion and seek to experience it at any cost. The most powerful



of these enclaves are the Fortress of Wrath, the Citadel of Pleasure, and the Host, also known as the Cult of Fear.

- A character must make a Spirit check every day he's in Limbo (experiencing interesting new things or feeling intense emotions grants a reroll). Failure reduces one of his attributes a die type. If an attribute would be reduced below d4, the creature is absorbed into the plane. Once out of Limbo, a survivor's attributes recover one die type each day until it returns to its normal value.

MIRROR

Mirror planes resemble those of the mortal world but with some sort of change—obvious or subtle. A mirror world might look exactly like the mortal world but in reverse, or it might be a copy of the mortal world where fey have dominated humans and elves. Below are two examples that embody these concepts.

The Shadow Plane can be used with urban fantasy or historical fantasy settings, especially those where Arcane Backgrounds are rare. The Eerie is a plane that can be used in historical or technofantasy settings.

THE SHADOW PLANE

In a world absent faeries, ogres, and other mystical creatures and where magic is known by only a select few, most stories about the supernatural are nothing more than folk lore and superstition. However, just because these things are absent in the mortal world does not mean they do not exist.

The Shadow Plane exists in conjunction with the mortal dimension, overlapping it and mirroring it in strange ways. Events that unfold on earth also unfold here, though in vastly different ways. An explosion that destroys a skyscraper in one world might reflect a hive of intelligent termites toppling a great redwood in another.

Some supernatural creatures in the shadow plane have unique abilities or mystic powers that allow them to view the world of mortals. Others are even capable of traversing the planar wall to visit earth for a short time. Those who peer into other worlds often see the terrifying connection that one world's survival is dependent on its reflection.

Some beings believe their home was once part of their mirror world and attempt to bring them back together; others to sever the ties completely. Either would prove a catastrophe for both.

- A character who ventures to the shadow plane may find one of their items infused with its mystical energies. If this happens to a character, he can take an Arcane Background Edge on his next Advance, a d4 in its arcane skill, and the Talisman (Minor) Hindrance.

THE EERIE

The first detonation of the atomic bomb not only caused massive destruction to the surrounding environment but also to the fabric of reality. Unknown to most people, on that fateful day in 1945, the barrier separating what is from what could have been was damaged beyond repair. The plane beyond has become known as the Eerie.

Scientists first discovered the alternate world shortly after the nuclear tests. Since then a special facility has sprung up around the largest tear in the fabric of reality. Here, people are able to traverse from one world to the other. While the government still restricts most travel, other, smaller breaches are said to have appeared across the world, allowing a few brave souls to cross before they seal up.

The Eerie is a nearly perfect copy of our world, including alternate versions of people living on earth. One major difference between the two is that in the Eerie, magic is real. For hundreds of years, the scientific world has been fusing its magical traditions with advancing scientific achievements—revolvers that never run out of ammo,

generators that run on magic instead of gasoline, and more fantastical advances.

While those on earth view the arrival of a new world with magic as a wonder, there are those in the Eerie who have a very different view. The blast that tore the barrier between planes also caused a massive amount of destruction and unleashed a wave of radiation into the world. For miles around ground zero, magic is completely unusable. Some viewed this as an attack from earth and many view the inhabitants of the other plane as a danger to their way of life.

- The technology level in the Eerie is nearly the same as it is on earth. Characters traveling there are able to comprehend most changes but subtract 2 from Common Knowledge rolls. Additionally, enchantments in the magic item section can be applied to firearms instead of bows or crossbows.

NEXUS

In some cosmologies, the planes are arranged around a central point. This is often the mortal world, but it might take other forms such as a vast, non-Euclidean city or a turbulent plane where all the others meet and clash. Below are two Nexus planes for the Game Master to use.

The Planar Tree can be used with low fantasy settings to allow people without magic the ability to travel to a wondrous location. The Planar Bazaar is more appropriate for high fantasy games or strangers in strange lands if the GM wishes to tell a story about the characters becoming guardians protecting the entrance to their world.

THE PLANAR TREE

The Planar Tree has existed since the dawn of time and has gone by many names since. It expands over an incomprehensible distance, connecting the highest heavens in its branches to the lowest hells in its most rotten roots.

All along the tree is a winding path connecting sprawling cities that are home to a powerful race that views themselves as the protectors of the tree and all realms connected to it. The tree is also home to massive magical creatures capable of terrible and majestic abilities.

As the Planar Tree was there in the beginning, so it will be there at the end. It is said that the end of each plane is born of the tree. A poison, virus, serpent, or other catastrophe that will one day move from the tree to another plane and bring it to an end, pruning it from the tree.

Most of the people living upon the tree stand as guardians, watching for signs of the end. Some even view themselves as gods over the mortals of the various planes. A select few are able to draw visions from the tree, gaining insight into important events to come. Whenever a dangerous event is seen coming, the godlike beings on the tree seek the aid of mortals with the spark of greatness within them.

These individuals are tasked with great quests to save their home from various threats. Some mortals have been permitted to live among the guardians as a reward for completing the most dangerous of missions. These mortals are often called seers since the Planar Tree grants them visions of other realms.

- Characters spending at least a week on the Planar Tree may make a Spirit check at -2 to connect with it. If successful, the seer perceives a prophetic image of something important to come (usually something bad, such as the end of the world). With a raise, the hero gains Conviction and the Driven (Major) Hindrance as she is overwhelmed with the intense need to intervene.

THE PLANAR BAZAAR

The colossal city of Karhux is a hub connecting all planes to one another. The people living there call themselves Gatekeepers as they watch over the entries to the countless realms permeating existence. Karhux does not have

much in the way of natural resources, so the Gatekeepers send parties to other planes to acquire whatever they need.

Anyone wishing to travel to another plane must usually do so by passing through Karhux. Travelers can locate their desired planar portal there and move on to their next destination. Some planes may be restricted by the leaders of Karhux or even sealed off altogether, usually to keep out ravaging marauders, conquering armies, or mind-bending horrors from terrifying dimensions.

Anyone granted citizenship to Karhux can leave their native plane to reside there. Many who do establish shops or provide skills normally only available in their home realm. Information such as the fact that the hottest fires come from the plane of fire is known to most, but knowing which plane has perfected the use of healing magic or where to find a specific magic item may not.

- Karhux prevents anyone from using devices or powers to move from one plane to another (such as *plane shift*). Travelers must instead locate and use the planar portal to travel to the desired realm. Anyone in Karhux can purchase a magical item known as a Nexus Ring, for 10,000 gp. As a limited action, the character activates the device and makes a Spirit roll. With success, the

character is pulled from their current plane to its portal in Karhux.

ORDER

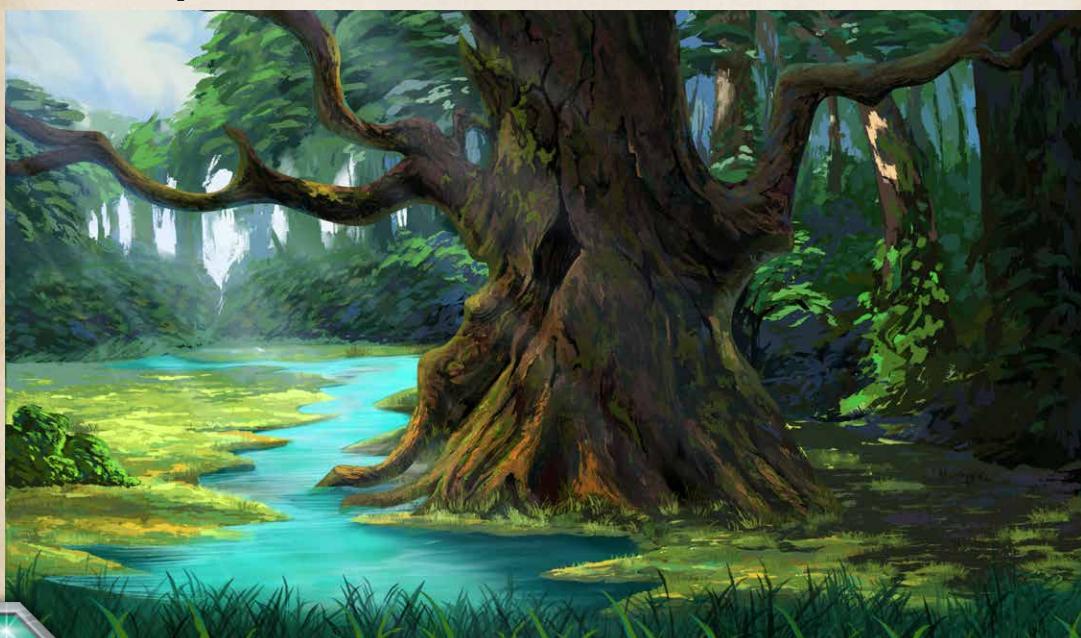
The opposite of chaos, this plane is the embodiment or genesis of order. In most settings this is the natural force that creates the conditions in which life can flourish, but in some worlds it might instead represent stagnation, homogeneity, and forced conformity.

In the example below, Creation can be used in traditional fantasy settings that also use the plane of chaos (Ruin, page 254).

CREATION

Creation is a realm filled with the life-giving energies that permeate all other planes. Working alongside its counterpart, Ruin, Creation keeps the balance of energy in check, ensuring the continuation of all existence.

Many adventurers seek entry into this mysterious plane hoping to unlock the hidden wonders within. Like the fountain of youth, there is a hidden location within Creation that can allow a living creature to absorb the purest energies creation, granting them eternal life.



The landscape of Creation is an ever-evolving place. The various forms of fauna and flora that are born here grow at an expeditious rate. They are constantly infused with the essence of Creation until their form can no longer handle it. Then their bodies are transformed into energy and pushed out to another realm where they can reform once more.

It's impossible for undead creatures to enter the majority of Creation, and even living creatures not born here find its touch uncomfortable. Most who visit the plane do so where it presses against Ruin. In these locales, wondrous cities are inhabited by both planar natives and visitors.

Anyone born of the plane is able to exist in its cities without being overwhelmed with energy. Anyone from outside the plane of Order finds these areas more welcoming as well. Their wounds heal quickly and minor pains cease to bother them.

- All energies are empowered at the source of life, including arcane energies. Anyone using a power here gets a free reroll on failed Faith or Spellcasting rolls. Additionally, anyone in an area that is pressed against Ruin (GM's call) may make a Natural Healing roll at the end of each day.

PRISONS

These planes exist solely to trap individuals. Perhaps they were placed by a higher power, interplanar organization, powerful mage, or other authority. The prison might be literal (an iron keep or hellish dungeon) or figurative (an endless plane with no escape). Below are two planar prisons for the Game Master to use.

The Labyrinth is usable with traditional or dark fantasy settings depending on how the GM wants to depict the rooms and residents within the cube. V'Krean can work for a GM who wants to run a "strangers in a strange land."

THE LABYRINTH

An ancient god of greed grew weary of constantly guarding his treasures and summoned a group of master craftsmen, demanding the creation of a vault so complex none could break into it. One by one the craftsmen presented their designs and one by one they were dismissed. Finally, a gnomish inventor named Dallash presented a device he called the Paradox Cube. It appeared to be nothing more than a metal box with sliding faces, but Dallash had trapped an entire plane within the cube.

Anything could be placed inside by simply pressing the cube's side, but it was impossible to escape without solving the puzzle within. Dallash boasted even the god himself could not escape. Annoyed at the gnome's arrogance the god entered the cube and found himself trapped—Dallash's claim was no idle boast.

After countless centuries, Dallash continues to rule the former god's domain, listening to the clicking of gears from within his prized box. Dallash offers the services of his prison to whoever is willing to pay and uses it as punishment for anyone who would try to steal from him.

Within the indestructible box lies a maze of ever-shifting corridors and rooms. The sound of gears within the metal walls, floor, and ceiling announces the changing of the cube's layout. The halls twist and move, aligning with new rooms and sealing off old ones. Some who wander the halls of the prison have accepted their fate, living out their remaining days in whatever comforts they find, for the cube holds all the wonders and luxuries ever placed within. Others continue to search for secrets within the maze, hoping to find an exit.

- When Dallash created the Paradox Box, he included numerous methods of escaping. Unfortunately, each exit can only be used once, though multiple people may use an exit at the same time. The labyrinth is littered with secret messages and clues left behind by people attempting to solve the



puzzle. A Game Master can use these to give the heroes a challenging way to free themselves from the cube.

V'KREAN

V'Krean is a demiplane of endless night and intense psychic energy. No one knows what happened to its original inhabitants, but it is now ruled by a mysterious race known as the Beyonders. The plane is filled with numerous humanoids from different ancestries. Many of them were born on V'Krean but all are prisoners here.

The Beyonders let their prisoners use V'Krean's natural resources to build settlements and sustain themselves. They even go as far as to allow the captives to govern themselves. The only time the Beyonders intervene is when someone tries to escape or kills one of their jailers.

While V'Krean is a prison, none of its inhabitants were tried and many have committed no crime at all. The Beyonders capture any who come close to a secret they do not want uncovered. This could be the discovery of the wardens' home plane or the secrets of how an ancient race successfully fought them off.

While most think it would be simpler for their jailers to just kill them, very few voice this thought. The dark truth is that along with being a prison, the Beyonders use V'Krean as a farm. Whenever one needs to feed, he emerges from the night and claims a victim.

A peculiar aspect of the plane is that the surface thoughts of its inhabitants can easily be read. While the Beyonders seem to be able to resist this effect, others cannot. This prevents most escape attempts from ever making it past the planning phase.

Any who do escape are hunted down relentlessly. Every person they share their experience with leaves a trail of breadcrumbs for these telepaths to follow until they eventually reclaim their prisoner.

- Once per encounter, a character may make a Spirit roll to cast the *mind reading* power without spending any Power Points. Anyone who escapes V'Krean gains the Enemy (Major—Beyonder) Hindrance.

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