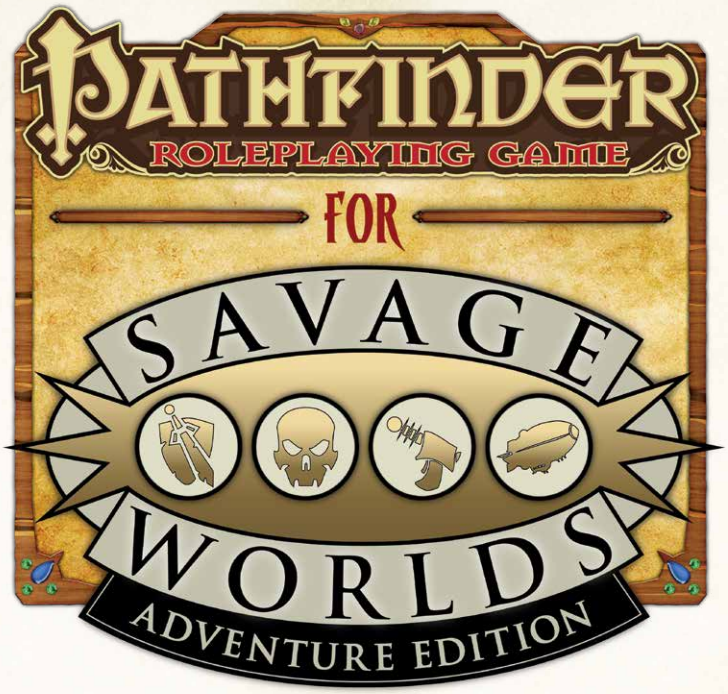
Pathfinder Roleplaying Game for Savage Worlds Adventure Edition



Advanced Player's Guide 2

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ADVANCED PLAYER'S GUIDE 2

PINNACLE ENTERTAINMENT GROUP

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CHAPTER ONE

ANCESTRIES

NEW ANCESTRIES

From the excitable ifrits to the peaceful vine leshys, these ancestries have just as much motivation to be adventurers as do elves, gnomes, and humans. And while they may not be as common in the major population hubs of the *Savage Pathfinder* campaign setting, each ancestry detailed in this chapter presents its own unique background and abilities.

ALTERNATE ANCESTRAL ABILITIES

This section presents alternate ancestral abilities for players to choose from. Each ability grants a unique bonus but replaces another of the ancestry's abilities. For example, ifrits who live deep in the desert tend to have the Desert Mirage ancestral ability instead of Elemental Sorcery.

A player can take any number of alternate abilities as long as no two abilities replace the same ability on the ancestry's entry.

ANCESTRY SPECIFIC EDGES

ANCESTRY	EDGES
Aasimar	Angel Wings, Celestial Servant
Catfolk	Claw Pounce, Nimble Striker
Dhampir	Blood Drinker
Dwarf	Shatterspell
Elf	Attuned to the Wild
Gnome	Casual Illusionist
Goblin	Burn! Burn! Burn!
Half-orc	Razor Tusk, Smash
Halfling	Lucky Halfling
Ifrit	Elemental Jaunt, Scorching Weapon
Oread	Elemental Jaunt, Oread Burrower
Sylph	Elemental Jaunt, Inner Breath, Wings of Air
Tiefling	Armor of the Pit
Undine	Aquatic Ancestry, Elemental Jaunt
Vine Leshy	Climbing Vine, Kudzu Grappler

NON-HUMAN COMMON NAMES

ANCESTRY	MALE NAMES	FEMALE NAMES
Ifrits	Aja, Denat, Efit, Elum, Jalij, Maqej, Urah.	Alayi, Etwa, Maqan, Qari, Sami, Zetaya.
Oreads	Andanan, Jeydavu, Mentys, Oret, Sithundan, Urtar.	Besthana, Echane, Ghatiyara, Irice, Nysene, Pashe.
Sylphs	Akaash, Eydan, Hanuun, Siival, Vasaam.	Inam, Keeya, Lissi, Nava, Radaya, Tena.
Undines	Aven, Dharak, Ghiv, Jamash, Maakor, Ondir, Radid, Shiradahz.	Afzara, Baarah, Calah, Iryani, Maarin, Nylgune, Pari, Radabeh, Urdahna.
Vine Leshys	Burbling Waterfall, Lovely Triple Leaves, Masterful Sun Drinker, Snowy Pine Branches, Verdant Taleweaver, Vibrant Tree Climber.	

NEW ANCESTRIES

IFRITS

Humans whose ancestry includes beings of elemental fire such as efreet, ifrits are a passionate and fickle people. No ifrit is satisfied with a sedentary life; like a wildfire, ifrits must keep moving or burn away into nothingness. Ifrits not only adore flames, but personify multiple aspects of them as well, embodying both fire's dynamic, ever-changing energy and its destructive, pitiless nature.

PHYSICAL DESCRIPTION

Ifrits vary in appearance as widely as their elemental ancestors do. Most have pointy ears, red or mottled horns on the brow, and hair that flickers and waves as if it were aflame. Some possess skin the color of polished brass or have charcoal-hued scales covering their arms and legs. Ifrits favor revealing and ostentatious clothing in bright oranges and reds, preferably paired with gaudy jewelry.

SOCIETY

Ifrits are most often born into human communities, and rarely form societies of their own. Those who grow up in a city are almost always imprisoned or driven off before they reach adulthood; most are simply too hot-headed and independent to fit into civilized society, and their predilection toward pyromania doesn't endear them to the local authorities. Those born into nomadic or tribal societies fare much better, since ifrits' instinctive urge to explore and conquer their surroundings can easily earn them a place among their tribe's leadership.



Relations: Even the best-natured ifrits tend to view other individuals as tools to use as they see fit, and as such they get along best with ancestries they can charm or browbeat into submission. Half-elves and gnomes often find themselves caught up in an ifrit's schemes, while halflings, half-orcs, and dwarves usually bridle at ifrits' controlling nature.

Strangely, ifrits sometimes form incredibly close bonds with elves, whose calm, aloof nature seems to counterbalance an ifrit's impulsiveness. Most ifrits refuse to associate with sylphs, but are otherwise on peaceable terms with the other elemental-touched ancestries.

Ifrits are a dichotomous people — on one hand, fiercely independent, and on the other, imperious and demanding. They are often accused of being morally impoverished, but their troublemaking behavior is rarely motivated by true malice.

Religion: Most ifrits lack the mindset to follow a god's teachings, and resent the strictures placed on them by organized faith. When ifrits do take to worship (usually venerating a fire-related deity), they prove to be zealous and devoted followers.

ADVENTURERS

Ifrits adventure for the sheer thrill of it and for the chance to test their skill against worthy foes, but most of all they adventure in search of power. Once ifrits dedicate themselves to a task, they pursue it unflinchingly, never stopping to consider the dangers ahead of them. When this brashness finally catches up with them, ifrits often rely on sorcery or bardic magic to combat their resulting troubles.



Languages: Common and Ignan.

- **AGILE:** Ifrits are quick. They start with a d6 in Agility instead of a d4. This increases maximum Agility to d12+1.
- **DARKVISION:** Ifrit eyes are able to pierce the darkness. They ignore penalties for Illumination up to 10" (20 yards).
- **ELEMENTAL SORCERY:** Ifrit sorcerers with the Elemental (fire) Bloodline reduce the Rank Requirement for Advanced Bloodline to Veteran.
- **INNATE POWER:** *Burst* (Spirit to cast, 1/day, (BURNING HANDS)). This cannot include any Power Modifiers.
- **NATIVE OUTSIDER:** An ifrit's Type is Outsider rather than Humanoid.

ALTERNATE ANCESTRAL ABILITIES

- **DESERT MIRAGE:** Ifrits thrive in the deserts of the world, where their keen instincts and resistance to heat give them a huge edge over their competitors. These ifrits gain a +1 bonus on checks to resist starvation and thirst. This replaces Elemental Sorcery.
- **EFREETI MAGIC:** Some ifrits inherit an ancestor's ability to magically change size. They replace *burst* with *growth/shrink* (self, two Sizes). This modifies Innate Power.
- **FIRE IN THE BLOOD:** Some ifrits mimic the healing abilities of the mephits. This ifrit gains Fast Regeneration for two rounds whenever she is Shaken or Wounded by fire. Only two Wounds can be recovered this way per day. This replaces Agile.

OREADS

Oreads are humans whose ancestry includes the touch of an elemental being of earth somewhere along the line, often that of a shaitan genie. Stoic and contemplative, oreads are a people not easily moved, yet almost unstoppable when spurred to action. They remain a mystery to most of the world thanks to their reclusive nature, but those who seek them out in their secluded mountain hideaways find oreads to be quiet, dependable, and protective of their friends.

PHYSICAL DESCRIPTION

Oreads are strong and solidly built, with skin and hair colored stony shades of black, brown, gray, or white. While all oreads appear vaguely earthy, a few bear more pronounced signs of their elemental heritage — skin that shines like polished onyx, rocky outcroppings protruding from their flesh, glowing gemstones for eyes, or hair like crystalline spikes. They often dress in earthy tones, wearing practical clothing well suited to vigorous physical activity and preferring fresh flowers, simple gemstones, and other natural accents to complex manufactured jewelry.

SOCIETY

As a minor offshoot of the human people, oreads have no real established society of their own. Instead, most oreads grow up in human communities learning the customs of their parents. Adult oreads have a well-deserved reputation among other people for being hermits and loners. Few take well to the bustle of city life, preferring instead to spend their days in quiet contemplation atop some remote mountain peak or deep below the earth in a secluded cavern.



Oreads with a greater tolerance for life among humans often join the city watch, or find some other way to serve their community in a position of responsibility.

Relations: Oreads are, perhaps above all else, set in their ways, and any disruption of their routine is met with quiet disapproval. Oreads are fiercely protective of their friends, but don't seem particularly concerned with the well-being of those outside their small circle of acquaintances.

Oreads feel comfortable in the company of dwarves, with whom they have much in common. They find gnomes too strange and many halflings far too brash, and so avoid these people in general. Oreads gladly associate with half-orcs and half-elves, feeling a sense of kinship with the other part-human ancestries despite inevitable personality conflicts. Among the elemental-touched species, oreads have few friends but no true enemies.

Religion: Religious life comes easily to the earth-touched. They appreciate the quiet, contemplative life of the monastic order, and most dedicate themselves to the worship of earth- or nature-related deities.

ADVENTURERS

Oreads are initially hesitant adventurers. They dislike leaving their homes and don't handle the shock of new experiences well. Usually it takes

some outside force to rouse oreads into action, often by threatening their homes, lives, or friends. Once the initial threat is dealt with, however, oreads often find they've grown accustomed to the adventuring life, and continue to pursue it through the rest of their days. Oreads make good monks and fighters thanks to their prodigious strength and self-discipline.

Languages: Common and Terran.



- **DARKVISION:** Oread eyes are able to pierce the darkness. They ignore penalties for Illumination up to 10" (20 yards).
- **ELEMENTAL SORCERY:** Oread sorcerers with the Elemental (earth) Bloodline reduce the Rank Requirement for Advanced Bloodline to Veteran.
- **GRANITE SKIN:** Rocky growths cover the skin of oreads. They gain +2 Armor.
- **INNATE POWER:** *Bolt* (Spirit to cast, 1/day, (MAGIC STONE)). This cannot include any Power Modifiers.
- **NATIVE OUTSIDER:** An oread's Type is Outsider rather than Humanoid.
- **REDUCED PACE:** Decrease the character's Pace by 1 and reduce the running die by one die type.
- **STRONG:** Oreads are strong, solid, stable, and stoic. They start with a d6 in Strength instead of a d4. This increases maximum Strength to d12+1.

ALTERNATE ANCESTRAL ABILITIES

- **FERROUS GROWTH:** These oreads learn how to mimic the magic of their shaitan ancestors. Once per day, this oread can cause a touched piece of nonmagical iron or steel to grow into an object up to 10 lbs in weight (sword, crowbar, etc.). It remains in this form for 10 minutes or until broken, at which point it returns to its original form. This replaces Innate Power.
- **STONE IN THE BLOOD (Fast):** Some oreads mimic the healing abilities of the mephits. This oread gains Fast Regeneration for two rounds whenever she is Shaken or Wounded by acid. Only two Wounds can be recovered this way per day. This replaces Strong and cannot be taken with Stone in the Blood (Slow).
- **STONE IN THE BLOOD (Slow):** Some oreads mimic the healing abilities of the mephits. This oread gains Slow Regeneration whenever she is Shaken or Wounded by acid. This replaces Elemental Sorcery and cannot bet aken with Stone in the Blood (Fast).
- **TREACHEROUS EARTH:** Once per day, this oread can will the earth to rumble and shift, transforming a Large Blast Template patch of earth, unworked stone, or sand in Range Smarts into an area of Difficult Ground. The duration of this is a number of minutes dependent on the oread's Rank. Novice 1, Seasoned 2, Veteran 3, Heroic 4, Legendary 5. This replaces Granite Skin.

SYLPHS

Born from the descendants of humans and beings of elemental air such as djinn, sylphs are a shy and reclusive people consumed by intense curiosity. Sylphs spend their lives blending into the crowd, remaining unnoticed as they spy and eavesdrop on the people around them. They call this hobby "listening to the wind," and for many sylphs it becomes an obsession. Sylphs rely on their capable, calculating intellects and on knowledge gleaned from eavesdropping to deliver them from danger.

PHYSICAL DESCRIPTION

Sylphs tend to be pale and thin to the point of appearing delicate, but their skinny bodies are often more resilient than they look. Many sylphs can easily pass for humans with some effort, though the complex blue markings that swirl across their skin reveal their elemental ancestry. Sylphs also bear more subtle signs of their heritage, such as a slight breeze following them wherever they go. These signs become more pronounced as a sylph experiences intense passion or anger, spontaneous gusts of wind tousling the sylph's hair or hot blusters knocking small items off of shelves.

SOCIETY

Sylphs are usually born to human parents, and so are raised according to human customs. Most sylphs dislike the attention they receive growing up in human society, so it's common for them to leave home soon after coming of age. They rarely abandon civilization altogether, however, preferring instead to find some new city or settlement where they can go unnoticed among (and spy upon) the masses.



A sylph who happens upon another sylph unnoticed instantly becomes obsessed with her kin, spying on and learning as much about the other as she possibly can. Only after weighing all the pros and cons and formulating plans for every potential outcome will the sylph introduce herself to the other. Rarely, two sylphs will discover each other's presence in a community at the same time.

What ensues thereafter is a sort of cat-and-mouse game, a convoluted dance in which each sylph spies on the other as both attempt to gain the upper hand. Sylphs who meet this way always become either inseparable friends or intractable enemies.

Relations: Sylphs enjoy prying into the affairs of most other species, but have little taste for actually associating with most of them. Sylphs can relate on some level with elves, who share their tendency toward aloofness, but often spoil any possible relationship by violating the elven sense of privacy. Dwarves distrust sylphs intensely, considering them flighty and unreliable. They form excellent partnerships with halflings, relying on the short folk's courage and people skills to cover their own shortcomings. Sylphs are amused by the annoyed reactions they provoke in ifrits, and find oreads too boring to give them much attention.

Sylphs have little regard for laws and traditions, for such strictures often prohibit the very things sylphs love — subterfuge and secrecy. This doesn't mean sylphs are opposed to law, merely that they use the most expedient means available to accomplish their goals, legal or not.

Religion: Sylphs are naturally drawn to mystery cults, and to deities who focus on secrets, travel, or knowledge.

ADVENTURERS

An inborn urge to get to the bottom of things drives many sylphs to the adventuring life. A sylph who runs across the trail of a mystery will never be satisfied until she has uncovered every thread of evidence, followed up on every lead, and found the very heart of the trouble. Such sylphs make plenty of enemies by poking around into other people's affairs, and usually turn to their roguish talents or wizardry to defend themselves.

Languages: Common and Auran.

- **AGILE:** Sylphs are quick. They start with a d6 in Agility instead of a d4. This increases maximum Agility to d12+1.
- **DARKVISION:** Sylph eyes are able to pierce the darkness. They ignore penalties for Illumination up to 10" (20 yards).
- **ELEMENTAL SORCERY:** Sylph sorcerers with the Elemental (air) Bloodline reduce the Rank Requirement for Advanced Bloodline to Veteran.
- **FEATHER FALL:** Once per day a sylph can prevent any damage she suffers from falling.
- **FRAIL:** Slight of build and less robust than others, sylphs suffer −1 Toughness.
- **INTELLIGENCE:** Sylphs are insightful. They start with a d6 in Smarts instead of a d4. This increases maximum Smarts to d12+1.
- **NATIVE OUTSIDER:** A sylph's Type is Outsider rather than Humanoid.



ALTERNATE ANCESTRAL ABILITIES

- **LIKE THE WIND:** A sylph with this increases their Pace by 2. This replaces Agile.
- **SKY SPEAKER:** Some sylphs feel kinship toward the creatures of the air, and can cast minor *beast friend* with Mind Rider 1/day on birds or other flying animals as an Innate Power. This replaces Elemental Sorcery.
- **STORM IN THE BLOOD:** Some sylphs mimic the healing abilities of the mephits. This sylph gains Fast Regeneration for two rounds whenever she is Shaken or Wounded by electricity. Only two Wounds can be recovered this way per day. This replaces Intelligence.

UNDINES

Undines are humans who trace their ancestry to creatures from the Plane of Water. Even at first glance, one notices the potency of their ancestry, for an undine's very flesh mimics the color of lakes, seas, and oceans. Whether they have the blood of marids or water mephits as their kin, all undines define themselves through their ancestry. They perceive their individual differences as gifts and explore the supernatural aspects of their unique heritage to the fullest.



The undines are a proud ancestry and show little outward fear. While good-natured and somewhat playful among their own kind, they behave with slightly more reserve and seriousness in the company of non-undines. They have excellent emotional control, and can edge their tempers from calm to raging and back again within but a few minutes. While some might dub their behavior erratic, undines are simply a bit more outwardly melodramatic than most ancestries. As close friends, some find them overly possessive, though they are also extremely protective of those they care about.

Undines tend to settle near water, usually in warmer climates. Though land-dwellers, they spend a fair amount of time in the water. For this reason, most dress sparsely, wearing only enough clothing to protect themselves from the elements, and few wear shoes. They avoid wearing jewelry around their necks and keep their hair slicked back and tied into tight knots.

PHYSICAL DESCRIPTION

Undines display a wide variation of skin tones, ranging from pale turquoise to deep blue to sea green. An undine's straight, thick hair tends to be of a similar, yet slightly darker color than her skin. All have limpid blue eyes. Aside from their coloration, their most defining traits remain their fin-like ears and webbed hands and feet.

SOCIETY

Undines define themselves as a unique species and are capable of producing undine offspring. While they remain able to interbreed with humans, they tend to keep to themselves, and form small, reclusive communities near bodies of water, or in some cases, floating settlements. A typical undine community lives under the guidance of a small council comprising officials appointed by consensus. Council positions can be held indefinitely, though a community unhappy with the performance of a council member can call for her resignation.

Intermarriage in undine communities is common, with children raised communally. A fair amount of regional diversity exists in undine culture, as influenced by the specific ancestry of independent settlements. It should also be noted that not all undines in a single settlement claim the same ancestry, as undines may marry other undines from outside their own communities.

Relations: Undines hold no biases or prejudices toward anyone. Their communities rely primarily on trade, giving them ample opportunity to interact with a diverse range of outsiders. They have no qualms about establishing neighborhoods within the settlements of others, provided adequate respect is given to both the undines and any nearby bodies of water. Still, in such instances, a given undine community does what it can to retain its autonomy.

Undines get along well with elves and gnomes. Often they share protective duties over forested lakes and streams. They barter most freely with humans and dwarves for resources such as metal and cloth.

Their principal interests lie in the welfare of their people, and thus their moral concerns focus upon the community and upon themselves. This view also allows them to interact with a broad scope of non-undine ancestries with whom they trade.

Religion: While not deeply religious, undines possess a strong spiritual connection to their supernatural ancestors and to water. Those who pursue nonsecular paths almost always worship the gods of their ancestors or gods whose portfolios feature some aspect of water.

ADVENTURERS

On occasion, an undine leaves her people to seek out a life of adventure. Like water, some undines feel compelled to move, and adventuring gives them an ample excuse for living on the road. Others adventure for less wholesome reasons, and exile is a common punishment for crimes within undine society. Undines' affinity toward water makes them particularly good druids.

Languages: Common and Aquan.

- **AGILE:** Undines are graceful and agile. They start with a d6 in Agility instead of a d4. This increases maximum Agility to d12+1.
- **DARKVISION:** Undine eyes are able to pierce the darkness. They ignore penalties for Illumination up to 10" (20 yards).
- **ELEMENTAL SORCERY:** Undine sorcerers with the Elemental (water) Bloodline reduce the Rank Requirement for Advanced Bloodline to Veteran.
- **GRACEFUL SWIMMERS:** Undines can always move their full Pace in water.
- **INNATE POWER:** *Havoc* (Spirit to cast, 1/day (HYDRAULIC PUSH)). This cannot include any Power Modifiers.
- **NATIVE OUTSIDER:** An undine's Type is Outsider rather than Humanoid.
- **REDUCED STRENGTH:** An undine suffers −1 to Strength rolls.
- **SPIRITED:** Undines are perceptive. They start with a d6 in Spirit instead of a d4. This increases maximum Spirit to d12+1.

ALTERNATE ANCESTRAL ABILITIES

- **ACID BREATH:** Undines whose heritage can be traced to a water mephit can wield acid as a weapon. Replace *havoc* with *burst* (ACID BREATH). This modifies Innate Power.
- **HYDRATED VITALITY (Fast):** This undine gains Fast Regeneration for two rounds when she is fully submerged in salt, fresh, or brackish water for at least 10 min. Only two Wounds can be recovered this way per day. This replaces Agile and can't be taken with Hydrated Vitality (Slow).
- **HYDRATED VITALITY (Slow):** This undine gains Slow Regeneration when she is fully submerged in salt, fresh, or brackish water for at least 10 min. This replaces Elemental Sorcery and can't be taken with Hydrated Vitality (Fast).
- **WATER SENSE:** These undines can sense vibrations in water, granting them Blindsense 10" (20 yards) in water. This replaces Darkvision.



VINE LESHYS

Vine leshys are born when a druid channels a nature spirit into a plant's form. The spirit that answers the call for a vine leshy creation ritual is always one that has keenly felt the influence of mortal beings. Compared to other leshys, vine leshys have an easier time relating to non-plant creatures and a deeper sense of curiosity about the wonders of the natural world beyond those plants closely related to them, as well as a fascination with the societies of other creatures.

PHYSICAL DESCRIPTION

A vine leshy's body is made of masses of twisted vines and leaves, sometimes incorporating flowers and fruits as well. Their appearance is mostly determined by the species of vine used in their creation, but most have a large cluster of leaves that forms a face with round eyes, a small mouth, and no visible nose.

SOCIETY

Vine leshys do not have a traditional family structure. They form strong friendships with those who accompany them on explorations or who assist them in protecting a natural site. Vine leshys usually feel a strong desire to seek out the one who created them. They see their creators as friends and allies. Vine leshys' names change throughout their lives. A young leshy names herself after her characteristics or a natural feature that she enjoys. As they age, they modify their names to reflect their personality and experiences. She may have several names that she cycles among, such as one name for each season. Most vine leshys select names that are at least two words long.

Vine leshys are likely to travel and explore, stopping to care for different wards throughout their lifetime. Vine leshys love storytelling, but place more importance on the meaning and message than the details, both because they can't always remember the details and because they find many details to be unnecessary. A story that has passed through several vine leshys is likely to undergo significant changes in characters and setting but retains its core message.

Relations: Vine leshys are interested in learning about the cultures of other cultures. Their attitudes when they encounter new species are based on biases from the nature spirit's past incarnations, but they evolve over time through the leshy's experiences. In unfamiliar situations, they prefer to blend in with vegetation to observe before introducing themselves. Vine leshys recognize a spectrum of genders. Some vine leshys are exclusively female or male, while many vine leshys are both. The nature spirit that inhabits the leshy plays a strong role in determining the leshy's identity.



Vine leshys have an unusual relationship with other leshys, for unlike standard leshys, vine leshys are not grown to be servants. They are free-willed and individualistic creatures. Whether or not an individual vine leshy views the servitude other leshys endure as akin to slavery or as something more like an honorable tradition of service to a powerful druid depends on the vine leshy's opinion. While it's unusual for a vine leshy to take on another leshy as a minion in the traditional way, it's not unusual to see vine leshys take on sponsorship of a sort over other leshys, treating them almost as adopted children or wayward exiles in need of guidance and protection.

Religion: Religion is not particularly important to vine leshys. Those who do find faith tend toward worship of Gozreh, a green man, or one of the Eldest of the First World, but the Green Faith is the most common philosophy followed by vine leshys.

ADVENTURERS

Vine leshys know if their bodies die, their spirits will return to the natural world and may someday find themselves in new bodies. This lack of fear combined with their curiosity leads them to take risks. However, they typically avoid excessively dangerous activities, as they would rather gather a story from their adventures to tell later.



Languages: Common and Sylvan.

- **CHANGE SHAPE:** Vine leshys can transform into vines or revert to their true form as a limited free action (Spirit roll). In vine form, the leshy appears as a healthy small vine.
- **LESHY PLANT:** A leshy's Type is Plant rather than Humanoid but they lack the normal immunities and resiliences that most Plant creatures have. Additionally, vine leshys can speak with vines.
- **NIGHT VISION:** Leshys ignore all penalties for Illumination.
- **REDUCED PACE:** Decrease the character's Pace by 1 and reduce the running die by one die type.
- **REDUCED SKILLS:** Leshys are sometimes forgetful and oblivious. They do not start with a d4 in Common Knowledge or Notice.
- **SIZE –1:** Leshys are small creatures; they reduce their Size and Toughness by 1.
- **SPIRITED:** Vine leshys are insightful. They start with a d6 in Spirit instead of a d4. This increases maximum Spirit to d12+1.
- **STEALTHY:** Leshys start with a d6 in Stealth instead of a d4. This increases maximum Stealth to d12+1.
- **TOUGH:** Vine leshys are surprisingly hardy. They start with a d6 in Vigor instead of a d4. This increases maximum Vigor to d12+1.
- **VERDANT BURST:** When slain, a vine leshys explodes in a burst of fertile energies (Large Blast Template). All Plant creatures in the template heal one Wound, and vines quickly infest the area. If the terrain can support vines, the area becomes Difficult Ground for 24 hours, after which the plant life diminishes to a normal level.

ALTERNATE ANCESTRAL ABILITIES

- **GRAPEVINE:** A vine leshy made from a grapevine can produce magically infused fruit that can heal her allies. Once per day, this leshy can attempt to cast *healing* (Spirit roll to activate). This replaces Stealthy.
- **POISONOUS:** Vine leshys made from poison ivy vines carry natural poison in their bodies. As a limited free action, the leshy can imbue its vines with this irritating substance. The next time the leshy hits a creature with an unarmed attack, the creature is affected by a Mild Poison. This replaces Stealthy.
- **SWAMP LESHY:** Some vine leshys are made from plants that naturally grow in swamps. These leshys gain Aquatic and replace their Night Vision with Darkvision. This alters Night Vision.



CHAPTER TWO

EDGES & HINDRANCES

This chapter introduces new Edges and Hindrances for *Pathfinder for Savage Worlds*. Some of the options presented in this section are easily incorporated into other settings.

NEW HINDRANCES

Some Hindrances have mechanical effects. Others are more subjective "roleplaying" Hindrances that help you understand and roleplay your character. They should occasionally cause the hero to act in ways that aren't necessarily smart, efficient, or in the best interests of the party or the overall goal.

That's what roleplaying games are all about, and the GM may reward you with a Benny when the character's Hindrances cause significant trouble! Below are Hindrances based off the drawbacks found in the Pathfinder setting.

ATTACHED (MINOR)

This hero has a strong emotional attachment to a person or object that he is terrified of losing.

Whenever the object of his attachment is either threatened, in danger, or in someone else's possession, he suffers a −1 penalty on Spirit rolls and gain a +1 bonus to rolls on the **Fear Table**.

BURNED (MINOR)

This character was badly burned once by volcanic ash, torch-wielding mobs, or some fiery accident, and the scars pain her terribly whenever she is too near to fire.

Whenever she is adjacent to open flames or is on fire, she subtracts 1 from all Trait rolls until she spends an entire round away from fire. Additionally, the character refuses to carry easily flammable materials or explosives unless there is no other option.

COWARDLY (MINOR)

The hero might face dangerous situations with bravado, but he is constantly afraid.

Before rolling on the **Fear Table**, move the character's full Pace plus running die away from the subject of his fear. Once this movement is complete, resolve the **Fear Table** roll.

CRUELTY (MINOR)

This cruel character was rewarded as a child for flaunting his victory over others as completely as possible, and he discovered he enjoyed the feeling of rubbing his foes' faces in the dirt.

Whenever there are Wounded enemies nearby, this character suffers a −2 penalty on attack rolls when not targeting the most Wounded enemy.

DOUBT (MINOR/MAJOR)

Your character lack confidence in his abilities or confidence in the universe at large.

With the Minor version of this Hindrance, whenever he fails a non-attack skill roll, he suffers a −1 penalty on that skill for the next hour (to a max of −2). As a Major Hindrance, this affects all skill rolls.

FAMILY TIES (MINOR)

Family is extremely important to the hero, and she feel disheartened when she can't do what they ask.

From time to time, this family makes a request of the hero which she feels obligated to fulfill. The longer she goes without completing this request, the harder it is to concentrate on anything else.

This Hindrance can't be taken if the character has no family.

FORGETFUL (MINOR)

The hero is easily distracted and prone to forgetting important things.

Whenever leaving a location she has been at for longer than one hour, the character makes a Smarts check. With failure, she leaves behind one random mundane item. However, she may not notice it missing until she really need it.



IMPATIENT (MAJOR)

The hero loves leaping into battle at the earliest opportunity, and it frustrates her to wait for others to act.

Your hero can't go on Hold, and if she is the last of her allies to act in a round of combat, she suffer a −1 penalty on Trait rolls.

INFORMATION OVERLOAD (MAJOR)

Your character has had access to thousands of spy reports, many of which turned out to be based on faulty deductions or even intentionally false stories spread by opposed spy groups. At this point, he has been exposed to false knowledge as much as accurate information, and can't always remember which is which.

The character can't spend Bennies to reroll Academics, Common Knowledge, or Science rolls.

INSATIABLE (MINOR)

The Pathfinder has become so accustomed to binging on the finer things in life that he finds going without such excess particularly strenuous.

Goods and services cost 10% more (and can't be paid for by allies), and the character needs twice as much food and liquid as normal for the purposes of preventing starvation and thirst.

MISBEGOTTEN (MAJOR)

Whether due to the influence of malign magic, disease, or the scorn of the gods, the character was born with a troublesome deformity that interferes with movement.

Whenever increasing an Agility-based skill, treat the character's Agility as if it were one die type lower. A character with Agility d4 must spend 2 skill points to buy a d4 in any Agility-based skill.

PARANOID (MINOR)

The hero believes that someone or something is always out to get her, so she has a hard time truly trusting anyone.



Anyone who attempts to Support her suffers a −1 penalty to their roll.

SELF-DOUBTING (MAJOR)

Her ever-present fear of failure causes a downward spiral and lowers the hero's strength of will.

She suffers a −1 penalty on Spirit rolls.

SHADOW-SCARRED (MAJOR)

The hero was touched by terrible horrors that live in the darkness just outside the human sphere and feels his life force ebb away ever so slightly whenever returning to the shadows.

The character is Vulnerable as long as he is in an area of Dim, Dark, or Pitch Darkness Illumination.

SLEEPY (MINOR)

This character must sleep or rest for at least 12 hours each night to get the benefits of a full night's rest.

He require at least 12 hours of rest out of every 24. If he goes without, he must make a Vigor roll every 24 hours thereafter or suffer Fatigue.

SUPERSTITIOUS (MAJOR)

Raised around those who regarded most magic as innately dangerous, even if the source is an ally, your hero cannot bring herself to submit to magic willingly even for her own good.

Whenever she is affected by a beneficial spell from an ally, she must make a Spirit roll or be Distracted until the power ends. This does not apply to spells cast by the character.

UNLEARNED (MAJOR)

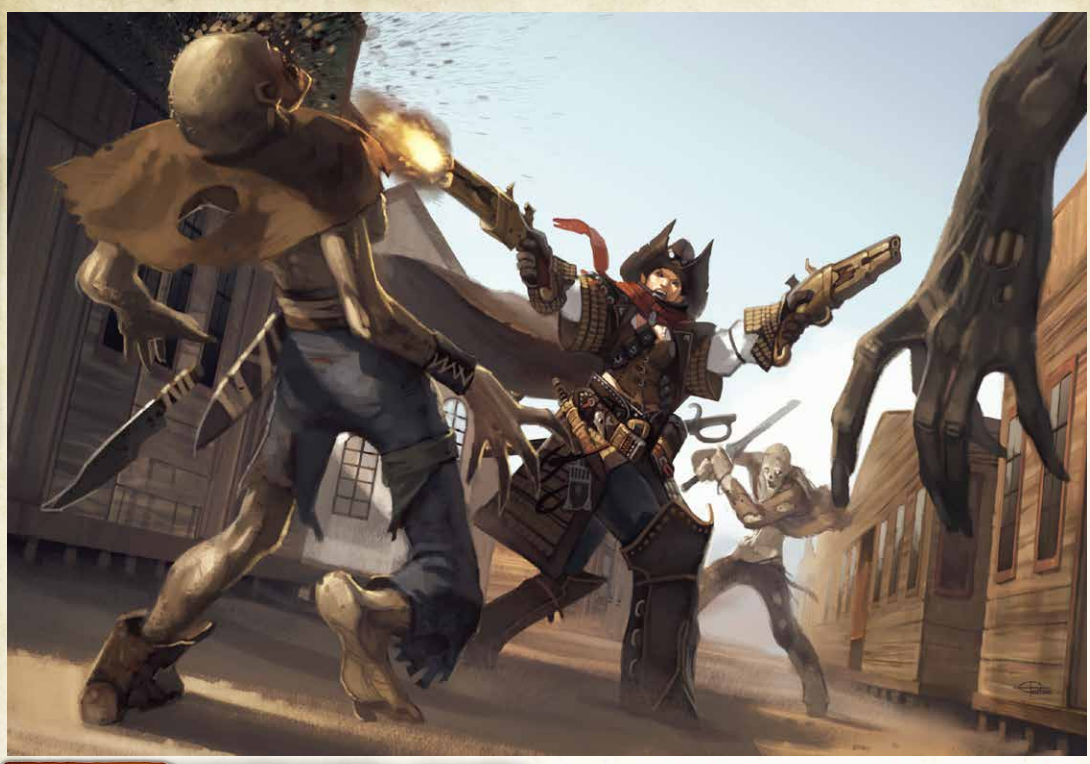
Some folks have always had difficulty learning and retaining information, and know very little about the world beyond the obvious and what pertains to their profession.

Whenever increasing a Smarts-based skill, treat the hero's Smarts as if it were one die type lower. A character with Smarts d4 must spend 2 skill points to buy a d4 in any Smarts-based skill.

VAIN (MINOR)

The character is sensitive about the way others perceive her.

Whenever the character is damaged, dirty, disheveled, or otherwise soiled, she subtracts 2 from Persuasion and Intimidation rolls until she has a chance to clean up.



NEW EDGES

On the following pages are dozens of Edges for *Savage Pathfinder*. Edges are grouped by type to help during character creation, and you'll find a handy summary of each on page 42.

Unless an Edge specifically says otherwise, it may only be selected once.

BACKGROUND EDGES

These Edges are typically advantages a character is born with, learns from prolonged and extensive training, or gains after exposure to certain events.

Players can choose these Edges after character creation with a little rationalization. An individual might choose the Attractive Edge, for example, by cleaning himself up, getting a makeover, and generally paying more attention to physical appearance. Characters might also be able to gain an Arcane Background by finding and studying a spellbook or training with another arcane type in their party during downtime between adventures.

AQUATIC ANCESTRY

REQUIREMENTS: Novice, Undine

Your hero favors his outsider ancestry and is better adapted to life in the water.

Gain the Aquatic ability and increase his running die one die type while in water.

CLIMBING VINE

REQUIREMENTS: Novice, Vine leshy, Strength d6+

Like their namesake, some vine leshys can move across all surfaces.

She gains the Wall Walker Special Ability.

ELEMENTAL JAUNT

REQUIREMENTS: Seasoned, Ifrit, Oread, Sylph, or Undine

The spirits of the outsider's ancestral home call to her, beckoning her to return.

Once per day, the hero can cast Innate Powers: minor *plane shift* to transport herself and willing targets to the elemental plane appropriate to her ancestry (ifrits: Plane of Fire, oreads: Plane of Earth, sylphs: Plane of Air, and undines: Plane of Water) or back to the Material Plane from the listed elemental plane. While on that plane, she (but not

those transported with her) are under the effects of *environmental protection* with Planar Adaptation.

Inner Breath

REQUIREMENTS: Novice, Sylph

The sylph's body is suffused with elemental air that provides for all her respiratory needs.

She no longer needs to breathe and isn't affected by inhaled toxins, can't drown, and doesn't suffocate in a vacuum.

Kudzu Grappler

REQUIREMENTS: Novice, Vine leshy, Agility d6+, Athletics d6+

Your character climbs all over creatures he is grappling like kudzu, blocking their vision.

Whenever the leshy successfully grapples an opponent, they gain the Bad Eyes (Major) Hindrance in addition to being Entangled or Bound.

Oread Burrower

REQUIREMENTS: Novice, Oread

The ground parts for your hero at the slightest touch, allowing him to dig with great speed.

The hero can burrow at his base Pace and can "run" for extra movement. He can burrow through sand, dirt, clay, gravel, or similar materials, but not solid stone. He doesn't leave a hole, nor is his passage marked on the surface. Additionally, he gains the Stonecunning ability (see Dwarves in *Pathfinder for Savage Worlds*).

Scorching Weapon

REQUIREMENTS: Seasoned, Ifrit

Elemental fire stirs within the ifrit's body, boiling his blood and rendering him resistant to flame.

His unarmed attacks deal an additional +1 damage (fire). As a free action, he can make up to two held manufactured metallic weapons become red-hot for one round. These weapons deal +1 damage (fire).

Wings of Air

REQUIREMENTS: Seasoned, Sylph

The winds lift the character, carrying her where she wants to go.

The sylph gains a Flight Pace of 6 and can "run" for extra movement.

Class Edges

You'll find four core Class Edges as well as advanced Edges for higher Ranks on the following page spreads.



GUNSLINGER

GUNSLINGER

REQUIREMENTS: Novice, Agility d6+, Shooting d6+

Some gunslingers treat the secrets of black powder with the same care and reverence that a wizard reserves for his spellbook, but most know firearms are a secret that cannot remain concealed forever.

Gunslingers are thunderous artillery, often found where the fighting is fiercest. Brave, clever, and frequently foolhardy, many gunslingers push to position themselves at close range, barrels blazing, to take down their foes and demoralize their enemies. Other gunslingers are masters of distant death, picking off enemies from afar with their strange and wondrous weapons.

- **ARMED AND DANGEROUS:** Anyone taking this Edge at character creation gets a free pistol (see page 50).
- **ARMOR RESTRICTION (Light):** Gunslingers are nimble and deadly acrobats. While wearing medium or heavy armor or using medium or heavy shields, the hero cannot use any abilities granted by this Edge or any Edge that has this Edge as a Requirement.
- **DEEDS:** Deeds require the gunslinger to have or spend a Grit token.
  - **Blast Lock:** Spend a Grit token when making an attack against a lock with a firearm. This attack functions the same as *unlock*, using Shooting as the arcane skill roll. With success, the lock is destroyed. With failure, the lock is destroyed, but the object is jammed and still considered locked. It can be unlocked by successfully performing this deed or by using Repair or Thievery at a –4 penalty.
  - **Quick Clear:** A gunslinger with at least one Grit Token can take an action to automatically repair a weapon damaged by a misfire (see page 47). Alternatively, the gunslinger can spend a Grit Token to do this as a free action.
  - **Targeting:** As long as she has at least one Grit, the gunslinger gets one free reroll on failed Shooting rolls with firearms while at Short Range. She can spend a Grit to reroll shots outside of Short Range.
- **GRIT:** Once per encounter, as a free action, a Gunslinger can spend a Benny to gain five Grit tokens, which last until the end of the encounter.

  While using a firearm a gunslinger may gain a Grit token in one of the following ways.

  Raise: The gunslinger gets a raise on an attack roll and forgoes the extra damage die.

  Killing Blow: The gunslinger Incapacitates or kills a creature.

TARGETING

REQUIREMENTS: Seasoned, Gunslinger

Before rolling the attack, the gunslinger can spend one Grit token to gain an additional benefit to a Called Shot.

- **HAND:** The target is automatically disarmed but takes no damage. The damage roll is how many inches away the item lands.
- **HEAD:** The target becomes Distracted.
- **LEGS/WINGS:** The target is knocked prone and suffers –2 Pace. If the target is flying, it falls 20 ft (40 ft with a raise on the attack).

DARING SHOT

REQUIREMENTS: Veteran, Gunslinger

The gunslinger spends a Grit and takes a single action this turn to attack. If the attack hits, double the firearm's damage dice.

CHEAT DEATH

REQUIREMENTS: Heroic, Gunslinger

When the gunslinger is damaged, she can spend five Grit tokens or one Benny to reduce the Wound Cap to 1.

DEATH'S SHOT

REQUIREMENTS: Wild Card, Legendary, at least two Gunslinger Edges

When the gunslinger gets a raise with a firearm and Shakes or Wounds a creature, she can spend one Grit to force the target to make a Vigor check. With failure, the target is Incapacitated.

Lirianne (Novice, Iconic Path Gunslinger)

Lirianne struggles to balance her resurgence of childhood wonder and adult dedication to justice, all while confronting her long-ignored elven blood. While thoughts of family and the familiar life of Alkenstar occasionally tug at her roaming heart, sights remain unseen and people remain unsaved, and Lirianne will be damned if she'll fail in either.

ANCESTRY: Half-elf (Elven Magic, Flexibility, Low Light Vision)

ATTRIBUTES	DERIVED
Agility d8	Parry: 4
Smarts d6	Toughness: 7 (2)
Spirit d6	Pace: 6
Strength d6	Bennies: 3
Vigor d6	

HINDRANCES: Curious, Loyal, Outsider (Minor)

EDGES: Brave, Gunslinger, Quick

LANGUAGES: Common, Dwarven, Elven, Kelish

SKILLS: Alchemy d4, Athletics d6, Common Knowledge d4, Fighting d4, Intimidation d6, Notice d6, Persuasion d6, Repair d4, Shooting d8, Stealth d4, Survival d4

GEAR: Pistol (Range 5/10/20, Damage 2d6+1), short sword (Str+d6), 10× black powder, 10× bullets, leather cap, jacket, and leggings (+2), adventurer's kit, gunsmith's kit, powder horn, 62 gp.

Lirianne's Advancement Track

1 – Gambling d4, Riding d4

2 – Extraction

3 – Spirit d8

S — Targeting

5 – Common Knowledge d6, Fighting d6

6 – Agility d10

7 – Dodge

V — Daring Shot

9 – Improved Extraction

10 – Vigor d8

11 – Persuasion d8, Shooting d10

H — Cheat Death

13 – Marksman

14 – Smarts d8

15 – Danger Sense

L — Death's Shot

17 – Agility d12

18 – Fighting d8, Shooting d12

19 – Tough as Nails

20 – Mythic Slayer



MAGUS

MAGUS

REQUIREMENTS: Novice, Smarts d6+, Fighting d6+

Some spend their lives poring over ancient tomes and texts, unlocking the power of magic while others spend their time becoming weapon masters without equal. The magus is at once a student of both philosophies, blending magical ability and martial prowess into something entirely unique.

As he grows in power, the magus unlocks arcana that allow him to merge his talents further. At the pinnacle of his art, the magus becomes a blur of steel and magic.

- **ARCANE BACKGROUND (Magus):** Magi use Spellcasting as their arcane skill. This gives them 10 Power Points and two powers from the list below.

  Available Powers: *Baleful polymorph, barrier, blast, bolt, boost/lower Trait, burst, damage field, deflection, detect/conceal arcana, disguise, dispel, drain Power Points, entangle, environmental protection, fly, growth/shrink, havoc, illusion, invisibility, light/darkness, protection, shape change, smite, speed/sloth, summon ally, telekineses, teleport, wall walker, warrior's gift.*

- **ARMOR INTERFERENCE (Light):** While wearing medium or heavy armor or using medium or heavy shields, the character's arcane skill rolls suffer a –4 penalty. He can't use abilities granted by this Edge or any Edge that has this Edge as a Requirement.

- **MAGUS ARCANA:** As a free action, a magus can enhance his combat prowess using the follow abilities by spending the listed Power Point cost.

  Arcane Accuracy (1): Gain a +1 bonus on your next Fighting roll (max of +2).

  Critical Strike (1): After getting a raise on an attack, reduce the MAP of all other actions this turn by 2 (once per turn).

  Hasted Assault (1): The magus doubles his Pace this turn (once per turn).

- **SPELLBOOKS:** Magus use spellbooks. See spellbooks in *Pathfinder for Savage Worlds*.

- **SPELLSTRIKE:** As a limited action, the magus channels a spell through a one handed melee weapon. He makes a single skill roll using his Fighting. This is considered an attack and arcane skill roll, treating the power as if it had the Range Limitation.

  With success, the spellstrike deals weapon damage and activates the power. With a raise, the weapon gets a bonus d6 and the power's raise effects resolve as usual. Apply any modifiers for activating a power, attacking, and damaging to these rolls.

SPELL RECALL

REQUIREMENTS: Seasoned, Magus

The magus can spend a Benny to recover 10 Power Points.

EXTRA ARCANA

REQUIREMENTS: Veteran, Magus

Gain the following Magus Arcana.

Enchantments (3): Give the magus's weapon a 1-point Enchantment for five rounds.

Reflection (Varies): When targeted by a successful power activation, the magus may spend Power Points equal to the power's cost (including Power Modifiers) to make the caster the target instead.

COUNTERSTRIKE

REQUIREMENTS: Heroic, Magus

Whenever an enemy within reach of the magus successfully casts a spell, the magus may make a free attack against them.

TRUE MAGUS

REQUIREMENTS: Wild Card, Legendary, at least two Magus Edges

When using Spellstrike, ignore Arcane Resistance and Improved Arcane Resistance.

Seltyiel (Novice, Iconic Path Magus)

Free from imprisonment, Seltyiel the cold-hearted half-elf seeks fear, respect, and most of all, vengeance. Seltyiel travels Egorian, murdering thieves with his arcane power and using their ill-gotten gains to achieve his goals. Seltyiel must have revenge, but first, he must have power.

ANCESTRY: Half-elf (Elven Magic, Flexibility, Low Light Vision)

ATTRIBUTES	DERIVED
Agility d8	Parry: 6
Smarts d8	Toughness: 7 (2)
Spirit d4	Pace: 6
Strength d8	Bennies:3
Vigor d6	

HINDRANCES: Enemy (Major— Lairsaph), Vengeful (Major)

EDGES: Magus, Mighty Blow

LANGUAGES: Aklo, Common, Draconic, Elven, Infernal

SKILLS: Athletics d6, Common Knowledge d4, Fighting d8, Notice d8, Occult d4, Persuasion d6, Spellcasting d8, Stealth d4

POWERS: *Bolt, deflection*

GEAR: Longsword (Str+d8), leather jacket and leggings (+2), adventurer's kit, spellbook, 180 gp.

Seltyiel's Advancement Track

1 – Spirit d6

2 – New Powers: *Boost/lower Trait, dispel, smite*

3 – Common Knowledge d6, Stealth d6

S — Wand Mastery

5 – Agility d10

6 – Power Points (15 total)

7 – New Powers: *Blast, havoc, summon ally*

V — Spell Recall

9 – Smarts d10

10 – Fighting d10, Spellcasting d10

11 – Trademark Weapon (Longsword)

H — Counterstrike

13 – Vigor d8

14 – New Powers: *Fly, entangle, speed/sloth*

15 – Occult d6, Stealth d8

L — True Magus

17 – Fighting d12

18 – Spellcasting d12

19 – New Powers: *baleful polymorph, invisibility, teleport*

20 – Power Surge



NINJA

NINJA

REQUIREMENTS: Novice, Athletics d6+, Stealth d6+

When the wealthy and the powerful need an enemy eliminated quietly and without fail, they call upon the ninja. When a general needs to sabotage the siege engines of his foes before they can reach the castle walls, he calls upon the ninja. And when fools dare to move against a ninja or her companions, they will find the ninja waiting for them while they sleep, ready to strike.

These shadowy killers are masters of infiltration, sabotage, and assassination, using a wide variety of weapons, practiced skills, and mystical powers to achieve their goals.

- **ARMOR RESTRICTION (Light):** Ninjas are nimble and deadly acrobats. While wearing medium or heavy armor or using medium or heavy shields, the hero cannot use any abilities granted by this Edge or any Edge that has this Edge as a Requirement.
- **MYSTIC POWERS (Ninja):** As a limited free action, the ninja can invoke one of the following "ki" powers: *lower Trait* (PRESSURE POINTS), *darksight*, *deflection* (DUPLICATE NINJAS), and *disguise*. All but *lower Trait* are self only and *lower Trait* has the Range Limitation (hitting the target's Parry with a success), but the ninja gains no benefit from the Limitations.

  The ninja has 10 Power Points that recharge normally. She 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. If the ninja also has an Arcane Background, none of its Edges or abilities can be used with Mystic Powers (and vice-versa).

NO TRACE

REQUIREMENTS: Seasoned, Ninja

A ninja knows how to cover her tracks, remain hidden, and conceal her presence. Creatures attempting to detect, track, or see through the ninja's disguise suffer a −2 penalty to the roll.

The ninja must still be capable of hiding or disguising herself to benefit from this.

MASTER NINJA TRICK

REQUIREMENTS: Veteran, Ninja

The ninja further nurtures and refines her ki. She adds the following powers to her Mystic Powers ability: *detect arcana*, *fly* (AIR WALKING), *intangibility*, and *invisibility*. All of these powers are self only.

KI CHARGE

REQUIREMENTS: Heroic, Ninja

The ninja can invest a portion of her ki into a single thrown weapon, such as a shuriken or dagger. Investing this energy is a limited free action and costs 1 Power Point.

When a target is hit with this weapon, place a Small Blast Template over it. All creatures under the blast template suffer weapon damage plus the ninja's Spirit.

A raise on the attack still provides an additional d6 damage to all targets under the template.

INVISIBLE BLADE

REQUIREMENTS: Wild Card, Legendary, at least two Ninja Edges

Once per encounter, a ninja can attack with a previously hidden weapon. The target of the attack must not have been aware of the weapon before the attack (such as a hidden blade). The ninja benefits from The Drop for this attack.

Reiko (Novice, Iconic Path Ninja)

Reiko is cool and aloof, quick with a cutting remark or withering glare. Though she's studied with the most capable thieves and assassins in the region, Reiko grows tired of Avistan's seemingly endless collection of brute highwaymen and lowbrow killers. Still, the lack of corrupt lords like Entobe in places like Andoran is a small comfort.

ANCESTRY: Human (Adaptability)

ATTRIBUTES
Agility d8
Smarts d6
Spirit d6
Strength d6
Vigor d6

DERIVED
Parry: 5
Toughness: 7 (2)
Pace: 6
Bennies: 3

HINDRANCES: Enemy (Minor—Entobe Hisashi), Outsider (Minor), Ruthless (Major)

EDGES: Ninja, Quick

LANGUAGES: Aklo, Common, Draconic, Undercommon

SKILLS: Alchemy d4, Athletics d6, Common Knowledge d6, Fighting d6, Intimidation d6, Notice d6, Performance d6, Persuasion d4, Stealth d8, Taunt d6, Thievery d6

GEAR: Kusarigama (Str+d6, AP 1, ignores shield bonus, Two Hands, functions as spiked chain), 5× shuriken (Range 3/6/12, Damage Str+d4), leather jacket, leggings, and cap (+2), adventurer's kit, caltrops ×2, disguise kit, thieves' tools, 105 gp.

Reiko's Advancement Track

1 – Spirit d8

2 – Athletics d8, Persuasion d6

3 – Fighting d8, Thievery d8

S — No Trace

5 – Rogue

6 – Intimidation d8, Occult d4

7 – Extraction

V — Master Ninja Trick

9 – Power Points (15 total)

10 – Uncanny Reflexes

11 – Agility d10

H — Ki Charge

13 – Athletics d10, Fighting d10

14 – Performance d8, Thievery d10

15 – Persuasion d8, Stealth d10

L — Invisible Blade

17 – Agility d12

18 – Fighting d12, Stealth d12

19 – Professional (Stealth)

20 – Weapon Master



SHIFTER

SHIFTER

REQUIREMENTS: Novice, Fighting d6+, Survival d6+

Whether riding on the wind as a falcon or hiding in some fetid bog waiting to strike, the shifter is a true master of the wild. Both a devoted defender of druidic circles and a fierce predator, the shifter can take on the forms of nature and fuse them together with devastating effect and unbridled savagery.

Shifters are protectors of druidic circles and avengers of nature, yet a shifter's magic is different from that of her druidic kin. Rather than invoking spells or forging alliances with animals, shifters focus their supernatural powers inward to gain control over their own forms. Their ability to change their forms is as varied as the wonders of the wilds but always remains partially rooted in the natural world. Most shifters are trained by druidic circles and have their powers unlocked via rituals of initiation. Yet some stumble upon the gift naturally.

- **ARMOR RESTRICTION (Medium):** Shifters are deadly hunters. While wearing heavy armor or using heavy shields, the hero cannot use any abilities granted by this Edge or any Edge that has this Edge as a Requirement.
- **DEFENSIVE INSTINCTS:** The shifter may use her Spirit or Vigor when calculating her Toughness.
- **SECRET LANGUAGE:** All shifters know the secret language known as Druidic.
- **SHIFTER ASPECT:** A shifter selects an animal from Aspects (see page 30) to which her body and soul have become supernaturally attuned. As a free action, she can shift into or out of the aspect's minor form. She can maintain her minor aspect for up to 20 minutes a day (these need not be consecutive).
- **SHIFTER CLAWS:** A shifter in her natural form can extend her claws as a free action to use as a weapon. This transformation is fueled as much by the shifter's faith in the natural world as it is by inborn talent. Claws deal Str+d4 damage.
- **WILDERNESS STRIDE:** Shifters pass through terrain such as dense forest, rocky hills, or desert sands with ease. They ignore penalties for Difficult Ground.

CHIMERIC ASPECT

REQUIREMENTS: Seasoned, Shifter

The shifter gains a new aspect when she takes this Edge. This Edge may be selected more than once, but only once per Rank.

Additionally, when the shifter enters her minor form, she can enter the form of any number of aspects she has available to her.

SHIFTER WILD SHAPE

REQUIREMENTS: Veteran, Shifter

As a limited action, a shifter can turn herself into a major form (or back again) of one of her aspects for up to one hour. She can do this 10 times per day.

The shifter retains her Smarts and Spirit and can still access her minor forms while in shifter wild shape.

ENHANCE FORM

REQUIREMENTS: Heroic, Shifter

The shifter can enhance her bestial form.

Whenever the character uses Shifter Wild Shape, she can increase two attributes or damage dice, two die types.

GREATER DEFENSIVE INSTINCTS

REQUIREMENTS: Wild Card, Legendary, at least two Shifter Edges

When calculating her Toughness, the shifter uses half her Spirit+half her Vigor+2

Additionally, when Soaking, she rolls her Vigor and Spirit die along with the Wild die (choosing only one).

Zova (Novice, Iconic Path Shifter)

Zova travels from town to town, exploring her growing power as a shifter and the nature of adventuring party dynamics. Her protective nature is augmented by the compassion she feels for these all-too-often orphans, for she knows she is not the norm among her traveling companions in having a family who loves her and a home she can some day return to.

ANCESTRY: Human (Adaptability)

ATTRIBUTES	DERIVED
Agility d8	Parry: 6
Smarts d6	Toughness: 8 (2)
Spirit d8	Pace: 6
Strength d6	Bennies: 3
Vigor d6	

HINDRANCES: Curious, Loyal, Outsider (Minor)

EDGES: Elan, Shifter (Aspect—Falcon), Quick

LANGUAGES: Common, Druidic, Elven, Halfling, Sylvan

SKILLS: Athletics d6, Common Knowledge d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Stealth d6, Survival d6

GEAR: Dagger ×2 (Range 3/6/12, Damage Str+d4), leather shirt and leggings (+2), adventurer's kit, acid flask ×2, alchemist's fire ×2, everburning torch, 36.

Zova's Advancement Track

- **1** – Body Shield
- **2** – Vigor d8
- **3** – Hard to Kill

S — Chimeric Aspect (Bull)

- **5** – Strength d8
- **6** – Athletics d8, Stealth d8
- **7** – Frenzy

V — Shifter Wild Shape

- **9** – Strength d10
- **10** – Chimeric Aspect (Snake)
- **11** – Champion

H — Enhance Form

- **13** – Fighting d10
- **14** – No Mercy
- **15** – Chimeric Aspect (Bear)

L — Greater Defensive Instincts

- **17** – Tough as Nails
- **18** – Spirit d10
- **19** – Chimeric Aspect (Mouse)
- **20** – Beast Master



ASPECTS

All shifter aspects have a minor form and a major form. When a shifter focuses, she is able to take on the minor form of her aspect for a short time.

The minor form grants a shifter some of the animal's physical traits. The major aspect is the form she takes when she fully transforms into an animal. There may be some differences between the forms listed in the Major Form section and those with similar names found on the following pages. When shifting into the major form, use the information provided in this book.

The following options represent only the most common choices used by shifters. Other aspects based on different animals certainly exist, and might grant similar powers or entirely new abilities based on the animal's themes and nature.

BAT

The aspect of the bat imparts mastery over darkness and the night.

Minor Form: The shifter gains Darkvision at a range of 20" (40 yards). If she already has Darkvision, she gains Night Vision.

Major Form: Her shape changes to that of a dire bat.

BEAR

The aspect of the bear invokes a juggernaut of tireless endurance and furious power.

Minor Form: The shifter increases her Vigor two die types.

Major Form: Her shape changes to that of a dire bear.

BULL

The bull is a fierce charger and is adept at trampling its foes, pounding them to a bloody pulp.

Minor Form: The shifter increase her Strength two die types.

Major Form: Her shape changes to that of a large bull.

DEINONYCHUS

The deinonychus is adept at racing from ambush to deliver grievous wounds with its talons.

Minor Form: The shifter gains the Quick Edge. If she already has Quick, she can replace cards of Six or lower instead.

Major Form: Her shape changes to that of a deinonychus.

FALCON

The falcon senses all and has the speed to hunt down even the most elusive prey.

Minor Form: The shifter increases her Notice two die types.

Major Form: Her shape changes to that of a falcon.

FROG

The aspect of the frog grants great mobility in leaping through the air and swimming in water, as well as surprising tactics in combat.

Minor Form: The shifter gains the Aquatic Special Ability. The hero's aquatic Pace is the same as her normal Pace. Additionally, when performing Athletics (jumping) she doubles the height and distance jumped.

Major Form: Her shape changes to that of a giant frog.

LIZARD

The aspect of the lizard is one of swift, graceful movement, granting the ability to dart and scurry with an astounding agility and balance.

Minor Form: The shifter gains the Acrobat Edge, ignoring Requirements. If she already has Acrobat, gain Combat Acrobat.

Major Form: Her shape changes to that of an agile and brightly colored giant lizard.

MONKEY

The monkey is a climbing trickster who specializes in mobility and manual agility.

Minor Form: The shifter increases her Athletics two die types.

Major Form: Her shape changes to that of a large monkey.

Mouse

The aspect of the mouse offers the ability to gain access to hard-to-reach places while avoiding many attacks and effects.

Minor Form: The shifter gains the Uncanny Reflexes Edge, ignoring Requirements.

Major Form: Her shape changes to that of a mouse.

Owl

The aspect of the owl is one of silence. This predator glides through the night unheard, a master of stealthy attacks.

Minor Form: The shifter increases her Stealth two die types.

Major Form: Her shape changes to that of a large owl.

Snake

The snake is a sneaky and lethal foe who strikes unexpectedly with deadly effect, while avoiding opportune strikes made in return.

Minor Form: The shifter gains the Extraction Edge. If she already has Extraction, gain Improved Extraction, ignoring Requirements.

Major Form: Her shape changes to that of an emperor cobra.

Stag

The stag can outrun or stand its ground against almost any foe.

Minor Form: The shifter increases her Pace by 2 and the running die one die type.

Major Form: Her shape changes to that of a large stag.

Tiger

The tiger is a powerful but graceful hunter of the wild, quietly stalking its prey and then taking it down with ruthless efficiency.

Minor Form: The shifter increases her Agility two die types.

Major Form: Her shape changes to that of a tiger.



Wolf

The aspect of the wolf provides the senses and the attacks of the mighty wolf, whose instincts are honed to track and take down its prey.

Minor Form: The shifter gets a free reroll on failed Notice rolls.

Major Form: Her shape changes to that of a dire wolf.

Wolverine

This aspect unlocks the brutal ferocity and tenacious fury of the wolverine.

Minor Form: The shifter gains the Iron Jaw Edge, ignoring Requirements.

Major Form: Her shape changes to that of a dire wolverine.

MAJOR FORMS

BAT, DIRE

Type: Neutral Animal (Bat, Dire)
Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d10, Vigor d6
Skills: Athletics d8, Fighting d4, Notice d10, Stealth d6
Pace: 5; **Parry:** 4; **Toughness:** 7 (2)
Edges: Alertness
Special Abilities:
- **Armor +2:** Thick hide.
- **Bite:** Str+d4, AP 2.
- **Blindsense:** The bat ignores penalties for Illumination. It can detect vibrations up to 20" (40 yards).
- **Flight:** Pace 12.

BEAR, DIRE

Type: Neutral Animal (Bear, Dire)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12+1, Vigor d10
Skills: Athletics d10, Fighting d10, Intimidate d8, Notice d8, Stealth d8
Pace: 7; **Parry:** 7; **Toughness:** 13 (2)
Edges: Alertness, Brute, Killer Instinct
Special Abilities:
- **Armor +2:** Tough hide.
- **Bite/Claws:** Str+d6, AP 2.
- **Grab (Imp):** A dire bear may immediately make a grappling attempt (+2) as a free action if it gets a raise on a claw attack against a target of its Size or less.
- **Low Light Vision:** Ignore penalties for Dim and Dark Illumination.
- **Size 4 (Large):** These creatures can stand up to 12′ tall and weigh up to 8,000 pounds. Dire bears can take one extra Wound.
- **Swat:** Ignores 4 points of Scale penalties.

BULL, LARGE

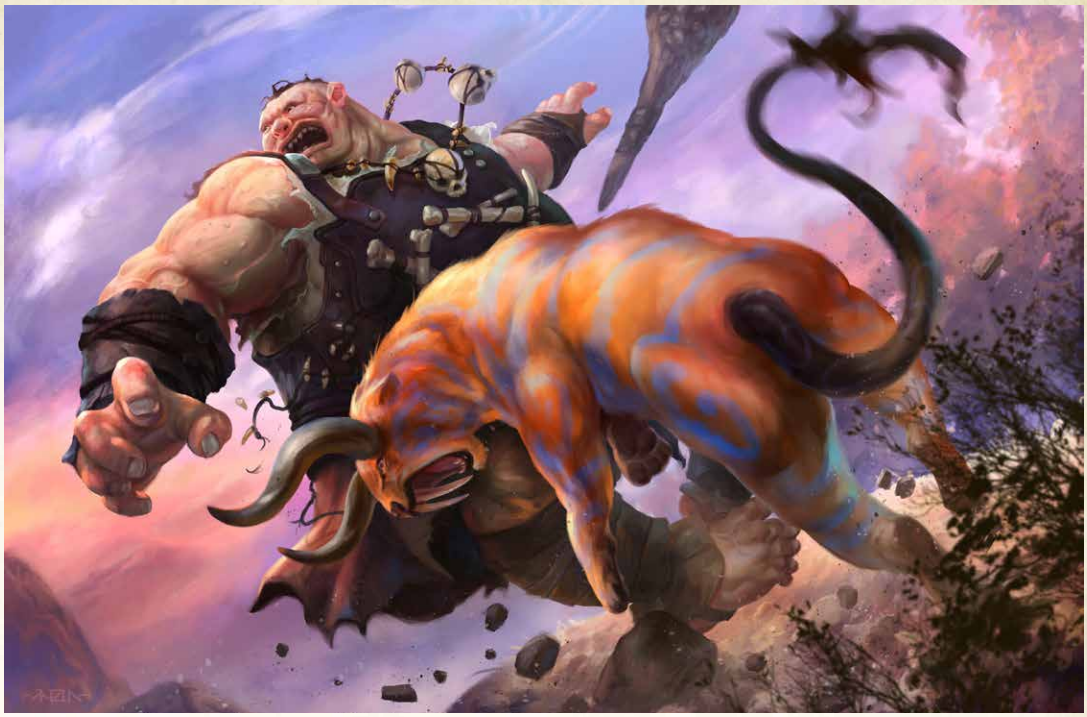
Type: Neutral Animal (Auroch)
Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+1, Vigor d8
Skills: Athletics d8, Fighting d6, Notice d6
Pace: 7; **Parry:** 5; **Toughness:** 10
Edges: —
Special Abilities:
- **Horns:** Str+d8.
- **Low Light Vision:** Ignore penalties for Dim and Dark Illumination.
- **Size 4 (Large):** This bull is larger than the average auroch.
- **Swat:** Ignores 4 points of Scale penalties.

DEINONYCHUS

Type: Neutral Animal (Dinosaur)
Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d10
Skills: Athletics d8, Fighting d6, Notice d8, Stealth d8
Pace: 12; **Parry:** 5; **Toughness:** 9 (2)
Edges: —
Special Abilities:
- **Armor +2:** Tough hide.
- **Bite/Claws:** Str+d6.
- **Low Light Vision:** A deinonychus ignores penalties for Dim and Dark Illumination.
- **Pack Tactics:** The creature adds its Gang Up bonus to its Fighting damage as well as the attack roll.
- **Pounce:** If a deinonychus makes a Wild Attack when lunging at prey, it adds +4 damage instead of +2 to one successful Fighting attack.
- **Speed:** d10 running die.

EMPEROR COBRA

Type: Neutral Animal (Snake, Venomous)
Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12, Vigor d10
Skills: Athletics d6, Fighting d8, Notice d8, Stealth d8
Pace: 4; **Parry:** 6; **Toughness:** 7
Edges: —
Special Abilities:
- **Bite:** Str+d6.
- **Low Light Vision:** An emperor cobra ignores penalties for Dim and Dark Illumination.
- **Poison:** The snake's bite contains a Lethal Poison.



FALCON

Type: Neutral Animal (Bird of Prey)
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.
- **Low Light Vision:** A falcon ignores penalties for Dim and Dark Illumination.
- **Flight:** Pace 24.
- **Size −2 (Small):** Falcons have a wingspan of 5′ or more.

FROG, GIANT

Type: Neutral Animal (Toad)
Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d12, Vigor d8
Skills: Athletics d8, Fighting d6, Notice d8, Stealth d6
Pace: 6; **Parry:** 5; **Toughness:** 8
Edges: —
Special Abilities:

- **Aquatic:** Pace 3.
- **Bite:** Str.
- **Low Light Vision:** Ignore penalties for Dim and Dark Illumination.
- **Poison:** Any creature that touches a toad's poisonous skin suffers the effect of a Mild Poison.
- **Size 2:** Giant frogs are the size of small horses.
- **Tongue:** Reach 6. The tongue attack deals no damage, but on a successful Athletics roll, the tongue Entangles the target (Bound with a raise). Move the target up to 6" (12 yards) directly toward the giant frog.

LIZARD, GIANT

Type: Neutral Animal (Lizard, Giant)
Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12, Vigor d10
Skills: Athletics d6, Fighting d6, Notice d10, Stealth d6
Pace: 6; **Parry:** 5; **Toughness:** 11 (4)
Edges: —
Special Abilities:

- **Armor +4:** Tough hide.
- **Bite:** Str+d8.
- **Intimidating Charge:** When a giant frilled lizard moves directly toward an enemy, it can make an intimidating charge, hissing ferociously, extending its neck frills, as it darts forward on its hind legs, gaining +3 Pace. In addition, the creature charged must make a Spirit check or be Vulnerable.
- **Low Light Vision:** Ignore penalties for Dim and Dark Illumination.



MONKEY, LARGE

Type: Neutral Animal (Monkey, Dire)
Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8
Skills: Athletics d10, Fighting d6, Notice d8, Stealth d4
Pace: 6; **Parry:** 5; **Toughness:** 10 (2)
Edges: —
Special Abilities:
- **Armor +2:** Thick hide.
- **Bite/Claws:** Str+d6.
- **Low Light Vision:** Ignore penalties for Dim and Dark Illumination.
- **Size 2:** A large monkey stands nine feet tall and weighs 1,200 pounds.
- **Wall Walker:** A monkey can move on vertical or inverted surfaces at its normal Pace and may run.

MOUSE

Type: Neutral Animal (Mouse)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength 1, Vigor d4
Skills: Athletics d6, Fighting d4, Notice d4, Stealth d10
Pace: 5; **Parry:** 4; **Toughness:** 1
Edges: —
Special Abilities:
- **Low Light Vision:** Mice ignore penalties for Dim and Dark Illumination.
- **Size –4 (Tiny):** Mice are tiny creatures.

OWL, LARGE

Type: Neutral Animal (Bird of Prey)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6
Skills: Athletics d8, Fighting d6, Notice d10, Stealth d10
Pace: 3; **Parry:** 5; **Toughness:** 5
Edges: —
Special Abilities:
- **Bite/Claws:** Str+d6.
- **Darkvision:** Ignores Illumination penalties up to 10" (20 yards).
- **Flight:** Pace 24.

STAG, LARGE

Type: Neutral Animal (Stag, Large)
Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d6, Vigor d8
Skills: Athletics d10, Fighting d4, Notice d8, Stealth d4
Edges: —
Pace: 10; **Parry:** 4; **Toughness:** 6
Special Abilities:
- **Horns:** Str+d6.
- **Low Light Vision:** Ignore penalties for Dim and Dark Illumination.
- **Speed:** d10 running die.

TIGER

Type: Neutral Animal (Cat, Large)
Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d12, Vigor d8
Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d8, Stealth d8
Edges: Frenzy
Pace: 8; **Parry:** 6; **Toughness:** 10 (2)
Special Abilities:
- **Armor +2:** Tough hide.
- **Bite/Claws:** Str+d6, AP 2.
- **Low Light Vision:** Dire tigers ignore penalties for Dim and Dark Illumination.
- **Pounce:** If a dire tiger makes a Wild Attack, it adds +4 to its damage instead of +2.
- **Size 2:** Tigers stand more than 3 feet tall at the shoulder and are about 9 feet long. They weigh from 400 to 600 pounds.

WOLF, DIRE

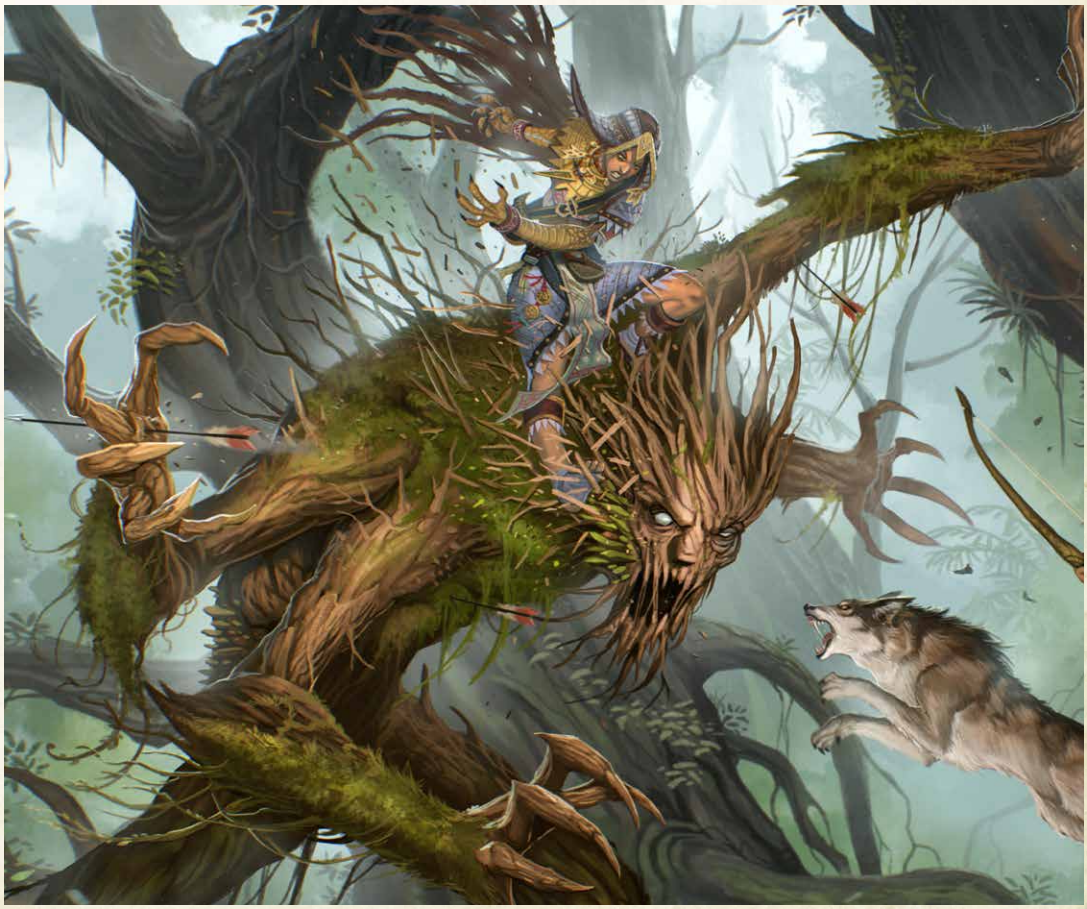
Type: Neutral Animal (Wolf, Dire)
Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d10, Vigor d8
Skills: Athletics d8, Fighting d8, Intimidation d10, Notice d10, Stealth d8
Pace: 8; **Parry:** 6; **Toughness:** 10 (2)
Edges: Alertness
Special Abilities:

- **Armor +2:** Thick furry hide.
- **Bite:** Str+d6, AP 2. A raise on the attack staggers a Size 1 or smaller victim, making him Vulnerable.
- **Low Light Vision:** Dire wolves ignore penalties for Dim and Dark Illumination.
- **Size 2:** Dire wolves are around 9' long and 800 lbs.
- **Speed:** d10 running die.

WOLVERINE, DIRE

Type: Neutral Animal (Wolverine, Dire)
Attributes: Agility d10, Smarts d4 (A), Spirit d8, Strength d10, Vigor d8
Skills: Athletics d10, Fighting d8, Notice d10, Stealth d4
Pace: 6; **Parry:** 6; **Toughness:** 9 (1)
Edges: Quick
Special Abilities:

- **Armor +1:** Thick hide.
- **Bite/Claws:** Str+d6, AP 2.
- **Low Light Vision:** Dire wolverines ignore penalties for Dim and Dark Illumination.
- **Rage:** Dire wolverines go into a Rage when attacked (per the Barbarian Class Edge ability in *Savage Pathfinder*). The creature can't end its Rage voluntarily.
- **Size 2:** Dire wolverines may grow up to 12 feet long and weigh up to 1,000 lbs.
- **Stench:** The first time anyone enters within 2" (4 yards) of a dire wolverine, they must make a Vigor roll or become Distracted as they are overcome by nausea.



NEW CLASS EDGES

On the following Class Edges on this page may be taken by characters to expand on the core Class Edges to help your hero follow the calling of their career.

BRANDED FOR RETRIBUTION

REQUIREMENTS: Veteran, Inquisitor, Bane

The inquisitor brands an enemy with her Bane weapon, making it more vulnerable to her allies' attacks.

As a limited action, she can attack with a weapon affected by her Bane ability. If the attack hits, Bane expires and the target takes no damage but is branded for five rounds. While this brand remains, her allies' weapons are considered to have the Bane ability with which the original weapon was imbued when they attack the branded creature.



CRANE STYLE

REQUIREMENTS: Veteran, Monk

The monk utilizes a martial arts style that focuses heavily on his defenses.

Once per round, after using the Defend action, the character may make a Fighting roll when an attack would hit him. If he hits the target, the attacker takes damage normally and the attack misses the hero.

EXTENDED ASPECT

REQUIREMENTS: Novice, Shifter

Your character can invoke her aspect's minor form longer than most.

The hero can maintain her shifter aspects for an additional 15 minutes per day.

EXTRA GRIT

REQUIREMENTS: Seasoned, Gunslinger

The hero has more grit than most gunslingers.

The gunslinger begins every encounter with 3 Grit tokens. These tokens disappear at the end of the encounter.

WAND MASTERY

REQUIREMENTS: Seasoned, Magus

A magus can hold a wand or staff in his off-hand and use it when attempting a Spellstrike.

COMBAT EDGES

These Edges are designed to help your hero dish out terrible damage — or survive it — in the bloody battles of *Pathfinder for Savage Worlds*.

AMBUSH AWARENESS

REQUIREMENTS: Veteran, Notice d10+

Your hero is always on her toes and is rarely caught off-guard for long, even when an enemy gets the jump on her.

The character can spend a Benny to negate The Drop. This also negates any abilities or Edges that benefit from The Drop.

BEASTMASTER STYLE

REQUIREMENTS: Seasoned, Beast Master or similar ability, Spirit d6+

Your character's animal companion is his most treasured friend, and he steadfastly protect it from his foes.

While adjacent to an animal companion, the hero can attempt to warn it of incoming attacks. When an attack is made against it, make a Spirit roll. The hit is negated if the roll result is equal to or greater than the attack roll.

BODY SHIELD

REQUIREMENTS: Novice, Agility d8+, Athletics d6+

With a sly maneuver, the hero forces a grappled opponent into the path of an incoming attack.

While he is grappling a creature, your hero can use the creature for Medium Cover. If a ranged attack misses due to Cover, the grappled creature is hit instead.

CHOKEHOLD

REQUIREMENTS: Veteran, Fighting d8+

While grappling, your hero can cut off an opponent's air and blood supply.

While grappling an opponent up to one Size larger than the hero, rather than crushing, the character can make a Athletics roll at −2 opposed by Vigor. With success the grappled opponent is knocked unconscious.

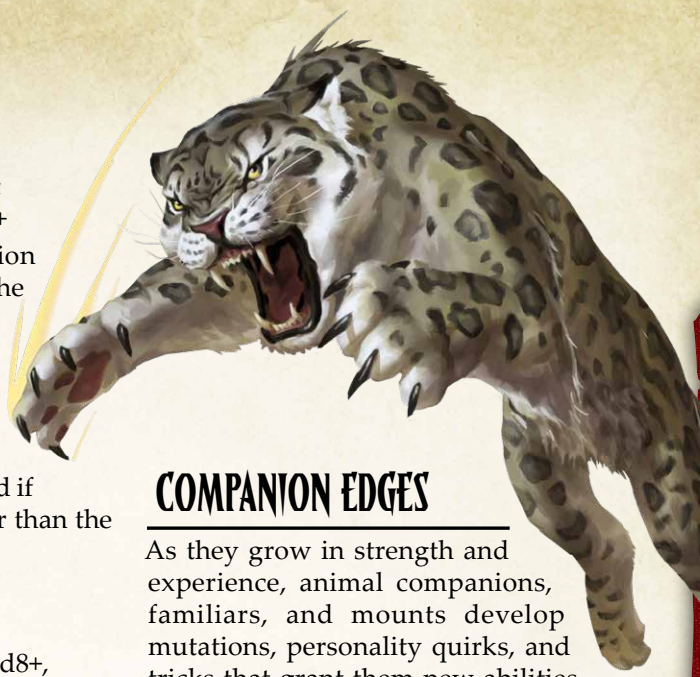
FORTIFIED ARMOR TRAINING

REQUIREMENTS: Seasoned, Fighting d8+

The character has learned to let her armor bear the brunt of the worst attacks.

If an opponent gets a raise on an attack roll against the hero, she can turn it into a normal hit. If she does, either her armor (in the location that was hit) or shield (your choice) is damaged, reducing its Armor by 1 until it's repaired. This Edge can be used as long as the armor provides any Armor to the character.

This Edge takes effect after all rerolls have been made, but before damage is rolled.



COMPANION EDGES

As they grow in strength and experience, animal companions, familiars, and mounts develop mutations, personality quirks, and tricks that grant them new abilities unlike those seen in typical animals of their kind. The following Edges can be chosen by an animal companion when it is allowed to take an Edge. Additionally, a character taking the Beast Master Edge can apply one of these Edges to his companion as long as it meets the Requirements (this is instead of the normal benefits of the Beast Master Edge).

DEVOTION AGAINST THE UNNATURAL

REQUIREMENTS: Animal, Spirit d6+

The animal's devotion to its master allows it to stand against unnatural forces.

Powers and Innate Powers targeting the animal suffer −4 to the arcane skill roll when cast by Aberrations, Outsiders, and Undead. The animal is also immune to the Unnatural Aura ability that some undead creatures (such as wraiths) have.

DISRUPTIVE COMPANION

REQUIREMENTS: Animal, Fighting d8+

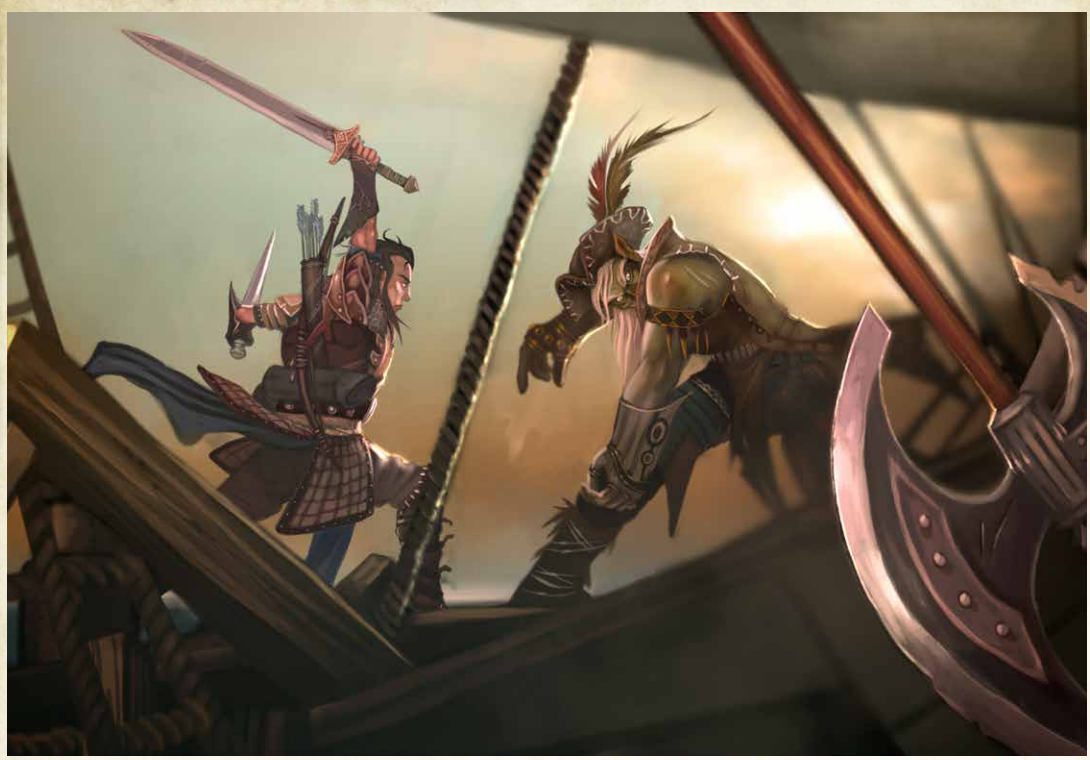
The animal's presence harries nearby enemies, making concentration difficult.

The animal companion is trained to interfere with its opponent's concentration, making even rote tasks difficult. Enemies in melee with this animal suffer −2 on arcane skill rolls.

FERAL GRACE

REQUIREMENTS: Animal, Agility d6+

The animal's grace and agility are honed for battle, making it a deadly combatant.



The animal can use its Agility instead of Strength when dealing damage.

Intercept Blow

REQUIREMENTS: Animal, Fighting d6+

Once per turn, when the animal companion is adjacent to its master and its master is the target of a melee attack, the animal companion can intercept the attack, taking the damage instead of its master.

If the animal companion is ordered to do so by its master, it can use this ability on other adjacent targets.

Tenacious Hunter

REQUIREMENTS: Animal, Notice d8+

The animal is capable of quickly pinpointing hidden prey.

The animal companion gains a +2 bonus when attempting to detect invisible enemies. In addition, whenever the animal companion successfully uses Notice to detect a creature using Stealth or to pinpoint an invisible creature's location, that foe becomes Vulnerable.

Leadership Edges

Leadership Edges grant bonuses to allies, making them more effective, reliable, or durable. Unless an Edge says otherwise, it only affects allied Extras. Wild Cards only benefit if the leader has the Natural Leader Edge.

Leadership Edges aren't cumulative with the same Edge from other leaders. Characters may benefit from different Leadership Edges by the same or different leaders, however.

Command Range: Allies must be within 5" (10 yards) and be able to see and hear their leader to benefit from her abilities. This is called her "Command Range."

Escape Route

REQUIREMENTS: Seasoned, Smarts d6+, Command

This commander has trained to watch his allies' backs, covering them as they make tactical withdraws.

Allies do not take a free attack when Withdrawing from Melee of enemies engaged with this hero.

Power Edges

Power Edges are the key to unlocking the true potential of those with Arcane Backgrounds. They can mean the difference between an apprentice with a few abilities and a master of magic or divine energies!

Blighted Spells

Requirements: Seasoned, Arcane Background (Any)

Whenever a character with this Edge gets a raise on an arcane skill roll, he can give the target of the spell a random minor spellblight (see page 98). If the power was Veteran Rank or higher, it is a random major spellblight instead.

Destructive Dispel

Requirements: Veteran, Arcane Background (Any)

When *dispelling* an enemy's magical defenses, those defenses crash down with debilitating effects.

When the hero successfully *dispels* an opponent's power, the opposing caster is Distracted (and Vulnerable with a raise on the *dispel*).

Divine Interference

Requirements: Heroic, Arcane Background (Cleric, Oracle, or Miracles)

The hero can convert a spell to interfere with an enemy's attack.

When an enemy within Range Spirit hits an ally with an attack, you can spend 5 Power Points to apply −2 penalty on the attack.

Evolved Familiar

Requirements: Seasoned, Arcane Background (Any), Smarts d6+, Spirit d6+, must have a familiar

This familiar is different from others of its kind.

Select an evolution from the list of 1-point evolutions available to a summoner's eidolon. The familiar has this evolution. The familiar must conform to any limitations of the evolution.

Improved Familiar

Requirements: Seasoned, Arcane Background (Any), must have a familiar

The spellcaster creates a mystical bond with a more powerful entity when gaining a familiar.

Instead of taking one of the standard familiars, this character can select one of the following creatures for his familiar.

- Brownie
- Daemon, cacodaemon
- Dire cat
- Elemental, small (any type)
- Gremlin, nuglub
- Inevitable, arbiter
- Mephit
- Paracletus
- Pseudodragon
- Quasit

Piercing Spell

Requirements: Veteran, Arcane Background (Any)

Extensive studies have helped your hero develop methods to overcome spell resistance.

When casting a spell against a target with Arcane Resistance, your hero can spend 2 Power Points to ignore the penalty. If the target has Improved Arcane Resistance, this reduces the penalty by 2.

Professional Edges

Professional Edges reflect years of practice or experience in a particular trade, activity, or craft. In some cases they may also represent special blessings from higher powers.

Players may purchase Professional Edges after character creation, perhaps roleplaying the achievement by practicing the affected trade during downtime or in between adventures.

Stacking: Bonuses to the same Trait from different Professional Edges do not stack — apply only the highest.

Field Repair

Requirements: Novice, Repair d8+

Your hero can repair broken weapons or armor and other objects to serviceability even without the benefits of artisan tools.

The character can repair items with little to no materials needed and without a proper workspace. If he spends a day repairing an item, spend half the cost to repair the item, and make a Repair check, the item is restored to usable condition. If repairing a golem, it heals one Wound.

TRAPPER

REQUIREMENTS: Novice, Agility d8+

Most adventurers can set simple snares to catch their meals. However, trapping magical beasts, humanoids, and even outsiders, requires more training and special equipment.

A character with this Edge can swiftly create elaborate traps (see page 58).

DEADLY TRAPPER

REQUIREMENTS: Seasoned, Trapper

The character's traps are especially deadly, either through their increased accuracy or the viciousness of their blades and bludgeons.

The trapper gains a free bonus normally granted from getting a raise while crafting a trap.

PLAYING A SAMURAI

Few warriors are more dedicated to honor and the code of the warrior than the samurai. Trained from an early age in the art of war and sworn to the service of a lord, the samurai holds a position of power and respect in many lands, often serving as the voice and justice of the local noble.

The samurai takes on his training with zeal, learning the way of the blade (typically a katana), the bow, and the horse. Some even learn how to effectively use firearms, if they are available. The samurai is often the most trusted soldier in his lord's employ. In him, the common folk see honor and sacrifice. He is an honorable warrior, dedicated to the realm and the leaders who guide it.

Many of the abilities found in the Pathfinder samurai class are already available in existing Class Edges within *Pathfinder for Savage Worlds*. Below is a guide to creating a samurai using the existing Edges.

Choosing the Cavalier Edge grants the character the challenge ability, banner, mount, and order abilities. From there, you can later take the Battle Herald Edge to expand the



benefits of his banners. The combination of the Toughness boost from Challenge and the use of Bennies duplicates many of the samurai's resolve effects.

Order of the Warrior

Most samurai swear themselves to the code of the warrior, which emphasizes duty, honor, loyalty, and obedience. This code extends not only to the samurai's lord and master, but also to his comrades and family. Samurai who follow the order of the warrior are among the most trusted and feared warriors in the land.

- **Edicts:** The samurai must protect the life and lands of his lord with his life. He must be truthful and courageous, respectful to his elders and his masters, and loyal to his friends and liege. He must conduct himself with honor and dignity.
- **Challenge:** The target of the samurai's challenge treats the samurai's Toughness as 2 higher.
- **Order Ability (Strike True):** Once per encounter as a limited free action, the samurai may automatically hit with his next attack. It counts as getting a raise. Additionally, once the attack is resolved, the samurai can make the target either Vulnerable or Distracted.

Ronin

While most samurai belong to the order of the warrior, dedicating their considerable skills to the service of a lord, land, and people, some find themselves without a master, either as a result of disgrace or death, or occasionally by choice.

Known as ronin, these samurai wander the lands, serving their own code of ideals. While ronin are significantly freer to do as they please, they do not receive the same respect and support that a more dedicated samurai can count on.

Note that non-samurai cavaliers can select this order, but they are typically called knights-errant instead of ronin.

- **Becoming Ronin:** Normally, when a samurai wishes to change his order, he must undergo a lengthy process that requires him to adhere to the edicts of his new order for a period of time before receiving any benefits. This is not the case with ronin.

  Once a samurai decides to become a ronin, he immediately loses all of the abilities of his old order and gains those of the ronin order.
- **Edicts:** Ronin follow their own personal code of ethics and honor. As such, their edicts are extremely flexible and subject to change. Each ronin should determine his own edicts, which should include at least three provisions.
- **Challenge:** Whenever a ronin is the target of a challenge, smite, favored enemy, or similar effect, and he issues a challenge against that character in return, the ronin negates those effects and receives a +2 bonus on attack rolls made against the target of his challenge and +1 Parry against attacks made by the target of his challenge.
- **Order Ability (Chosen Destiny):** Once per encounter, the ronin can make a single attack roll against him be diminished. A diminished attack turns a raise into a normal hit or a hit to a miss.



HINDRANCE SUMMARIES

Attached (Minor): Suffer a penalty to Spirit rolls when an attachment is taken.

Burned (Minor): Your hero has trouble focusing when near open flames.

Cowardly (Minor): No matter the source of the fear, the character runs from it.

Cruelty (Minor): Suffer a penalty to attacks when not focusing on the most Wounded enemy.

Doubt (Minor/Major): The Minor version imposes a penalty on a skill roll for an hour after failing it. The Major version also affects attack rolls.

Family Ties (Minor): The character has a family whom he is obligated to help.

Forgetful (Minor): There is a chance to leave mundane objects behind when lingering.

Impatient (Major): Can't go on gold and lose focus when going after all allies in combat.

Information Overload (Major): Can't spend Bennies to reroll Academics, Common Knowledge, or Science rolls.

Insatiable (Minor): Goods and services cost more as your hero only buys the best.

Misbegotten (Major): It is harder to increase Agility-based skills.

Paranoid (Minor): Your character has a hard time letting others Support him.

Self-Doubting (Major): Suffer –1 on Spirit rolls

Shadow-Scarred (Major): You hero is Vulnerable while in Dim, Dark, or Pitch Darkness Illumination.

Sleepy (Minor): Your hero requires more sleep than most people.

Superstitious (Major): There is a chance friendly powers hinder the character.

Unlearned (Major): It is harder to increase Smarts-based skills.

Vain (Minor): When soiled, your hero suffers a penalty to Persuasion and Intimidation rolls.

EDGE SUMMARIES

BACKGROUND EDGES

EDGE	REQUIREMENTS	SUMMARY
Aquatic Ancestry	N, Undine	Grants the Aquatic ability and move faster in water.
Climbing Vine	N, Vine leshy, St d6	Grants the Wall Walker ability.
Elemental Jaunt	S, Ifrit, Oread, Sylph, or Undine	Grants the ability to travel to the plane closely tied to your bloodline. You are immune to the negative effects of that plane.
Inner Breath	N, Sylph	Your hero no longer needs to breathe.
Kudzu Grappler	N, Vine leshy, Ag d6, Fighting d6	Obscure an enemy's vision while grappling them, making it harder for the target to take actions.
Oread Burrower	N, Oread	Grants the ability to burrow underground.
Scorching Weapon	S, Ifrit	Unarmed attacks deal fire damage. This can be transferred to metal weapons.
Wings of Air	S, Sylph	Grants the ability to fly.

CLASS EDGES

EDGE	REQUIREMENTS	SUMMARY
Gunslinger	N, Ag d6, Shooting d6	Armor Restriction (Light), Deeds, Grit.
Targeting	S, Gunslinger	Spend a Benny to gain a bonus on Called Shots.
Dead Shot	V, Gunslinger	Spend a Benny to double firearm damage.
Cheat Death	H, Gunslinger	Spend a Benny to reduce the Wound Cap.
Death's Shot	WC, L, 2+ Gunslinger Edges	Spend a Benny to force a Shaken or Wounded target to make a Vigor check or be Incapacitated.
Magus	N, Sm d6, Fighting d6	Arcane Background (Magus), Armor Interference (Light), Magus Arcana, Spellbooks, Spellstrike.
Wand Mastery	S, Magus	Magus can use a wand for Spellstrikes.
Spell Recall	V, Magus	Recover all lost Power Points.
Counterstrike	H, Magus	Get a free attack against an opponent who casts a spell.
True Magus	WC, L, 2+ Magus Edges	Ignore Arcane Resistance and Improved Arcane Resistance.
Ninja	N, Athletics d6, Stealth d6	Armor Restriction (Light), Mystic Powers (Ninja).
No Trace	S, Ninja	It is harder to track and identify the ninja.
Master Ninja Trick	V, Ninja	Grants additional Mystic Powers.
Ki Charge	H, Ninja	Infuse a weapon with mystic energy to deal more damage.
Invisible Blade	WC, L, 2+ Ninja Edges	Grants The Drop on an opponent more easily.
Shifter	N, Fighting d6, Survival d6	Armor Restriction (Medium), Defensive Instincts, Secret Language, Shifter Aspect, Shifter Claws, Wilderness Stride.
Chimeric Aspect	S, Shifter	Grants an additional aspect.
Shifter Wild Shape	V, Shifter	Turn into the aspect's major form.
Enhance Form	H, Shifter	Become a more powerful version of the shifter's aspect.
Greater Defensive Instincts	WC, L, 2+ Shifter Edges	Use Spirit and Vigor when calculating Toughness.
ADDITIONAL CLASS EDGES		
Branded for Retribution	V, Inquisitor, Bane	Share the benefits of Bane with allies.
Crane Style	V, Monk	Attack an opponent who would hit the character while defending.
Extended Aspect	N, Shifter	Grants an additional 15 minutes in the shifter's minor form.
Extra Grit	S, Gunslinger	Grants more than one Benny back per combat with Grit.



COMBAT EDGES		
EDGE	**REQUIREMENTS**	**SUMMARY**
Ambush Awareness	S, Notice d8	Make a Notice roll to avoid someone getting The Drop on your hero.
Beastmaster Style	S, Sp d6, Beast Master or similar ability	The beastmaster can work with his animal companion to prevent it taking any damage.
Body Shield	N, Ag d8, Fighting d6	Use a grappled opponent as Cover.
Chokehold	V, Fighting d8	Knock out an opponent instead of crushing them.
Fortified Armor Training	S, Fighting d8	Destroy the wearer's armor or shield to prevent a raise on an attack against them.

COMPANION EDGES (FOR ANIMAL COMPANIONS ONLY)		
EDGE	**REQUIREMENTS**	**SUMMARY**
Devotion Against the Unnatural	Animal, Sp d6	The companion is resistant to powers and is immune to Unnatural Aura.
Disruptive Companion	Animal, Fighting d8	The companion imposes a penalty on enemy arcane skill rolls.
Feral Grace	Animal, Ag d6	The animal can use its Agility instead of Strength for dealing damage.
Intercept Blow	Animal, Fighting d6	The animal can take a hit for its master.
Tenacious Hunter	Animal, Notice d8	The animal companion gets a bonus to detect invisible enemies and makes them Vulnerable when discovered.

LEADERSHIP EDGES
(COMMAND RANGE IS 5″ OR 10 YARDS)

EDGE	REQUIREMENTS	SUMMARY
Escape Route	S, Sm d6, Command	Prevent free attacks when allies withdraw from melee with someone engaged with the hero.

POWER EDGES
("AB" IS ARCANE BACKGROUND)

EDGE	REQUIREMENTS	SUMMARY
Blighted Spells	S, AB (Any)	Inflicts the target with a spellblight.
Destructive Dispel	V, AB (Any)	When *dispelling* a power, the opponent is Distracted, Vulnerable with a raise.
Divine Interference	H, AB (Cleric, Oracle, Miracles)	Spend Power Points to force an enemy to reroll an attack roll with a penalty.
Evolved Familiar	S, Sm d6, Sp d6, AB (Any), Familiar	Your character's familiar gains an evolution from the eidolon evolution list.
Improved Familiar	S, AB (Any), Familiar	Grants a more power familiar.
Piercing Spell	V, AB (Any)	Reduce the penalty from Arcane Resistance.

PROFESSIONAL EDGES

EDGE	REQUIREMENTS	SUMMARY
Field Repair	N, Repair d8	Quickly repair objects in the field for half price.
Trapper	N, Ag d8	Grants the ability to craft deadly traps.
Deadly Trapper	S, Trapper	Grants a free bonus when crafting a trap.





CHAPTER THREE

GEAR

FIREARMS IN YOUR CAMPAIGN

Firearms and gunslingers are not for every campaign, and even if you're excited about introducing them, you should decide how commonplace they are. Pathfinder's world of Golarion uses the rules for emerging guns.

NO GUNS

If you do not want guns in your campaign, simply don't allow the rules that follow.

VERY RARE GUNS

Early firearms are rare; advanced firearms and the Gunslinger Edge don't exist in this type of campaign. Firearms are treated more like magic items rather than like things that are mass-produced.

EMERGING GUNS

Firearms are mass-produced by small guilds, lone gunsmiths, dwarven clans, or maybe even a nation or two — the secret is slipping out, and the occasional rare adventurer uses guns. The rules and prices for ammunition given in this chapter are for this type of campaign. Early firearms are available, but are relatively rare. Advanced firearms may exist, but only as rare and wondrous items — the stuff of legendary treasure troves.

COMMONPLACE GUNS

While still expensive and tricky to wield, early firearms are readily available. Early firearms and their ammunition cost 25% of the amounts listed in this book, but advanced firearms and their ammunition are rare and cost the full price.

GUNS EVERYWHERE

Guns are commonplace. Early firearms are seen as antiques, and advanced firearms are widespread. Early firearms, advanced guns, and their ammunition are bought or crafted for 10% of the cost listed in this chapter.

FIREARM RULES

Firearms work differently from other ranged weapons — they use the following rules.

All firearms have Reload 2 and the Rapid Reload Edge works with advanced firearms.

Early Firearms: Early firearms' Extreme Range is only 2× the weapon's Long Range.

Advanced Firearms: Advanced firearms' Extreme Range is only 3× the weapon's Long Range.

GUNSMITHING

A character with a gunsmith's kit can spend downtime crafting ammunition. Black powder can be crafted with Alchemy and ammunition with Repair. Crafting shots in this way costs only 10% of the normal price.

Anyone without the Gunslinger Edge suffers a –2 penalty to the roll.

MISFIRES

When anyone Critically Fails a Shooting roll while using a firearm, the weapon misfires, becoming damaged. Subsequent uses of the firearm suffer a –2 penalty on Shooting rolls until the gun is repaired.

Early Firearms: If a damaged early firearm misfires again, it explodes. When a non-magical firearm explodes, the weapon is destroyed. Magical firearms can't fire until they are fully repaired. When a gun explodes, center a Medium Blast Template over the character. Creatures under this template take damage as if it had been hit by the weapon.

Advanced Firearms: Advanced firearms do not blow up when misfiring while broken.

Ammunition: Firearm ammunition takes two forms: black powder and shot (bullets or pellets) or cartridges. Unlike other types of ammunition, firearm ammunition is destroyed when it's used and has no chance of being retrieved.

Firearms, Black Powder, and Water: Black powder becomes useless when exposed to water, but powder horns and cartridges protect black powder from exposure. Early firearms cannot be loaded underwater or fired while underwater without magical aid.

NEW GEAR TRAITS

DOUBLE-BARRELED

A weapon with this quality has two parallel barrels; each barrel can be shot independently as a separate action, or both can be fired at once in a single action (two Shooting rolls).

If both barrels are fired at once, they must target the same creature or object and suffer a –2 penalty on both Shooting rolls.

SCATTER

This weapon can shoot two different types of ammunition. It can fire normal bullets that target one creature, or it can make a scattering shot, attacking all creatures within a Small Cone Template.

NEW TEMPLATES

SMALL CONE TEMPLATE

Area Effect Attacks that use the Small Cone Template function the same as a Cone Template. The only difference is the size of the template. See page @@ for the size of this template.

COMMON GEAR

ITEM	COST	WEIGHT
ADVENTURING GEAR		
Backpack, weapon rack	25	5
Camouflaged canvas (one yard)	1	1/2
Companion cold-weather outfit	15	6
Field survival guide	20	1
Filter scarf	5	—
Flame-retardant outfit	50	10
Notes: Grants Environmental Resistance (fire) for 10 rounds.		
Inside pocket	4	—
Silent piton	5 sp	1/2
Notes: This piton has been alchemically treated to reduce the noise it generates.		
ALCHEMICAL ITEMS		
See page 49 for alchemical and minor enchanted items such as liquid ice and the like.		
ANIMALS & TACK		
Backpack, animal carrier	25	5
Hunter's treestand	25	15
ENTERTAINMENT		
Windup music box	25	1/2
TOOLS & KITS		
Gunsmith's kit	15	2
Notes: This kit is required for crafting black powder and ammunition for firearms.		
Noble's excursion kit	371	242
Notes: This ridiculous, and mostly ineffective kit is touted by nobles seeking to venture into the wilderness. It consists of a complex banner, four bedrolls, four blankets, two cots, two winter blankets, 10 cups of coffee, a royal outfit, two large tents, and a pavilion tent.		
Snakebite kit	20	1/2
Notes: When using Healing to treat poison, this kit negates up to 1 point of penalties.		
Tanner's kit	10	5
Voyager's pack	60	6
Notes: The hydration pack, trekking pole, and cushioned inserts grant a +1 bonus on rolls to avoid Fatigue when traveling long distances.		
FIREARM ITEMS		
Black powder (dose)	10	—
Black powder (keg)	1,000	5
Powder horn	3	1
Notes: Protects 10 doses of black powder.		

ALCHEMICAL ITEMS

The following items may be found in most alchemist's shops.

TYPE	RANGE	DAMAGE	AP	ROF	BLAST	WEIGHT	COST	CRAFTING MODIFIER
Adhesive strip	—	—	—	—	—	1/2	5	—
Notes: This three-foot-long strip of extremely thin hide can be cut into different lengths. When moistened and applied across surfaces or between objects, it creates a bond requiring a Strength check to pull apart. Once applied, an adhesive strip takes one minute to set.								
Antiplague	—	—	—	—	—	—	50	−4
Notes: Grants a +2 bonus to resist diseases for one hour.								
Black powder	—	—	—	—	—	—	10	−2
Notes: This is the key explosive component within a firearm, but in larger amounts this material can be quite destructive on its own. A single dose is enough to power a shot from most firearms, while 10 doses are required to fire a cannon. Black powder is often stored and transported in kegs (which hold 100 doses). Exposure to fire, electricity, or a misfire explosion causes black powder to explode—a single keg that explodes in this manner deals 4d6 fire damage to anyone within a Medium Blast Template (Evasion negates). Storing in a powder horn protects the powder from explosion.								
Elemental breath	—	—	—	—	—	1/2	80	—
Notes: When opened, a rush of wind issues forth from within. When inhaled (as drinking a potion) by an air-breathing creature, that creature does not need to breath air for 10 rounds.								
Fire ink	—	—	—	—	—	—	1	—
Notes: This rich yellow ink reacts with a creature's body heat to create a flickering, flamelike glow. It takes 10 minutes to apply fire ink (one dose covers a hand-sized area). The ink glows as a candle (or torch with four doses) for 24 hours. A concentrated version of the ink costs 10 times as much and can be used to make permanently glowing tattoos.								
Fleshgem (decorative)	—	—	—	—	—	—	1	—
Notes: These crystals, dubbed fleshgems, seem to feed on the elemental energy that permeates an oread's flesh, growing from tiny chips of stone into large, elaborate gemstones. Implanting fleshgems has become a unique method of body alteration among oreads, equivalent to tattoos and piercings.								
Fleshgem (spikes)	—	2d4	—	—	—	5	50	—
Notes: Fleshgem spikes grow into elaborate crystalline shards, preventing the oread from wearing armor, and even clothing requires special holes. Implanting takes 10 minutes, and the shard takes about a week to grow. Removing them takes one minute and a Healing check. The fleshgem spikes deal 2d4 damage to anyone attacking the oread with a natural weapon (they have Hardness 4).								
Fortifying fertilizer	—	—	—	—	—	1	120	−2
Notes: This alchemical fertilizer boosts the growth of plants. Once per day as a limited action, a Plant creature can absorb the fertilizer by rubbing it on its body in order to make a natural healing roll.								
Ifrit's blood	—	—	—	—	—	1	25	−2
Notes: Applying a flask of ifrit's blood to a weapon (an action) wreaths it in red flames for one minute. The weapon deals +1 (fire) damage. A Critical Failure on the attack deals 2d6 damage to the weapon.								
Potion sponge	—	—	—	—	—	—	2	−2
Notes: This egg-sized sponge is covered in a layer of waterproof edible wax, designed to absorb one dose of a potion. A creature can chew the sponge to consume the liquid. A potion sponge can be used underwater. A potion can be poured from a vial into a sponge potion (or squeezed from a sponge into a vial) as an action.								
Red-flame torch	—	—	—	—	—	1	20	−2
Notes: This otherwise normal-looking torch sheds dim light in a Large Blast Template, and the light it casts is undetectable outside this radius by normal vision, Darkvision, or Low-Light Vision. This torch burns for one hour.								
Stonechipper salve	—	—	—	—	—	1	150	−4
Notes: This gritty, gray ointment weakens rocky materials. When applied to an object made of stone, it reduces the object's Hardness by 2 for 10 minutes. As an action, a creature can apply the paste to affect one five-foot-square or a Size 0 or smaller creature. The paste only affects Hardness.								

FIREARMS

EARLY FIREARMS

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR	WEIGHT	COST
Blunderbuss	3/6/12	2d6+1	1	1	1	d6	8	2,000
Notes: Scatter.								
Buckler gun	3/6/12	2d4	2	1	2	d4	6	750
Notes: Must be unequipped to be reloaded. Always applies an off-hand penalty to shoot, Parry +1.								
Culverin	10/20/40	3d6	1	1	1	d8	40	4,000
Notes: This smoothbore tube is sealed at one end except for a small hole used to ignite a gunpowder charge. A wooden stock partially encases the barrel, allowing the wielder to hold it under his arm. Firing a culverin without support suffers a –2 penalty on the Shooting rolls.								
Double hackbut	12/24/48	3d8	—	1	2	d6	18	4,000
Notes: This double-length rifle uses a pair of trunnions to mount its barrel into a swiveling mechanism fastened to a lightweight, two-wheeled carriage with a mount. Anyone firing an unmounted double hackbut suffers a –2 penalty on Shooting rolls and is knocked down.								
Musket	10/20/40	2d10	2	1	1	d6	9	1,500
Musket, axe/warhammer	8/16/32	2d6+1	1	1	1	d6	6	1,600
Notes: This musket features either an axe blade or warhammer head at the end of its barrel. When used as a melee weapon, it uses the corresponding stats. If the musket misfires, the wielder also suffers a –1 penalty on Fighting rolls with this weapon until it is repaired.								
Musket, double-barreled	10/20/40	2d8+1	2	1	2	d6	11	2,500
Notes: Double-barreled.								
Pepperbox	5/10/20	2d6+1	1	1	6	d4	5	3,000
Pistol	5/10/20	2d6+1	1	1	1	d4	4	1,000
Pistol, coat	3/6/12	2d4+1	1	1	1	d4	1	750
Pistol, double-barreled	5/10/20	2d6+1	1	1	2	d6	5	1,750
Notes: Double-barreled.								
Pistol, dragon	5/10/20	2d6+1	1	1	1	d4	3	1,000
Notes: Scatter.								
Pistol, sword cane	3/6/12	2d4+1	1	1	1	d4	1	775
Notes: A Notice check is required to realize the sword cane pistol is more than a walking stick.								

ADVANCED FIREARMS

TYPE	RANGE	DAMAGE	AP	ROF	SHOTS	MIN STR	WEIGHT	COST
Revolver	5/10/20	2d6+1	1	1	6	d4	4	4,000
Rifle	20/40/80	2d8+1	1	1	1	d6	12	5,000
Rifle, pepperbox	20/40/80	2d8+1	1	1	4	d6	15	7,000
Shotgun	5/10/20	2d6+1	1	1	1	d6	12	5,000
Notes: Scatter.								
Shotgun, double-barreled	5/10/20	2d6+1	1	1	2	d6	15	7,000
Notes: Double-barreled, Scatter.								



Double-Barreled Pistol



Axe Musket



Single-Barreled Pistol



Pepperbox



Blunderbuss



Rifle



Shotgun

RANGED WEAPONS AMMUNITION

AMMUNITION	COST	WEIGHT	NOTES
Bullet (firearm)	1/1 bullet	1/2 lb/30 bullets	See *Pathfinder for Savage Worlds* for creating bullets out of special materials.
Bullet, pitted (firearm)	5/1 bullet	1/2 lb/30 bullets	Specially crafted bullets that can have poison applied to them. Can't be used with alchemical cartridges.
Pellets	1/handful	1/2 lb/30 handfuls	A handful of pellets, is used for firearms with the Scatter trait. Pebbles and other debris may be used instead but impart a –1 penalty on Shooting rolls.

ALCHEMICAL CARTRIDGES

An alchemical cartridge is a prepared bundle of black powder with a bullet or pellets, sometimes with more exotic material added.

AMMUNITION	COST	WEIGHT	NOTES
Dragon's breath	40 gp	—	Instead of rolling to hit the target, everyone under the template makes an Evasion roll to avoid damage. The nonmagical flame deals 2d6 fire damage to all targets within the Small Cone Template. These cartridges can only be loaded into a scatter weapon. This attack Critically Fails if both damage dice are 1.
Entangling shot	40 gp	—	This mix of black powder and an alchemically treated resin can only be loaded into a scatter weapon. It lowers the weapon damage one die type when using an SCT, but any creature hit by the shot must make an Evasion roll or become Entangled.
Flare	10gp	—	Reduce the weapon damage by one die type, but a creature struck is blinded for one round. Flare cartridges are also useful for sending up signal flares. Flares can only be used to attack single creatures.
Metal cartridge	15	—	This cartridge makes any bullet and black powder loaded waterproof.
Salt shot	12 gp	1/2 lb/30 bullets	This can be loaded into scatter weapons. It deals nonlethal damage.

NEW FAMILIARS

The following are statistics for several new animals that can serve as familiars. You should use these statistics rather than any listed in a *Bestiary*. These familiars can be taken by anyone gaining a familiar.

BLUE-RINGED OCTOPUS

Blue-ringed octopuses are aquatic animals capable of a surprising amount of cunning. They cannot survive out of water.

Type: Neutral Animal (Octopus)
Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d4–2, Vigor d6
Skills: Athletics d8, Fighting d6, Notice d4, Stealth d8
Pace: —; **Parry:** 5; **Toughness:** 1
Edges: —
Special Abilities:

- **Aquatic:** Pace 6.
- **Bite:** Str+d4.
- **Dependency:** An octopus can survive out of the water for a number of minutes equal to its Vigor. Beyond this limit, an octopus runs the risk of suffocation.
- **Ink Cloud:** While within water, an octopus can emit a Small Blast Template sphere of ink once per minute as a free action. This ink persists for one minute.
- **Low Light Vision:** Octopuses ignore penalties for Dim and Dark Illumination.
- **Poison:** The creature's bite delivers a Mild Poison.
- **Size –4 (Tiny):** A blue-ringed octopus is 4–6 cm long.
- **Speed:** d10 running die.
- **Tentacle (2):** The octopus has two tentacle actions. It may lash with its tentacles for Str damage.

DODO

These flightless birds typically inhabit isolated tropical islands and coastlines that are devoid of predators and other creatures that might kill them to use as a resource. Dodos' size and unfamiliarity with natural dangers contribute to a kind of boldness in their species — or what some would call stupidity — making them easy targets for other creatures that are on the prowl for a tasty meal.

Type: Neutral Animal (Dodo)
Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d4–1, Vigor d6
Skills: Athletics d6, Fighting d4, Notice d6, Stealth d4
Pace: 5; **Parry:** 4; **Toughness:** 3
Edges: —
Special Abilities:

- **Bite:** Str.
- **Low Light Vision:** Dodos ignore penalties for Dim and Dark Illumination.
- **Size –2 (Small):** Dodos are small.

DONKEY RAT

Donkey rats are brown or snowy white rodents the size of small dogs, with long legs and short, furry tails. These statistics can also be used for capybaras.



Type: Neutral Animal (Rat)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d4–2, Vigor d6
Skills: Athletics d6, Fighting d4, Notice d4, Stealth d8
Pace: 6; **Parry:** 4; **Toughness:** 3
Edges: —
Special Abilities:
- **Bite:** Str.
- **Low Light Vision:** Rats ignore penalties for Dim and Dark Illumination.
- **Size –2 (Small):** Donkey rats are small.

Dwarf Caiman

Dwarf caimans are a small species of crocodilian predators that live amid the fast-running streams of tropical rainforests and swamps. These patient predators sometimes lie in awkward positions for hours before they strike their prey, their mottled scales disguising them as floating wood.

Type: Neutral Animal (crocodile)
Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d8
Skills: Athletics d6, Fighting d4, Notice d4, Stealth d8
Pace: 2; **Parry:** 4; **Toughness:** 4
Edges: —
Special Abilities:
- **Aquatic:** Pace 6.
- **Bite:** Str.
- **Low Light Vision:** Dwarf caimans ignore penalties for Dim and Dark Illumination.
- **Size –2 (Small):** Dwarf caimans are small.

Fox

Foxes are small, doglike carnivores with narrow snouts and bushy tails.

Type: Neutral Animal (Fox)
Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d4, Vigor d6
Skills: Athletics d8, Fighting d4, Notice d6, Stealth d8, Survival d4
Pace: 8; **Parry:** 4; **Toughness:** 2
Edges: —
Special Abilities:
- **Bite:** Str.
- **Low Light Vision:** Foxes ignore penalties for Dim and Dark Illumination.
- **Size –3 (Very Small):** A fox is the size of a typical house cat.
- **Speed:** d10 running die.



Goat, Small

Goats eat almost anything that can be digested, and are determined in their pursuit of tempting foodstuffs such as leather armor and rope. They can provide milk and wool.

Type: Neutral Animal (Goat)
Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d4, Notice d4, Stealth d4, Survival d4
Pace: 6; **Parry:** 4; **Toughness:** 3
Edges: —
Special Abilities:
- **Horns:** Str.
- **Low Light Vision:** Goats ignore penalties for Dim and Dark Illumination.
- **Size –2:** Goats are the size of some small dogs.

Greensting Scorpion

Greensting scorpions normally live in forests, but can be found almost anywhere. Their pincers are too small to be dangerous to anything but other insects, but they have a poisonous sting that sickens even larger creatures.

Type: Neutral Vermin (Scorpion)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength 1, Vigor d6
Skills: Athletics d6, Fighting d6, Notice d4, Stealth d10
Pace: 6; **Parry:** 5; **Toughness:** 2 (1)
Edges: —
Special Abilities:
- **Armor +1:** Chitinous plate.
- **Darkvision:** Scorpions ignore penalties for Illumination up to 10" (20 yards).
- **Mindless:** Immune to *puppet*, Intimidation, and Taunt.
- **Poison:** The creature's sting delivers a Mild Poison.

- **Size –4 (Tiny):** Scorpions are tiny creatures.
- **Sting:** Str+d4.

HEDGEHOG

Hedgehogs are spiny, insectivorous mammals. When threatened, a hedgehog rolls up into a spiny ball as a defense mechanism.

Type: Neutral Animal (Hedgehog)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength 1, Vigor d4
Skills: Athletics d6, Fighting d4, Notice d4, Stealth d10
Pace: 5; **Parry:** 4; **Toughness:** 1
Edges: —
Special Abilities:

- **Low Light Vision:** Hedgehogs ignore penalties for Dim and Dark Illumination.
- **Size –4 (Tiny):** Hedgehogs are tiny creatures.
- **Spiny Defense:** As a limited free action, a hedgehog can roll itself up into a spiny ball. While rolled up, it gains +1 Armor. Any creature grappling the hedgehog takes 1d4 damage. While rolled up, a hedgehog cannot take any action other than leaving this state as a free action.

HOUSE CENTIPEDE

Multi-legged house centipedes can be found almost anywhere, and can have from 20 to more than 300 legs. Their bites are poisonous, and can daze the unwary.

Type: Neutral Vermin (Centipede)
Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength 1, Vigor d6
Skills: Athletics d8, Fighting d6, Notice d4, Stealth d12
Pace: 8; **Parry:** 5; **Toughness:** 1
Edges: —
Special Abilities:

- **Bite:** Str+d4.
- **Darkvision:** House centipedes ignore penalties for Illumination up to 10" (20 yards).
- **Mindless:** Immune to *puppet*, Intimidation, and Taunt.
- **Poison:** The creature's bite delivers a Mild Poison.
- **Size –4 (Tiny):** Centipedes are tiny creatures.
- **Wall Walker:** The house centipede can cling to vertical and inverted surfaces, and move at its standard Pace.

KING CRAB

King crabs are small crustaceans with eight legs and two pincers or claws. Aquatic scavengers, crabs can also survive on land for some time, but must return to the water or suffocate.

Type: Neutral Vermin (Crab)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d4–2, Vigor d6
Skills: Athletics d4, Fighting d4, Notice d4, Stealth d4
Pace: 2; **Parry:** 4; **Toughness:** 4 (2)
Edges: —
Special Abilities:

- **Aquatic:** Pace 5.
- **Armor +2:** Hard shell.
- **Claws:** Str.
- **Darkvision:** Crabs ignore penalties for Illumination up to 10" (20 yards).
- **Dependency:** A crab can survive out of the water for a number of minutes equal to its Vigor. Beyond this limit, a crab runs the risk of suffocation.
- **Mindless:** Immune to *puppet*, Intimidation, and Taunt.
- **Size –3 (Very Small):** Crabs are the size of house cats.

PIG

Smaller than wild boars, domestic pigs are omnivorous.

Type: Neutral Animal (Pig)
Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d8
Skills: Athletics d4, Fighting d4, Notice d6, Stealth d4
Pace: 6; **Parry:** 4; **Toughness:** 4
Edges: —
Special Abilities:

- **Bite:** Str.
- **Low Light Vision:** Pigs ignore penalties for Dim and Dark Illumination.
- **Size –2:** Pigs are smaller than boars.

SCARLET SPIDER

Scarlet spiders are small arachnids with bright-red bodies and black legs. Because

they are hunting spiders, scarlet spiders don't have a web attack.

Type: Neutral Vermin (Spider)
Attributes: Agility d12, Smarts d4 (A), Spirit d6, Strength 1, Vigor d6
Skills: Athletics d8, Fighting d6, Notice d6, Stealth d10
Pace: 6; **Parry:** 5; **Toughness:** 1
Edges: —
Special Abilities:
- **Bite:** Str+d4.
- **Darkvision:** Scarlet spiders ignore penalties for Illumination up to 10" (20 yards).
- **Mindless:** Immune to *puppet*, Intimidation, and Taunt.
- **Poison:** The creature's bite delivers a Mild Poison.
- **Size –4 (Tiny):** Spiders are tiny creatures.
- **Wall Walker:** A spider can move on vertical or inverted surfaces at its normal Pace and may run.

THRUSH

Thrushes are small, plump birds that eat fruit and insects. All thrushes are known for their beautiful songs, but thrush familiars are also capable of actual speech.

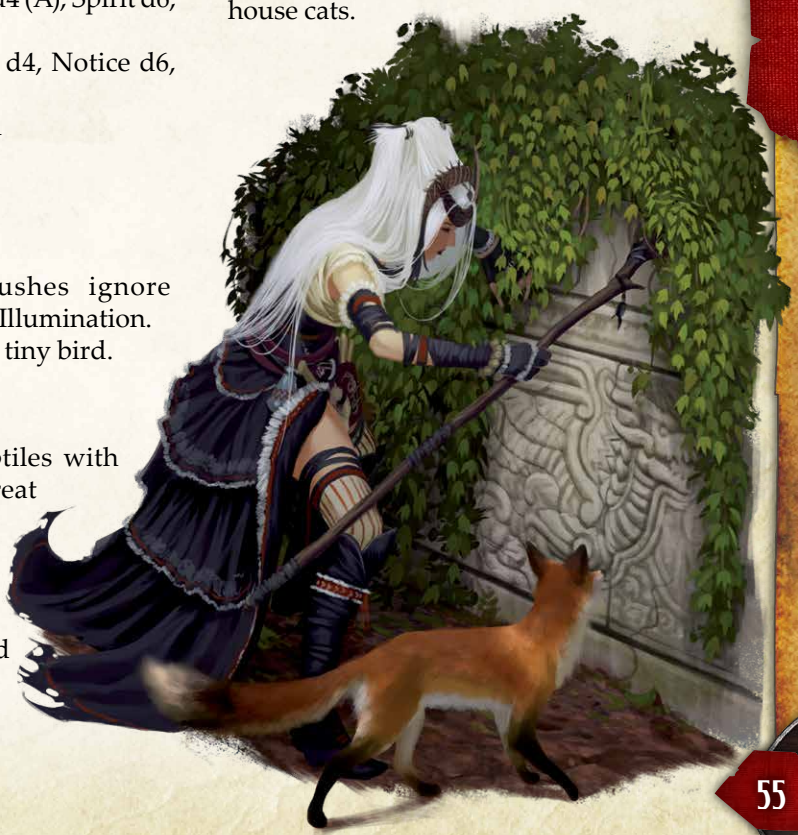
Type: Neutral Animal (Thrush)
Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength 1, Vigor d4
Skills: Athletics d8, Fighting d4, Notice d6, Stealth d4
Pace: 2; **Parry:** 4; **Toughness:** 1
Edges: —
Special Abilities:
- **Bite:** Str.
- **Flight:** Pace 8.
- **Low Light Vision:** Thrushes ignore penalties for Dim and Dark Illumination.
- **Size –4 (Tiny):** A thrush is a tiny bird.

TURTLE

Turtles are slow-moving reptiles with hard shells that they can retreat into when threatened. Many turtles have flippers and are better suited for swimming than walking. These statistics can also be used for tortoises, which have feet instead of flippers and live in arid regions.



Type: Neutral Animal (Turtle)
Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d4–2, Vigor d4
Skills: Athletics d4, Fighting d4, Notice d6, Stealth d4
Pace: 1; **Parry:** 4; **Toughness:** 4 (3)
Edges: —
Special Abilities:
- **Armor +3:** Hard shell.
- **Bite:** Str.
- **Low Light Vision:** Turtles ignore penalties for Dim and Dark Illumination.
- **Semi–Aquatic:** Pace 5.
- **Shell Retreat:** A turtle can retreat within its shell as a free action, gaining a +2 bonus to its existing Armor. While in its shell, a turtle cannot take any action. The turtle can end its retreat with a free action.
- **Size –3 (Very Small):** Turtles are the size of house cats.



FAMILIAR ARCHETYPES

Familiar archetypes alter the innate nature of a familiar, removing the 5 Power Points they generate for their master. In exchange, they gain unique abilities.

ANIMAL EXEMPLAR

An animal exemplar is a paragon of its species, able to command the loyalty of others of its kind.

Restriction: An animal exemplar familiar cannot be a familiar chosen with the Improved Familiar Edge, a Plant, Vermin, or other non-Animal themed familiar.

Influence Animals: An animal exemplar can speak with other animals of its kind and gains Persuasion d8. Three times per day, an animal exemplar can cast *puppet* (using Persuasion) on animals of its own kind. The scope of what falls into this category is up to the GM, but generally should include broad categories such as cats, birds, fish, insects, etc.



EMISSARY

The emissary is touched by the divine, serving as a font of wisdom and a moral compass for its master.

Requirement: An emissary familiar can serve only a master who worships a single deity.

Domain Influence: The emissary gains a spark of divine power from the deity its master worships. Choose one of that deity's Domains; the emissary knows two of the powers in that Domain and can allow its master to cast them as long as he meets the Required Rank.

FIGMENT

Figments are born from their masters' imaginations rather than being ordinary creatures that are awakened.

Recurring Dream: A figment only has two Wounds as a Wild Card. If it dies, it vanishes, appearing again with one Wound after its master awakens from a full night's sleep. If a figment ever strays more than 35 yards from its master, or if a figment's master is unconscious or asleep, the figment disappears until the next time its master "prepares spells."

Manifest Dreams: A figment is shaped by its master's dreams. Each time the master awakens from a full night's rest, he can apply to the figment 1 evolution point's worth of eidolon evolutions of his Rank or lower.

INFILTRATOR

Familiars can be skilled spies, and infiltrators are the very best of their kind at the subtle art of espionage.

Scry on Familiar: An infiltrator's master can scry on his familiar for up to 10 minutes per day (this functions like minor *scrying*). The duration does not need to be consecutive, but it must be used in one-minute increments.

Telepathic Bond: An infiltrator has a permanent *mind link* with its master.

MASCOT

A familiar sometimes serves as the centerpiece of an adventuring party. Known as a mascot, this type of familiar eventually treats the entire party as its master.

Lucky Mascot: The mascot starts each session with a Benny that it may allow any ally to use.

Speak with Team: A mascot gains the ability to speak with all members of its team verbally as if it were speaking with its master.

MAULER

While most familiars are scouts and assistants, the mauler familiar cares only for the thrill of battle. A mauler often serves a bloodthirsty or martial-minded master.

Battle Form: A mauler has the ability to transform into a larger, more ferocious form and back as a limited action three times per day. In battle form, the mauler's Size increases by 1 and its Strength and Vigor increase one die type.

Pilferer

Some familiars are stealthy pilferers that perform tricks of thievery or simple spy on their master's behalf.

Improved Steal: A pilferer has Thievery d6.

Nondetection: Anyone trying to locate a pilferer with magic suffers a −2 penalty to their arcane skill roll. The familiar's master gains this bonus while in physical contact with the pilferer.

Prankster

Some familiars love to perform pranks on their unsuspecting masters, as well as on those around their masters — allies and enemies alike. While good-aligned pranksters' tricks are usually good-natured except against foes, evil pranksters play tricks that are mean-spirited or even downright cruel.

Magical Pranks: A prankster has Innate Powers: minor *sound*, minor *light*, and minor *telekinesis*.

Protector

Protector familiars are so devoted that they would give their lives for their masters.

Loyal Bodyguard: A protector grants its master +1 Parry while it is adjacent to him. The protector must be visible to the attacker and not Incapacitated or otherwise unable to defend its master.

Shield Master: Whenever a protector or its master suffers any number of Wounds (after Soaking), as long as the protector and its master are touching, its master can split the Wounds evenly between them.

Sage

Sages are masters of useful facts, able to recall them for their masters' benefit, though this leads many to become haughty and proud.

Dazzling Intellect: A sage's Smarts becomes d6.

Sage's Knowledge: A sage stores information on every topic and is happy to lecture its master on the finer points of a subject. A sage can Support its master on any Smarts-based skill.

Soulbound Familiar

Soulbound familiars are born when a master uses the magical principles behind soulbound dolls to bind a soul fragment to an animal.

Soul Focus: The soul fragment bound to the familiar lives within a focus crystal surgically inserted into the animal. As long as this soul focus remains intact, it can be used to bind the soul fragment into another familiar, with the same requirements as replacing a familiar.

Once bound into the soul focus, the soul continues to learn, and so if it is later put into a new familiar body, the soul retains its personality and memories from its previous body or bodies. A soul focus has Hardness 8, though it can be attacked only when surgically removed from the familiar.

If the soul focus is destroyed, creating a new soul focus with none of the old one's memories costs as much as replacing a familiar, in addition to the normal cost of replacing the familiar itself. A soulbound familiar has 5 skill points.

Alignment Variation: A soulbound familiar can use an Innate Power once per day depending on its alignment: Neutral: minor *empathy*; Evil: minor *bolt*; or Good: minor *boost Trait*.

Valet

A valet is a consummate personal servant, able to fetch, deliver, and perform for its master's every need.

Able Assistant: A valet gets +2 to Support rolls when assisting its master.

Magical Manipulation: A valet can cast minor *mage hand* (see the *Advanced Player's Guide*).

CRAFTING TRAPS

Rangers are legendary for their ability to hunt down and capture their prey. However, there are many types of people who can create elaborate traps out of scraps, vines, and perhaps a little bit of specialized magic.

Characters can learn how to set these traps by taking the Trapper Edge (see page 40).

MATERIALS AND PREPARATION

The time it takes to gather the materials for a trap depends on the trap itself. A simple bludgeoning trap requires little more than a large rock and rope. However setting an acid trap that uses a scroll of *bolt* requires a bit more time to locate the special component.

Additionally, it may take a bit of time to construct the major components of the trap when making more advanced mechanical devices. The time varies depending on the complexity of the trap. Many can be designed in less than a day but highly complex traps could take as long as a week of downtime.

SETTING A TRAP

The character spends his whole turn working on the trap. A trap fills a single 1" (2 yard) area.

The area can be increased by spending additional rounds creating the trap and duplicating the materials required.

Example: *An acid trap that affects everyone in a 2"×2" area would require four rounds and four scrolls of* bolt *(acid).*

The time it takes to create and place a trap may be longer depending on the terrain, working conditions, or other effects. The GM should alert the player of this possible increase.

REQUIREMENTS

Some traps listed are advanced versions of others. They have requirements that must be met. When the new trap is set up, it either adds to or replaces the existing trap's rules. Additionally, multiple traps can be used in conjunction to create one powerful trap, such as a fire trap with explosive and burning.

Example: *An exploding trap does not need an attack roll to hit, even though the fire trap does.*

SKILL ROLL

After the character has spent time setting the trap, he makes a single skill roll. The skill generally depends on the type of trap. Magical requires Spellcasting or Faith, Mechanical requires Repair, and Simple can use Repair or Survival.

A successful roll creates the trap. With failure, the trap is not set and the characters must begin again. A Critical Failure destroys the materials and potentially injures anyone setting the trap.

Raises: For each raise made in the creation of a trap, the character can add one of the following effects.

- –2 on attempts to Notice the trap.
- –2 on Thievery rolls to disarm the trap.
- –2 penalty on checks caused by the trap.
- Increase the number of damage dice by 1.
- Increase the damage die type by one. This can only be chosen once.

COMPONENTS

For mundane traps, the trapper only needs simple materials to create the trap, such as a piece of cloth, a small amount of metal (such as a dagger, iron spike, or a few nails), a foot of rope or vine, and so on.

Some traps require special materials; these can be anything from specific items to make loud noises, to magical scrolls.

TRIGGER

Unless otherwise specified, a trap is triggered by a creature entering the trap's area. Modified triggers can be easily accomplished (such as requiring a Size 3+ character to enter the area) but generally require an additional "trap." See the Selective Trap for an example of this.

SAMPLE TRAPS

The following pages contain sample traps. These can be used as guidelines to create your own unique traps. The sample traps do not list trigger, Notice, or disable difficulties as those change based on the skill roll when crafting.

Additionally, the special components and costs are suggestions and can be modified.

Sample Traps



Acid Trap

Effect: This target is splattered with acid, taking 2d6 acid damage.

Special Component: Scroll of *bolt* (acid) or vial of acid.

Alarm Trap

Effect: When this trap is triggered, it creates a momentary loud noise.

Special Component: Scroll of *sound*, metallic objects, or breakable materials.

Anchoring Trap

Effect: The trap briefly imprisons any called creature (such as those called by the *planar binding* spells) for 1d4 rounds unless it makes a Spirit check. During this time the creature may not move from the location of the trap.

Additionally, anchoring traps disable the creature's ability to travel within or between dimensions. The trap does not prevent the creature from using magic items that transport the creature (such as a helm of teleportation). The trap can hold up to a Size 3 creature; additional materials to create this trap can increase the Size limit by 4. This can be done any number of times.

Special Component: Scroll of *banish* and a scroll of *planar binding*.

Burning Trap

Requirements: Fire trap.

Effect: If the triggering creature is hit (or fails its Evasion roll if it is also turned into an exploding trap), it catches on fire.

Special Component: 80 gp worth of accelerant.

Bludgeoning Trap

Effect: The trap bludgeons the creature that triggers it. The trap makes a Fighting roll using a Fighting die equal to the die of the skill used to create the trap.

If the trap hits, it deals 2d6 damage.

Special Component: None.

Channeled Energy Trap

Effect: This trap creates a positive or negative energy effect designed to harm either undead or living creatures, respectively. The target takes 2d6 damage from divine energy.

Special Component: Scroll of *burst* (Faith), holy water or unholy water.

Cleansing Trap

Effect: The trap suppresses the target's ability to transmit a poison or disease for one round.

Special Component: Scroll of *healing* (Neutralize Disease or Poison), vial of antitoxin.

DECOY TRAP

Effect: The trap creates a shadowy humanoid figment that appears to move away from the triggering creature or that follows a simple program of no more than 25 words defined by the ranger at the time when the trap is set.

Unless programmed otherwise, the figment appears 10" (20 yards) away from the triggering creature or as close to that distance as possible, and then moves away toward the nearest exit, if any. The figment can move up to Pace 12. A viewer can attempt a Spirit or Notice check (depending on the source of the decoy) to disbelieve the illusion if she attacks it or otherwise interacts with it.

Special Component: Scroll of *illusion*, scroll of *sound*, or components for a dummy on a track.

DISTRACTION TRAP

Effect: The target is affected with irritation that detracts from its alertness. It takes a −2 penalty on Notice checks for an hour.

Special Component: At least 55 gp of alchemical irritant.

EXPLODING TRAP

Requirements: Fire trap.

Effect: The trap explodes in fire, filling a Small Blast Template. The trap now requires an Evasion roll to negate rather than making an attack roll.

Special Component: Scroll of *blast*, or two alchemist's fire.

FIRE TRAP

Effect: The trap explodes in flames, dealing damage based on the components. An attack roll is made using the crafter's Smarts.

Special Component: Scroll of *bolt* (fire) or two alchemist's fire.

FIREWORK TRAP

Requirements: Can only be added to a fire or smoke trap.

Effect: The trap explodes in a flash of colored lights. Place an SBT over the center of the trap. All creatures in the template must make a Vigor check or gain the Blind Hindrance for 1d4+1 rounds.

Special Component: Fireworks or alchemical weapon.

FREEZING TRAP

Effect: The trap creates a burst of ice that damages and encases the triggering creature. The creature takes 1d6 cold damage and is Entangled and stuck to the ground. An Evasion roll negates the damage and means the creature is not stuck to the floor by the ice. The ice is one inch thick and has Hardness 6, and melts in 2d4 rounds.

Special Component: Scroll of *entangle* (ice).

LIMNING TRAP

Effect: Place a Small Blast Template over this trap. Anyone in the area is sprayed with glowing dust. A creature covered in this dust glows like a candle (becoming visibly outlined if invisible). The dust's effects last for 10 rounds or until the creature washes it off. The ranger must use alchemical components when setting the trap, such as glowing ink or marker dye.

Special Component: Glowing ink, marker dye, or similar alchemical components.

MARKING TRAP

Effect: The triggering creature makes an Evasion roll. With failure, the triggering creature is marked with a dye and/or scent of the creator's choosing. Attempts to track the marked target gain a +2 bonus. The mark can be washed off with vigorous scrubbing, but fades on its own over several days.

Special Component: None.

Over-Sized Barbs Trap

Effect: The target is speared with barbs that protrude from its body, making squeezing, climbing, and swimming challenging. An Evasion roll avoids the barbs. The target suffers −2 on Athletics checks, and is considered one Size larger for the purposes of determining what size of opening or passageway it must squeeze through. Each barb can be removed with a full minute of work and a Healing roll. If this check fails, the barb is still removed but the target suffers Fatigue.

The barbs shake loose after an hour.

Special Component: None.

Penetrating Trap

Requirements: Wounding trap.

Effect: The trap deals 2d6 damage. Choose either adamantine, cold iron, or silver. The trap counts as that material.

Special Component: One pound of the chosen material.

Pit Trap

Effect: This simple pit is covered over with leaves or appropriate materials for the area. It's 10 feet deep. A victim makes an Evasion roll or falls into the pit.

Special Component: Requires additional preparation time but no materials, or a scroll of *create pit*.

Poison Trap

Effect: The trap poisons the creature that triggers it. The type of poison depends on what is used in the construction of the trap.

Special Component: Poison.

Quicksand Trap

Effect: Place a Small Blast Template over the trap. Moving through the quicksand requires an Athletics check. The quicksand lasts for 10 rounds. When the effect ends, any creature still in the quicksand is returned to the surface prone.

Special Component: Scroll of *elemental manipulation* or 100 gp to make an alchemical slurry.

Rust Monster Trap

Effect: The trap throws up a cloud of dust ground from the antennae of a rust monster, dealing 2d6 damage to the target's metal armor and weapons.

An Evasion roll negates the damage.

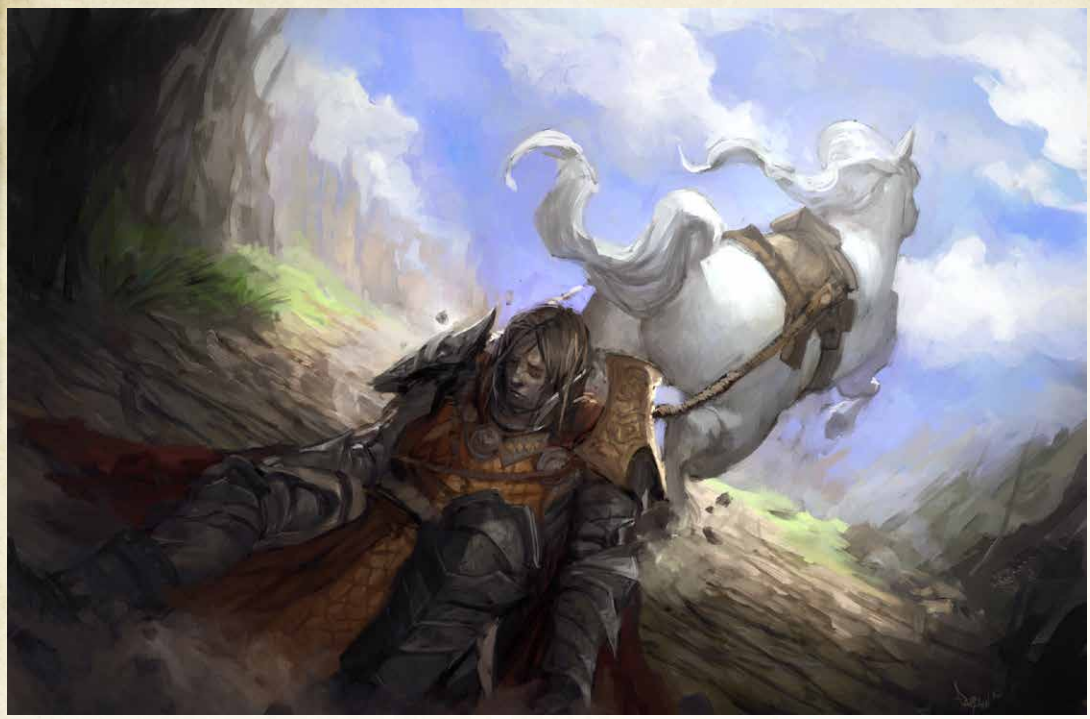
Special Component: Scroll of *bolt* with Disintegrate or rust monster antennae.

Selective Trap

Effect: Add an ancestry, Type, Alignment, Size, or minimum weight restriction to the trap's trigger.

Special Component: Scroll of *detect arcana* or scale and counterweight.





SMOKE TRAP

Effect: This trap bellows out thick, choking smoke that fills a Small Blast Template. Any breathing creature in the template must make a Vigor check or suffer a level of Fatigue every round it's within the smoke. All sight, even Darkvision, is ineffective in or through the smoke. The smoke lasts for six rounds, and is dispersed by wind.

Special Component: Six smokesticks.

SNARE TRAP

Effect: The trap constricts around a limb or other part of the triggering creature's body. An Evasion roll avoids this. The creature cannot move from the location of the trap, unless the crafter included a "leash" when setting the trap. The trapped creature can escape with a Thievery check. The trap can hold up to a Size 2 creature; the Size can be increased with additional instances of this trap.

Special Component: None.

SPELL-STEALING TRAP

Effect: The target is struck by a burst of abjuration that steals its magical ability. The target loses 1d4+1 Power Points. This can be increased one die type for every instance of this trap after the first.

Special Component: Scroll of *drain Power Points*.

SPELL-STORING TRAP

Requirements: Any trap.

Effect: This trap stores a single Novice Rank power. The power is applied to whatever sets the trap off. Adding this trap can bypass the need for scrolls or some other special components.

Special Component: None.

SUMMON ALLY TRAP

Effect: The trap summons a creature as per *summon ally* power. Additional instances of this trap (requiring a larger trap area) can be used to increase the number of summoned allies or to increase the capability of the summoned ally.

Additionally, scrolls or powers that use other rules for summoning can be used in place of *summon ally*.

The summoned creature or creatures appear in a location within the trap's range designated when the trap is set; if it's not possible for the creatures to appear in that location, they appear as close as possible. The crafter can choose a command of no more than 25 words when the trap is created; the creature or creatures follow those instructions, or otherwise attack the creature that triggered the trap.

Special Component: Scroll of *summon ally*.

SWARM TRAP

Effect: The trap releases a bat swarm, rat swarm, or spider swarm that attacks all creatures in the area. The swarm remains in the general area for no longer than five rounds, after which it disperses.

If left alone, it is possible for the creatures to starve to death or otherwise perish.

Special Component: A swarm of creatures.

TAR TRAP

Effect: The target is coated in a thin layer of sticky tar (Evasion negates). It is Entangled, and becomes susceptible to catching fire from any source of flame. If lit on fire, the tar burns intensely for one round; it deals 2d6 fire damage and is destroyed in the process.

Unless burned away, the tar remains for 10 rounds.

Special Component: Tar.

TOXIC SMOKE TRAP

Requirements: Smoke trap.

Effect: The smoke this trap creates is extremely noxious. Any creature that fails the Vigor check is nauseated every round it's within the smoke and for 1d4+1 rounds after leaving the smoke. Nauseated creatures are Vulnerable.

Special Component: Poison or toxic materials.

TRANSDIMENSIONAL TRAP

Requirements: Any trap.

Effect: This augmentation allows a trap to affect an incorporeal or ethereal creature as if it were corporeal or existed on the Material Plane.

Special Component: Scroll of *smite*.

TRIPWIRE TRAP

Effect: A taut wire stretched between two vertical surfaces knocks the target prone unless it makes an Evasion roll.

Special Component: None.

WOUNDING TRAP

Effect: This trap makes a melee attack against the target using the crafter's Smarts. It deals 2d6 damage.

Special Component: None.



CHAPTER FOUR

POWERS

This chapter includes new Power Modifiers, powers, and options for spellcasters in *Savage Pathfinder*.

AVAILABLE POWERS

Below are the available Arcane Backgrounds and the new powers that are now included in them:

Alchemist: *Monstrous shape change, monster's gift*

Cleric: *Contagion* (Destruction, Nature), *create demiplane* (Civilization), *make whole, monstrous shape change* (Nature)

Druid: *Contagion, monstrous shape change*

Magic: *Contagion, create demiplane, make whole, monstrous shape change, monster's gift, permanency*

Miracles: *Contagion, create demiplane, monstrous shape change*

Sorcerer: *Contagion, create demiplane, make whole, monstrous shape change, monster's gift, permanency*

Summoner: *Create demiplane*

Witch: *Create demiplane*

Wizard: *Contagion, create demiplane, make whole, monstrous shape change, monster's gift, permanency*

NEW POWERS

CONTAGION

Rank: Seasoned
Power Points: Special
Range: Smarts
Duration: Instant
School: Necromancy
Trappings: Pustules, rotting flesh, hives.

Contagion is an opposed roll of the character's arcane skill versus the target's Spirit. With success, the target contracts a Chronic, Debilitating, or Lethal Disease. With a raise, curing the disease suffers a –2 penalty.

DISEASE CHART

DISEASE	POWER POINTS
Chronic	3
Debilitating	5
Lethal	7

MODIFIERS

- **ADDITIONAL RECIPIENTS (+1):** The power may affect more than one target for 1 additional Power Point each.
- ★ **EPIDEMIC (+2):** Anyone who contacts the afflicted target must make a Vigor check at the same penalty as the original roll or contract the disease.
- **RESILIENT (+2):** A raise is required to cure this disease.

CREATE DEMIPLANE

Rank: Legendary
Power Points: 10
Range: Self
Duration: 15 days
School: Conjuration
Trappings: A four-hour ritual using a forked metal rod worth at least 500 gp.

The demiplane's size is around 400 10-ft cubes of space and is filled with air or water (decided by the caster). The caster determines the general appearance of the plane's simple features.

Create demiplane cannot be maintained like other powers.

The plane is generally flat and featureless, such as an earth, stone, water, or wood floor. The "walls" and "ceiling" of the plane may appear like solid earth, stone, wood, or water, or they may end in mist, a featureless void, or a similar unreal-looking border. The plane's environmental conditions are those of a temperate spring day on the Material Plane. The caster determines the plane's light level.

There are no native creatures or plants, though they may be brought there. The environment of the plane counts as normal terrain for the purpose of *elemental manipulation* or *burrow*. The caster is free to determine the demiplane's seasonal cycle and a light cycle (if any).

When the casting is finished, the caster may bring himself and up to seven other creatures to the plane automatically by joining hands in a circle. The demiplane is another plane of existence, and therefore is outside the range of any spell or ability that cannot affect or reach other planes. Creatures can only enter the plane by the use of planar travel magic, etherealness, or *plane shift*.

As a limited action, the caster may eject a creature from the demiplane (an opposed Spirit roll). An ejected creature goes to the closest plane to the demiplane (usually the Astral or Ethereal Plane, but if cast on the Material Plane, the creature is sent to the Material Plane). When the spell ends, the plane dissolves, and all creatures in the plane are ejected in this manner. The plane cannot be *dispelled*, but a creature on the plane can destroy it with *wish*.

While within the demiplane, the caster can add to its area by casting the spell again. Alternatively, he may cast this spell again to reset the Duration of an existing area to that of the latest casting. If the Duration on one area of the demiplane ends and other parts remain, creatures in the expiring area are shunted to



remaining areas. If a collapsing portion of the demiplane would leave one section cut off from other sections of the demiplane (for example, if there were three areas connected in a straight line and the center part expired), the stranded sections count as separate demiplanes under his control. The caster may reconnect these stranded sections by casting the spell again to create a linked area between the two.

With concentration, the caster can reshape the plane. The process can take up to 30 minutes for major changes.

MODIFIERS

★**BOUNTIFUL (+2):** The demiplane gains a thriving natural ecology, with streams, ponds, waterfalls, and plants. The demiplane provides enough plant-based food to support one Size 0 creature for every 10-foot cube of the demiplane. The demiplane does not have any animals, but the ecology can sustain itself for as long as the demiplane exists without requiring watering, gardening, pollination, and so on, and dead organic material decays and returns to the soil in the normal manner.

★**PORTAL (+2):** The demiplane gains a permanent gate to one location on another plane, which can only be used for planar travel. This gate is always open and usable from both sides, but you can secure it using normal means.

★**SHAPE (+1):** The plane is self-contained so it loops upon itself when a creature reaches one edge. The caster may designate areas or locations on the edges of the plane where this occurs or apply it to the entire plane.

★**TIME (+5):** The caster may make the plane have erratic time, flowing time (half or double normal time), or be timeless.

MAKE WHOLE

Rank: Novice
Power Points: 2
Range: Smarts
Duration: Instant
School: Transmutation
Trappings: Spectral tools.

This spell repairs damaged objects. With success, a damaged or broken object is repaired. All of the pieces of an object must be present for this spell to function. With a raise on the arcane skill roll, the spell can fully restore nonmagical destroyed objects.

Magic items can be repaired by this spell, but the caster must have a Rank equal to or higher than the power needed to create the item. Destroyed magic items can be repaired with this spell, restoring their magic abilities.

When *make whole* is used on a construct creature, the spell bypasses any immunity to magic and heals it as if with *healing*.

MONSTER'S GIFT

Rank: Seasoned
Power Points: 4
Range: Smarts
Duration: 5
School: Transmutation
Trappings: Partial transformations.

With a successful arcane skill roll, the recipient gains the benefits of a single Special Ability from the list below chosen by the caster. The caster (not the recipient) must have the Rank listed next to the ability. With a raise, the caster counts as one Rank higher for choosing an ability.

MODIFIERS

■ **ADDITIONAL RECIPIENTS (+2):** The power may affect more than one target for 1 additional Power Point each.

★**POWER (+4):** The recipient gains two abilities at once.

ABILITY CHART

ABILITY	RANK
All-Around Vision	S
Aquatic	S
Blindsense	V
Construct	S
Elemental	S
Energy Drain (any)	V
Hardy	V
Night Vision	H
Pack Tactics	S
Poison (Lethal)	V
Poison (Mild)	S
Regeneration (Fast)	L
Regeneration (Slow)	V
Rending Attack	H



MONSTROUS SHAPE CHANGE

Rank: Seasoned
Power Points: Special
Range: Self
Duration: 1
School: Transmutation
Trappings: "Morphing," talismans, tattoos.

This power allows the caster to take the form of one of the following creature types: Fey, Magical Beast, or Ooze. The caster can only turn into the base form of the creature, not elite or alternative versions. 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:

MONSTROUS SHAPE CHANGE

COST	RANK	SIZE
5	Seasoned	Size –2 to 0
8	Veteran	Size 1 to 2
11	Heroic	Size 3 to 4
15	Legendary	Size –4 to –3 and 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 (though he may not be able to use some or all of them depending on the form — GM's call). He gains the creature's Agility, Strength, Vigor, and linked skills. His ability to use devices and communicate is limited to that of his new form. He can maintain powers and even cast new powers if the form permits (GM's call). Casting a power in the new form incurs a –2 penalty to the roll, modified by the difference in Rank between the spellcaster and the Rank required for his new form (see the **Monstrous Shape Change** table). If the caster is one Rank higher the penalty is –1, or 0 if two or more Ranks higher.

A creature's natural abilities are conferred, but Innate Powers and Arcane Backgrounds aren't. A caster in the form of a copper dragon could fly and use its breath weapon, but not use its spellcasting ability.

Wound Effects: The caster cannot benefit from a creature's additional Wounds, Wound-reduction abilities like Resilient, Very Resilient, or Unstoppable, or extra Wounds from Large or Huge Scale creatures.

MODIFIERS

★**DRAGONFORM (+2):** The power includes Type: Dragon.

★**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).

PERMANENCY

Rank: Veteran
Power Points: 4
Range: Smarts
Duration: Instant
School: Transmutation
Trappings: Enhanced arcane glow.

This power makes the Duration of certain other powers Permanent (see the **Permanent Powers** table). The spellcaster targets the desired spell with this power.

Depending on the spell, the caster must expend a specific gp value of diamond dust as a material component.

The now permanent spell is no longer connected to its original caster and thus does not need to be maintained and is not end if the caster gets a Critical Failure on future rolls.

Permanency can be *dispelled* the same as any other power. A GM may allow other spells to be made permanent.

If *permanency* is *dispelled*, the original power is also *dispelled* (and vice versa).

At the Gm's discretion, additional powers can be made permanent as well. The suggested gold cost for this is (Power Points × 2,500 gp) + (Rank × 2,500 gp). (Novice 1, Seasoned 2, Veteran 3, Heroic 4, Legendary 5)

Example: *Monster's gift (Aquatic) would be Power Points (4 × 2,500 gp) + Seasoned (2 × 2,500 gp) = 15,000 gp.*

Example: *Wall walker would be Power Points (2 × 2,500 gp) + Novice (1 × 2,500 gp) = 7,500 gp.*

POWERS BY RANK

The following section contains the list of powers for Arcane Background (Magus), sorted by Rank.

ARCANE BACKGROUND (MAGUS)

NOVICE

Bolt, boost/lower Trait, burst, deflection, detect/conceal arcana, dispel, entangle, environmental protection, havoc, illusion, light/darkness, protection, shape change, smite, summon ally, wall walker.

SEASONED

Barrier, blast, damage field, disguise, growth/shrink, invisibility, speed/sloth, telekinesis, teleport, warrior's gift.

VETERAN

Baleful polymorph, drain Power Points, fly.

PERMANENT POWERS

POWER	GP
SELF ONLY	
darksight	5,000
detect arcana	7,500
speak language	2,500
SELF, OTHERS, OR OBJECTS	
arcane protection	2,500
conceal arcana	10,000
growth/shrink (1 size)	7,500
mind link	10,000
smite	5,000
OBJECTS OR AREAS	
barrier	10,000
create demiplane	20,000
invisibility (with Duration)	10,000
sound/silence	2,500

SYMBOLS

Sometimes, an arcane spellcaster needs to leave behind a ward or other defensive measure to hinder pursuers or invaders. While most people will utilize the natural environment or physical resources at hand, a mage can leave behind diabolical traps made from the arcane.

This section covers the creation of symbols, magical traps that are triggered by touch or sight. A character wishing to create a symbol must have an Arcane Background and the Trapper Edge. For the most part, creating a symbol functions the same as creating a trap, but with a few minor differences.

RESEARCH AND PREPARATION

A symbol can only be created with a power the crafter knows. If the mage wishes to use a scroll or potion, they should see the section on creating traps (see page 58).

SETTING A SYMBOL

The character spends 10 minutes drawing the symbol on a surface. A symbol is visible and legible at a distance of 10" (20 yards). The symbol can be covered or hidden, but is inactive until seen.

The crafter can attune any number of creatures to the symbol, preventing them from setting off the arcane trap. This increases the time to create the symbol by one hour.

SKILL ROLL

After the character has spent the required time creating the symbol, he makes a single skill roll using his arcane skill. This determines the power of the symbol when it is activated (getting a raise on the arcane skill roll means the trap activates with a raise).

A character can use Thievery to disarm a symbol, using the mage's skill roll as the Target Number. Additionally, this is the number required for an individual to dispel it with the *dispel* power.

The Deadly Trapper Edge imposes a −2 penalty on disarming or dispelling a symbol.

COMPONENTS

The only components required to create a symbol are those used to draw it. Symbols can be destroyed by damaging the arcane design, so the more permanent the symbol, the harder it is to disable.

TRIGGER

A symbol is triggered whenever a creature does one or more of the following, as the mage selects: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune.

Regardless of the trigger method or methods chosen, a creature more than 10" (20 yards) from a symbol can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune).

The caster can also set special triggering limitations of your own. These can be as simple or elaborate as desired. Special conditions for triggering a symbol can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities.

Once the spell is cast, a symbol's triggering conditions cannot be changed. Creatures attuned to this (see **Setting a Symbol**) never trigger the symbol, but can be affected by it. A symbol can only trigger once. After a symbol triggers, the magic is expended.

The mage who created the symbol never triggers it.

MODIFIERS AND POWER POINTS

The caster must choose all modifiers when creating the symbol. The Additional Recipients option can be chosen multiple times and indicates the maximum number of recipients.

The caster pays all Power Points when making the arcane skill roll. These Power Points recharge normally. Additionally, the caster can extend the Duration of the power by spending 2 Power Points. This can be done up to five times.

SAMPLE SYMBOLS

The following page contains numerous sample symbols. These can be used as guidelines to create your own.

Explosive Runes

Dispel Check: 5; **Duration:** Instant; **Trigger:** A creature reads the runes.

Power: *Blast* (Small Blast Template).

Effect: A Small Blast Template is placed over the creature reading the rune. Everyone under the template takes 2d6 damage as the runes erupt outward.

Symbol of Death

Dispel Check: 12; **Duration:** 10; **Trigger:** A creature walks under an archway with these runes carved in it.

Power: *Damage field* (Area of Effect, Greater Damage Field, Armor Piercing, Duration).

Effect: A Medium Blast Template is placed over the archway when triggered. Immediately and whenever a creature ends its turn under the template, it suffer 3d6 AP 6, which counts as a Heavy Weapon.

Symbol of Dispelling

Dispel Check: 6; **Duration:** Instant; **Trigger:** A creature walks under an archway with these runes carved in it.

Power: *Dispel* with Multiple Powers.

Effect: A *dispel* attempt is made against each power affecting a creature that passes through the archway.

Symbol of Fear

Dispel Check: 4; **Duration:** Instant; **Trigger:** A creature walks under an archway with these runes carved in it.

Power: *Fear* with Area of Effect.

Effect: A Large Blast Template is placed over the archway when triggered. The targets make a Fear check. Extras who fail are Panicked and Wild Cards roll on the **Fear Table**.

Symbol of Persuasion

Dispel Check: 9; **Duration:** 10; **Trigger:** A creature touches the symbol.

Power: *Puppet* (Duration).

Effect: The victim makes an opposed roll, using the character's arcane skill roll when crafting the trap against the target's Spirit. With success, the victim obeys commands that don't directly harm him 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.

Symbol of Sleep

Dispel Check: 8; **Duration:** two hours; **Trigger:** A creature sees the symbol.

Power: *Slumber* (Area of Effect, Duration).

Effect: A Large Blast Template is placed over the creature that triggers the symbol. Everyone under the template must make a Spirit roll at −2 (since the arcane skill roll got a raise when creating the symbol). 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.

Symbol of Weakness

Dispel Check: 9; **Duration:** Instant; **Trigger:** A creature touches the symbol.

Power: *Lower Trait*.

Effect: The victim's attribute is lowered two die types. He 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.



CHAPTER FIVE

MAGIC ITEMS

This section contains descriptions, prices, and abilities for magic items found on Golarion. Some are rare, possibly one-of-a-kind relics sought after by great heroes and nefarious evils. Others are relatively common items sold in city markets, found in monster lairs, or wielded by enemies. Such magical treasures are a boon to all Pathfinders as they quest across the wild lands of Golarion.

USING MAGIC ITEMS

NEW MAGIC ITEMS IN A CAMPAIGN

How pervasive a GM chooses to make the magic items in this chapter is entirely a matter of personal preference. There's no reason these new items need to be any rarer than those found in the core rulebook, and they can be integrated into a campaign just as easily.

Alternatively, GMs interested in adding an unexpected element to their next encounter or treasure hoard might easily incorporate the properties and specific treasures presented here. As players tend to leaf through the Magic Items chapter of the core rulebook when outfitting their characters, many become quite familiar with the treasures and effects therein. Thus, incorporating any of the following items—especially those that draw upon features first presented elsewhere in this book, like new rods—allows a GM to surprise and intrigue even the most experienced players.



ENCHANTMENTS

Masterwork armor, shields, and weapons can be enchanted with the qualities listed below. Each item can hold 5 points worth of enchantments, and the number of points a particular quality takes is listed in parentheses after its name.

Note: An item cannot be enchanted with the same quality more than once.

Named Items: The named magic armor, shields, and weapons described in the rest of this chapter can't have additional enchantments.

ARMOR & SHIELD QUALITIES

CLOUDBURST (1): Armor only. This armor is usually decorated with engravings of storm clouds and lightning bolts. If an attack Shakes or Wounds the character with electricity damage, the armor becomes visibly charged with electricity for one round. As a free action on the wearer's next turn, she may use Innate Power: minor *bolt* (SHOCKING GRASP) or major *bolt* if she suffered at least two Wounds from the attack.

Price: 5,000 gp. **Craft:** *Environmental protection,* 2,500gp.

GUARDING (1): Shield only. A guarding shield allows the wearer to transfer the defense bonus to an adjacent creature (this bonus stacks with all others). As a free action at the start of her turn, the wearer may grant the shield's bonus to an adjacent target. This bonus lasts until the wearer's next turn or until the wearer and the target are ever more than 1" (2 yards) apart.

Price: 4,000 gp. **Craft:** *Protection,* 2,000 gp.

JAWBREAKER (2): Shield only. The wielder of this shield can make a free attack with it (Str+d4) against a creature attacking him with a bite attack. If the wielder gets a raise on the attack roll, the attacker's jaws are injured, causing it to take a −1 penalty on attack and damage rolls (including breath weapons) with its bite attack for 24 hours.

Price: 4,000 gp. **Craft:** *Damage field,* 2,000 gp.

WILD (2): The armor or shield with this ability melds into creatures when they change form (such as with *shape change* and Shifter Wild Shape), allowing them to keep Toughness bonus from the armor and Parry bonus from the shield.

Price: 4,000 gp. **Craft:** *Shape change, 2,000 gp.*

WEAPON QUALITIES

AMBUSHING (1): Ranged only. If the wielder spends at least one minute preparing a hiding place, she gains +1 on her Stealth check. An ambushing weapon deals an additional 1d6 points of damage on a successful hit during a Surprise round or when she has The Drop.

Price: 4,000 gp. **Craft:** *Invisibility,* 2,000 gp.

IGNITING (1): Anything hit by this weapon has a chance to catch on fire. Add +1 to the roll to see if something catches fire with a raise on the attack.

Price: 3,000 gp. **Craft:** *Bolt* or *smite* (FIRE), 1,500 gp.

LUCK (2): Luck weapons grant the wielder a Benny at the start of a session. If it is lost, stolen, or broken, the wielder loses a Benny.

Price: 6,000 gp. **Craft:** *Boost Trait,* 3,000 gp.

PLUMMETING (1): Ranged only. Flying creatures hit with this weapon must make an Athletics check at −2; with failure, they lose 10 feet of altitude. With a raise on the attack, the creature loses 10 feet of altitude if it succeeds at its Athletics check, and it falls 1d4×10 feet with failure.

Price: 2,000 gp. **Craft:** *Fly,* 1,000 gp.

RELIABLE (1): Firearms only. A reliable firearm only suffers a −1 penalty when damaged from a misfire.

Price: 2,500 gp. **Craft:** *Boost Trait,* 1,250 gp.

MAGIC ITEMS

ARMOR, SHIELDS, & WEAPONS

Among the most useful and prized magic items for adventurers are magical armor, shields, and weapons.

SPECIFIC ARMOR AND SHIELDS

Armor must be worn and a shield must be in hand to benefit from any special abilities.

Masterworks: Magic armor and shields are masterwork items, reducing their Min Str one die type.

BREASTPLATE OF COMMAND

This breastplate (Fortification) bestows a commanding aura upon its wearer. The wearer gains a +1 bonus on Persuasion rolls. Friendly Extras within the character's Command Range gain +2 on checks to resist Fear. Since the effect arises in great part from the distinctiveness of the armor, it does not function if the wearer hides or conceals herself in any way.

Price: 25,400 gp; **Weight:** 30 lbs.
Craft: *Empathy*; 12,875 gp.

ELVEN CHAIN

This extremely light chain mail is made of very fine mithral links. This armor is treated, in all ways, like light armor, including when determining Armor Restriction and Interference.

Price: 5,150 gp; **Weight:** 20 lbs.
Craft: *2,575* gp.

MITHRAL FULL PLATE OF SPEED

Twice per day, as a free action, the wearer of this mithral full plate (Aegis) can gain the effects of minor *speed*. This full plate is considered medium armor.

Price: 26,500 gp; **Weight:** 25 lbs.
Craft: *Speed*; 18,500 gp.



MITHRAL FULL PLATE OF SPEED



WINGED SHIELD

PLATE ARMOR OF THE DEEP

This enchanted (Aegis) full plate is decorated with a wave and fish motif. Although the armor remains as heavy and bulky as normal full plate, the wearer of plate armor of the deep is treated as unarmored for purposes of Athletics (swimming) checks. The wearer can breathe underwater and can converse with any water-breathing creature with a language.

Price: 24,650 gp; **Weight:** 50 lbs.
Craft: *Environmental protection, speak language*; 13,150 gp.

SPINED SHIELD

This enchanted (Deflecting) medium steel shield is covered in spines. It acts as a normal spiked shield. On command up to three times per day, the shield's wearer can fire one of the shield's spines. The attack uses Shooting and has Range 12/24/48, Damage 2d6. Fired spines regenerate each day.

Price: 5,580 gp; **Weight:** 15 lbs.
Craft: *Bolt*; 2,875 gp.

WINGED SHIELD

This medium wooden shield (Deflecting) has. Arching bird wings carved into its face. Once per day, it can be commanded to cast minor *fly* with a Duration of 10 minutes, carrying the wielder. The shield can carry up to 266 pounds.

Price: 17,257 gp; **Weight:** 10 lbs.
Craft: *Fly*; 8,707 gp.

SPECIFIC WEAPONS

Weapons must be carried (either in a scabbard or in the hand) to grant their benefits.

Masterworks: Magic weapons are masterwork items, increasing their AP by 1.

BURROWING BULLET

This firearm bullet deals normal damage, but when it hits a living creature, it burrows into the creature's flesh, causing wracking pain until removed or until the bullet burrows its way out of the creature. Until the bullet is removed or the combat ends, the creature is Distracted.

Price: 1,722 gp; **Weight:** —.
Craft: *Burrow*; 861 gp.

DAGGER OF VENOM

This black dagger (Damaging) has a serrated edge. Once per day, the wielder can cause a magical Mild Poison to be applied to a creature struck by the weapon. The wielder can decide to use the power after he has struck.

Price: 8,302 gp; **Weight:** 1 lb.
Craft: *Lower Trait*; 4,302 gp.

DRY LOAD

This special ability can only be applied to alchemical or metal firearm cartridges. Dry load cartridges can be used to load guns underwater or in other airless environments, such as a vacuum. This ability protects the cartridge's contents as it is being loaded and creates a residual bubble of air that surrounds the firearm, further protecting the ammunition and allowing the firearm with this ammunition to be fired in an airless environment.

Price: 9,000 gp; **Weight:** —.
Craft: *Elemental manipulation;* 30 gp/cartridge.

FROST BRAND

This greatsword (Damaging, Elemental (cold)) sheds light as a torch when the temperature drops below 0° F. At such times it cannot be concealed when drawn, nor can its light be shut off. Its wielder gains Environmental Resistance (fire).

A frost brand extinguishes all nonmagical fires in a Large Blast Template. As a limited action and a Spirit check, it can also dispel lasting spells with a fire Trapping.

Price: 57,475 gp; **Weight:** 8 lbs.
Craft: Any two powers with cold Trappings; 27,375 gp.

MACE OF SMITING

This adamantine (Accurate, Damaging) heavy mace doubles its magical bonuses against Constructs. If the attack gets a raise and the Construct is Shaken or Wounded, the Construct is completely destroyed unless it makes a Vigor check (at −2 with a raise on the attack). A raise on attacks against Outsiders does an additional d8 damage instead of a d6.

Price: 75,312 gp; **Weight:** 8 lbs.
Craft: *Bolt* with Disintegrate; 39,312 gp.

SHATTERSPIKE

This intimidating weapon is a longsword (Accurate) with multiple hooks, barbs, and serrations along the blade, excellent for catching and sundering a foe's weapon. Wielders using this weapon deal +2 damage when attempting to break objects (see **Breaking Things** in *Pathfinder for Savage Worlds*).

Price: 4,315 gp; **Weight:** 8 lbs.
Craft: *Bolt*; 2,315 gp.

SYLVAN SCIMITAR

This scimitar (Accurate, Damaging), when used outdoors in a temperate climate, grants its wielder the use of the Sweep Edge and increases the weapon damage one die type.

Price: 47,315 gp; **Weight:** 4 lbs.
Craft: Druid Edge; 23,815 gp.

TRACER BULLET

These firearm bullets deal no damage, but instead cause a pale glow to outline the target. Characters ignore all Illumination penalties and up to 2 points of penalties when targeting an invisible creature hit by a tracer bullet until the end of your next turn.

Price: 100 gp; **Weight:** —.
Craft: *Light*; 50 gp.

Rings

Rings bestow magical powers on their wearers. Most activate immediately and continually when worn. A few must be activated by will or spoken word, and might have a limited number of charges. If the latter, the details are described in their individual entries.

Putting a ring on a finger is a limited free action if it's handy (GM's call).

A character may only wear two magic rings at once — donning a third has no effect.

Ring of Animal Friendship

A ring of animal friendship always bears some sort of animal-like design in its craftsmanship. As a limited free action, this ring casts minor *beast friend* (2 Power Points). The power ends as soon as the ring is used again.

Price: 10,800 gp; **Weight:** —.
Craft: *Beast friend;* 5,400 gp.

Ring of Djinn Calling

One of the many rings of fable, this "genie" ring is useful indeed. It serves as a special gate by means of which a specific Wild Card djinni (see the *Bestiary 2*) can be called from the Plane of Air. When the ring is rubbed (a limited action), the call goes out, and the djinni appears on the next round. The djinni faithfully obeys and serves the wearer of the ring, but never for more than one hour per day. If the djinni of the ring is ever killed, the ring becomes nonmagical and worthless.

Price: 125,000 gp; **Weight:** —.
Craft: *Planar binding;* 62,500 gp.

Ring of Force Shield

An iron band, this simple ring generates a shield-sized (and shield-shaped) wall of force that stays with the ring and can be wielded by the wearer as if it were a medium shield. This special creation is weightless and encumbrance-free. It can be activated and deactivated at will as a free action.

Price: 8,500 gp; **Weight:** —.
Craft: *Barrier;* 4,250 gp.

Ring of Freedom of Movement

This ring enables the wearer to move and attack normally, even under the influence of magic that usually impedes movement, such as *entangle* and *stun*. All attempts made to grapple the target automatically fail. The subject automatically succeeds on any checks made to escape a grapple.

Additionally, the wearer can move and attack normally while underwater.

Price: 40,000 gp; **Weight:** —.
Craft: *Environmental protection;* 20,000 gp.

Rods & Staves

Often the mark of a great wizard, a rod or staff is an item of great magical power.

Rods

Rods are typically three-feet-long, scepter-like devices, usually made of iron or other metal. They have unique magical powers and don't usually have charges. A user must hold the rod to use its abilities.

A wood or metal rod is treated as a light club if wielded as a weapon (Str+d4).

Earthbind Rod

This rod looks like nothing more than a large, strange sliver of rough granite. This rod's magic interacts with stone or earth to both steady its wielder and anchor creatures the rod touches. An earthbind rod grants its wielder a +2 bonus to resist being forcefully moved (including from powers such as *havoc*), but only if the wielder is standing on earth or stone. Three times per day, as a limited free action, when the wielder hits a creature with this rod, as long as the target of this attack is standing on stone or earth, the creature is *entangled* (Bound with a raise on the attack).

Price: 26,500 gp; **Weight:** 5 lbs.
Craft: *Elemental manipulation*; 13,250 gp.

Rod of Alertness

This rod is indistinguishable from a magical light mace. It has eight flanges on its head. If grasped firmly, the rod enables the holder to use minor *detect arcana* as an action.

If the head of a rod of alertness is planted in the ground and the possessor wills it to alertness (an action), the rod senses any creatures within 20" (40 yards) who intend to harm the possessor. Immediately thereafter, the rod sends forth a mental alert to the owner and anyone he deems an ally, warning him of any unfriendly creatures within the area. These effects last for 10 minutes, and the rod can perform this function once per day.

Last, the rod can animate objects, affecting any 11 (or fewer) Very Small objects located roughly within a Small Blast Template centered on the rod when planted in the ground. Objects remain animated for 11 rounds. The rod can perform this function once per day (see Animated Objects in the *Bestiary*).

Price: 85,000 gp; **Weight:** 4 lbs.
Craft: *Detect arcana, sound;* 42,500 gp.

Rod of Cancellation

This dreaded rod is a bane to magic items, for its touch drains an item of all magical properties. The item touched must make a Spirit check at −2 (d6 unless otherwise stated) to prevent the rod from draining it. If a creature is holding it at the time, then the item can use the holder's Spirit in place of its own.

In such cases, contact is made by making a touch attack. Upon draining an item, the rod becomes brittle and cannot be used again. Drained items are only restorable by *wish*. If a sphere of annihilation and a rod of cancellation negate each other, nothing can restore either of them.

Price: 11,000 gp; **Weight:** 5 lbs.
Craft: *Dispel;* 5,500 gp.

Rod of Enemy Detection

This device pulses in the wielder's hand and points in the direction of any creature or creatures hostile to the bearer of the device (nearest ones first). These creatures can be invisible, ethereal, hidden, disguised, or in plain sight. Detection range is 10" (20 yards).

If the bearer of the rod concentrates on their turn, as a limited action, the rod pinpoints the location of the nearest enemy and indicates how many enemies are within range. The rod can be used to pinpoint three times each day, each use lasting up to 10 minutes.

Price: 23,500 gp; **Weight:** 5 lbs.
Craft: *Detect arcana;* 11,750 gp.

Rod of Metal and Mineral Detection

This rod is valued by treasure hunters and miners alike, for it pulses and hums in the wielder's hand in the proximity of metal. As the wearer aims the rod, the pulsations grow more noticeable as it points to the largest mass of metal within 5" (10 yards).

However, the wielder can concentrate on a specific metal or mineral. If the specific mineral is within 5" (10 yards), the rod points to any places it is located, and the rod wielder knows the approximate quantity as well. If more than one deposit of the specified metal or mineral is within range, the rod points to the largest cache first. Each operation requires a limited action.

Price: 10,500 gp; **Weight:** 5 lbs.
Craft: *Locate;* 5,250 gp.

Rod of Security

This item creates a nondimensional space, a pocket paradise. There the rod's possessor and as many as 199 other creatures can stay in complete safety for up to 200 days divided by the number of creatures (rounded down). In this pocket paradise, creatures don't age, and natural healing takes place at twice the normal rate. Fresh water and food (fruits and vegetables only) are in abundance. The climate is comfortable for all creatures involved.

Activating the rod (an action) causes the wielder and all creatures touching the rod to be transported instantaneously to the paradise. Members of large groups can hold hands or otherwise maintain physical contact, allowing all connected creatures to be affected by the rod.

Unwilling creatures get a Spirit check to negate the effect. Creatures beyond that point in a chain can still be affected by the rod.

When the rod's effect expires, is dismissed, or is *dispelled*, all the affected creatures instantly

reappear in the location they occupied when the rod was activated. If something else occupies the space that a traveler would be returning to, then his body is displaced a sufficient distance to provide the space required for reentry. The rod's possessor can dismiss the effect whenever he wishes before the maximum time period expires, but the rod can only be activated once per week.

Price: 61,000 gp; **Weight:** 5 lbs.
Craft: *Plane shift;* 30,500 gp.

Staves

A staff (plural: *staves*) is a long shaft of wood, bone, metal, or even glass that stores several spells, including any Power Modifiers.

A character wielding a staff may cast any of its listed spells as an action. The skill or attribute needed to activate it is listed in parentheses after its description (user's choice if more than one). Failure to cast the power uses a single charge, and a Critical Failure also causes Fatigue.

Charges: A staff has 10 charges when created, which is also its maximum. Each spell cast from the device consumes the listed number of charges. It regains one charge every sunrise.

Staff of Divination

Made from a supple length of willow, often with a forked tip, this staff allows use of the following spells: (Smarts or Spellcasting)

- *Detect arcana* (1 charge)
- *Detect arcana* with Identify (3 charges)
- *Locate* (2 charges)
- *Speak language* (1 charge)

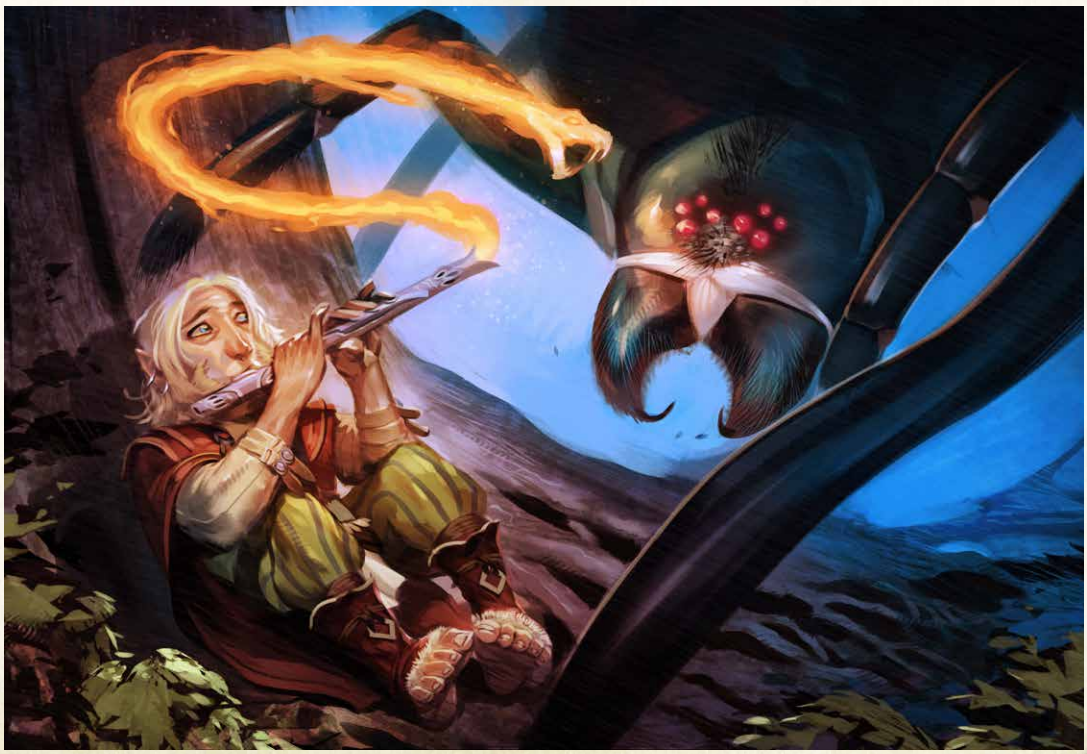
Price: 82,000 gp; **Weight:** 5 lbs.
Craft: All listed powers; 41,000 gp.

Staff of Enchantment

Often made from applewood and topped with a clear crystal, this staff allows use of the following spells: (Smarts or Spellcasting)

- *Empathy* (1 charge)
- *Mind wipe* (3 charges)
- *Puppet* (2 charges)
- *Puppet* with three targets (4 charges)
- *Slumber* (1 charge)

Price: 82,000 gp; **Weight:** 5 lbs.
Craft: All listed powers; 41,000 gp.



STAFF OF PASSAGE

This simple staff allows the use of the following spells. (Smarts or Spellcasting)

- *Intangibility* (2 charges)
- *Scrying* (1 charge)
- *Teleport* (1 charge)
- *Teleport* with Greater Teleport (2 charges)

Price: 206,900 gp; **Weight:** 5 lbs.
Craft: All listed powers; 115,950 gp.

STAFF OF TRANSMUTATION

This staff is generally carved from or decorated with petrified wood or fossilized bone, each etched with tiny but complex runes. It allows use of the following spells: (Smarts or Spellcasting)

- *Baleful polymorph* (3 charges)
- *Bolt* with Disintegrate (3 charges)
- *Disguise* (self only; 1 charge)
- *Shape change* (up to Size 0; 1 charge)
- *Speed* (2 charges)

Price: 82,000 gp; **Weight:** 5 lbs.
Craft: All listed powers; 41,000 gp.

STAFF OF THE WOODLANDS

Appearing to have grown naturally into its shape, this oak, ash, or yew staff allows use of the following spells: (Smarts or Spellcasting)

- *Barrier* with Deadly (3 charges)
- *Beast friend* (1 charge)
- *Beast friend* with Duration (3 charges)
- *Boost Trait* (*Shooting*; 1 charge)
- *Protection* (1 charge)
- *Summon nature's ally* (Veteran; 3 charges)

The staff may be used as a weapon, functioning as a staff (Damaging). The staff of the woodlands also allows its wielder to pass without a trace in natural environments. These two attributes continue to function after all the charges are expended.

Price: 100,400 gp; **Weight:** 5 lbs.
Craft: All listed powers; 50,500 gp.

SPELLBOOKS

Spellbooks and formulae books are a reflection of the personality and capabilities of their creators. Many of these tomes contain more than just spells, such as notes on other research, personal diaries, naturalist sketches, or even political treatises. Some contain preparation rituals, each of which grants a boon — or sometimes a hindrance — to spellcasters who use the book to prepare their spells. Any book listed in this section can be used by a character with the Spellbook or similar rule (such as Alchemist, Magus, and Wizard).

The spellbooks and formulae books below list a description of the book, the book's spells, and its preparation ritual (if any). Some books also contain precautions against prying eyes. Unless otherwise stated, any precautions on the spellbook do not destroy it when triggered.

Each book features a value which represents what a character must pay on the open market, though finding a seller may be difficult. Any book with a preparation ritual has a second cost. The first is for the book without the preparation ritual, and second is with ritual.

USING SPELLBOOKS

The spellbooks listed here already contain powers within them. Some have specific Trappings while others may only have limited powers (such as *lower Trait* but no *boost Trait*).

Whenever a character that uses one of these spellbooks to record his spells learns a new power, he can choose one of the powers listed in the book. These books provide easy access to new powers when a wizard, alchemist, or magus takes the New Powers Edge. Additionally, when a character Advances, he can swap any one power he knows with a power of the same Rank in his active spellbook.

This means that the more powers a caster adds to his spellbook, the more options he has as he Advances.

Finally, a character with one of these spellbooks can spend a Benny to cast a spell within that he does not know (the character must still meet the Rank Requirement).

USING PREPARATION RITUALS

When a spellcaster uses a spellbook or formulae book with a ritual, as long as he knows at least three spells or formulae listed in the book, he gains a temporary boon granted by the ritual.

The boon lasts until it's used or the next morning. A spellcaster can only take the effect of one preparation ritual, no matter how many spellbooks she has.

Defensive Primer

This surprisingly ornate and heavy volume is more than three-quarters empty. Tightly written notes on the precepts of arcane defense and the vulnerabilities of supernatural entities fill the first two pages.

Spells: *Banish*, *burst* (burning hands), *bolt* (magic missile), *deflection*, *lower Trait* (ray of enfeeblement).

Protection: Average lock (Thievery).
Price: 185 gp; **Weight:** 3 lbs.

Apprentice Chapbook of Rul Thaven

This slim book is carefully but amateurishly bound, with leather stretched tight across thin boards. The writing inside is fussy and crammed together, with words that are occasionally illegible. Eight of its pages contain spells; the final 10 pages are blank. A portrait of a plain woman, unsmiling, has been bound into the inside front cover.

Spells: *Deflection*, *detect arcana*, *speak language*, *summon ally*.

Price: 195 gp; **Weight:** 3 lbs.

Unnamed Journal

This is a simple, unadorned spellbook. Notes on improving the efficiency spells crowd the margins, most of them hopelessly misguided.

Spells: *Bolt* (scorching ray), *boost Trait*, *protection*, *slumber*.

Price: 275 gp; **Weight:** 3 lbs.

Traveler's Tome

This small book, no larger than a pocket notebook, is bound between wooden covers, and is clearly a copy meant to withstand the rigors of adventuring. The arrowhead lodged in the cover can't be removed without magic.

Spells: *Boost Trait*, *fly*, *growth*, *lock/unlock*, *smite*.

Protection: Average lock (Thievery).
Price: 365 gp; **Weight:** 3 lbs.

Book of Harms

The leather wrapping of this book is of an indeterminate type, and gives off a faint and unpleasant scent, as of charred meat. The writing inside is in a jagged hand, and many notes on the ash-smudged pages indicate its previous owner sought ever more damaging magic. A glittering rune in the cover's center is shaped vaguely like a lightning bolt.

Spells: *Blast* (fireball), *bolt* (acid arrow), *burst* (lightning bolt), *confusion*, *darkness*, *elemental manipulation*.

Protection: Average lock (Thievery).
Ritual (Harmful Surge): As a free action the hero can automatically Ace the damage dice of a spell cast, but these dice can't Ace again. This causes the hero to take one Wound.
Price: 535 gp or 900 gp; **Weight:** 3 lbs.

Lab Journal of Constance Influx

The steel cover of this slim journal has taken its fair share of abuse; acid scars and minor slag spots show where the journal was subjected to intense working conditions. Equations, balances, and chemical notations mark the margins of the pages — with some formulae, it is difficult to tell where the notes end and the formula begins.

Spells: *Boost Trait*, *burst* (fire breath), *deflection*, *environmental protection*, *healing*, *speak language*.

Ritual (Alchemical Protection): The knowledge granted by this book protects the owner from poisons. Spend this boon's effect when making a check to resist poison to gain a +1 bonus to the roll.
Price: 395 gp or 770 gp; **Weight:** 5 lbs.

Book of the Grave

This tome reeks of decomposing flesh or some even fouler stench. Grave mold clings to the worm-eaten cover, and dirt stains the pages. Some pages have been torn out.

Spells: *Burst* (burning hands), *entangle* (web), *lower Trait*, *protection*.

Protection: The edges of the first three pages are coated with a Lethal Poison (nitharit).
Ritual (Breath of the Grave): As a limited free action, spend this boon's effect to breathe

a Small Cone Template of rotting stench. Creatures within the cone must make a Vigor check or be Distracted and Vulnerable. After this boon has been spent, the hero take a −2 penalty on Persuasion and Stealth checks until he prepares spells again.

Price: 815 gp or 1,265 gp; **Weight:** 5 lbs.

Grimoire of Glittering Eyes

The title of this book is embossed into the scaly cover. Inside, the pages sparkle and gleam in even the faintest light, and the handwriting looks preternaturally clean.

Spells: *Confusion*, *disguise*, *fear*, *illusion*, *invisibility*, *slumber*, *smite*, *speak language*.

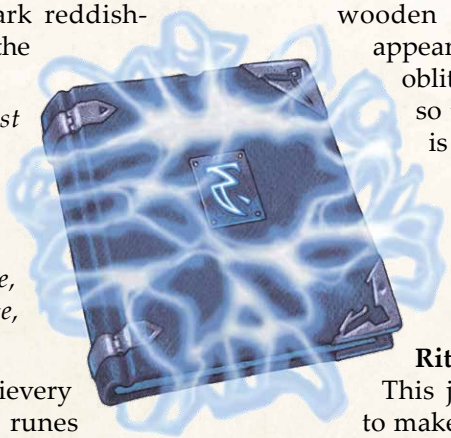
Protection: The book is warded with an illusory script (minor *puppet*, the suggestion is for the reader to "Close the book and leave").

Ritual (Glittering Eyes): When casting *illusion*, the caster gains expanded sight. Spend this boon's effect as a free action to gain Darkvision and a +2 bonus on checks to disbelieve illusions, with both benefits lasting for one minute.

Price: 1,055 gp or 1,755 gp; **Weight:** 5 lbs.

Tome of the Transmuter

This simple book is bound in white leather with a silver clasp. Careful notes on economic theory in a crisp and precise hand occupy the last few written pages, after which there is a page stained with a dark reddish-brown smear. The rest of the pages are blank.



Spells: *Boost Trait*, *burst* (dragon's breath), *detect arcana*, *disguise*, *dispel*, *elemental manipulation*, *empathy*, *healing*, *protection* (barkskin), *shape change*, *sloth*, *smite*, *speak language*, *teleport*, *unlock*.

Protection: Good lock (Thievery at −2), major explosive runes (see page 71).

Ritual (Defensive Transmutation): When taking another shape, the character can increase his defenses. Spend this boon's effect as a free action when casting *shape change* on himself. As long as he is affected by that spell, he gains +2 Armor for the Duration of the spell.

Price: 1,835 gp or 2,635 gp; **Weight:** 3 lbs.

Journeyman Book of Rul Thaven

This medium-sized book has a creased spine and supple gray leather covers. The leather has rubbed away in certain spots, tiny pinhole burns pock the surface, and a brass lock holds the book shut. A woman's portrait has been bound into the front cover, and text covers almost all of the image except her face: text in circles, with arrows pointing to new circles with suppositions. Underneath the woman's chin are the words "Diabolist sacrifice?"

Spells: *Conjure item*, *deflection* (protection from evil), *detect arcana*, *disguise*, *dispel*, *divination*, *fear*, *locate*, *mind link*, *scrying*, *speak language*.

Protection: Average lock (Thievery), and the Seasoned powers are hidden on a secret page. The special word is "reveal."

Ritual (Eyes of Rul Thaven): The caster uses a trick perfected by Rul Thaven to ferret out invisible creatures. Spend this boon's effect as a free action. Gain major *detect arcana* for one round.

Price: 2,195 gp or 3,320 gp; **Weight:** 3 lbs.

Journal of the Beast Within

This ragged collection of scorched and stained notes is tied with cheap twine between wooden covers. A few formulae appear to have been deliberately obliterated, scratched through so thoroughly that the paper is torn in places.

Spells: *Boost Trait*, *burst* (dragon's breath), *disguise*, *environmental protection*, *growth*, *healing*, *protection* (bark skin), *speak language*.

Ritual (Beastly Concoction): This journal grants the ability to make an extremely potent and savage mutagen. Spend this boon when imbibing a mutagen. The mutagen grants +1 Toughness.

Price: 915 gp or 2,165 gp; **Weight:** 3 lbs.

Manuscript of Jack Were-son

Blood, dirt, wine, and more stain this white leather book. The owner's name, Jack Were-son, is stamped into the cover in peeling gold, yet no more information about the author is immediately evident. Several of the pages contain careful diagrams and illustrations done by a competent but uninspiring artist.

Spells: *Bolt* (acid arrow), *boost Trait, burst* (Cone Template), *conceal arcana, dispel, fear, invisibility, lock, puppet, slumber, speed, teleport*.

Protection: Average lock with *lock* (Thievery at −4) and minor explosive runes (see page 71).
Price: 2,835 gp; **Weight:** 3 lbs.

Arctic Call

Fine vellum sheets fill these two well-worn books. Beautiful illustrations depict the effects of each spell, many with a distinctly arctic theme. Though the pages and their wintry illustrations are of high quality, the protective leather case that encloses both books smells and feels greasy, as if the hide has been crudely waterproofed with animal fat.

Spells: *Barrier* (wall of ice), *blast* (ice storm), *bolt* (lightning bolt), *boost Trait*, *burst* (cone of cold), *detect arcana*, *dispel*, *environmental protection*, *growth*, *havoc* (shout), *make whole*, *mind reading*, *protection* (stone skin), *teleport*.

Protection: Minor *bolt* (ice blast) upon opening the book.
Ritual (Rime Bite): The caster infuses her spells with a biting cold few can withstand. Spend this boon as a free action when casting a spell with a cold Trapping. Any damage from that spell ignores *environmental protection* and Environmental Resistance.
Price: 4,335 gp or 5,985 gp; **Weight:** 3 lbs.

Insights of Far-Seeing Taernis

These two books are part of a set held together with a leather strap. The covers are of a shimmering and unearthly blue leather, and the spines are built of silver and iron. The books are chilly to the touch, and staring at them induces minor vertigo.

Spells: *Barrier* (wall of iron), *create pit*, *disguise*, *environmental protection*, *fear*, *fly*, *illusion*, *intangibility*, *planar binding*, *puppet*, *slumber*, *smite*, *speak language*, *summon ally*, *summon monster*, *teleport*.

Protection: Minor explosive runes (see page 71).
Ritual (Sturdy Summoning): A creature summoned gains augmented defenses for a short time. Spend this boon effect as a free action when summoning a creature. The creature summoned gains +2 Toughness.
Price: 4,555 gp or 6,355 gp; **Weight:** 3 lbs.

Quest Eternal

Stuffed between the pages of these two well-worn volumes are all manner of riddles, tidbits of lore, and fragments of maps. One of the covers is missing a corner, as if hacked off with a blade, and the text inside is tiny and cramped, as if the author were afraid of running out of room.

Spells: *Barrier* (wall of fire), *blast* (ice storm), *bolt* (lightning bolt), *boost/lower Trait*, *deflection*, *detect arcana*, *dispel*, *fear*, *havoc* (hydraulic torrent), *lock*, *mind link*, *puppet*, *scrying*, *smite*, *speak language*, *teleport*.

Ritual (Travel Sage): There is nothing like a magic book to enhance the memory. Until preparing spells again, your character increase Common Knowledge one die type.
Price: 6,475 gp or 8,395 gp; **Weight:** 3 lbs.

Grandfather's Legacy

This pair of lexicons is covered in excellently preserved human skin, with an intricate lace of fingerbones forming the locks on the cover. A family seal has been embossed on the lower center of the cover, but flecks of gold leaf have begun to peel away, revealing that the embossed pattern in fact follows a faded tattoo on the skin itself.

Spells: *Banish*, *barrier* (wall of ice), *blind*, *bolt* (Range Limitation; finger of death), *burst* (Stream; chain lightning), *conceal arcana*, *curse*, *damage field* (acid cloud), *darkness*, *fear*, *lock*, *lower Trait*, *magic jar*, *slumber*, *zombie*.

Protection: A series of three superior locks each augmented with *lock* (Thievery at −8), a symbol of weakness (Vigor; see page 71) on the second page of each book.
Price: 7,635 gp; **Weight:** 3 lbs.

Chymist's Guidebook

The pages of this formulae book are carefully varnished. Sprinkled among the formulae are details and diagrams of alchemical devices, many of which seem to defy the normal conventions of alchemy and physics. The last page contains incomplete notes on the preparation of experimental mutagens.

Spells: *Arcane protection, boost Trait, burst* (fire breath), *detect arcana, disguise, environmental protection, growth, healing, invisibility, magic jar, protection* (stone skin), *relief, speak language, speed*.

Protection: Good lock (Thievery at −2).
Price: 2,545 gp; **Weight:** 3 lbs.

Guardian Grimoire

These three well-made books are covered with runes of warding against Outsiders and Undead. The pages inside show water damage along the edges.

Spells: *Arcane protection, banish, barrier, blast* (fireball), *bolt* (Range Limitation; shocking grasp), *burst* (Stream; chain lightning), *deflection, detect arcana, dispel, entangle* (grasping hand), *environmental protection, growth, light, mind reading, speed, summon monster, teleport, unlock*.

Protection: Major explosive runes.
Ritual (Guardian Trick): With a quick phrase of power, the caster attempts to foil an attack. Spend this boon's effect when an Undead or Outsider hits with an attack. The attacking creature must reroll the attack.
Price: 10,055 gp or 13,055 gp; **Weight:** 3 lbs.

Library of the Dancer of Skins

This quartet of books is held together by a shining silver strand wound around the four tomes and tied in an intricate knot. Inside, the writing is expansive and sloppy, filled with marginalia; the author's notes indicate clear excitement about her discoveries, and while the thinker is obviously brilliant, she is also apparently undisciplined.

Spells: *Burst, damage field, disguise, elemental manipulation, environmental protection, fear, fly, invisibility, magic jar, monstrous shape change, shape change, smite, telekinesis, teleport, wish*.

Protection (Defensive Boon): Your hero throws up a quick burst of arcane energy that deflects an incoming spell attack. When targeted with a spell with Range Touch or Mystic Power with Range Touch, the character can spend this boon's effect to gain +4 Parry against the triggering attack.
Price: 16,435 gp or 20,710 gp; **Weight:** 3 lbs.

Master Books of Rul Thaven

This trio of books is bound in leather as black as a starless night, clasped together with gleaming silver. The pages are filled with notes and errata. The handwriting becomes more hurried toward the end of the trilogy, and the final page says, "I have found her!"

Spells: *Conjure item, curse, detect/conceal arcana, disguise, dispel, divination, elemental manipulation* (fire only), *environmental protection, fear, locate, mind link, mind reading, plane shift, puppet, scrying, speak language, summon monster*.

Protection: Each book features a superior lock (Thievery at −6); an illusion hides secret pages that hide all powers of Rank Seasoned or higher, and the first book is warded with explosive runes (see page 71).
Ritual (Improved Eyes of Rul Thaven): The caster uses a trick perfected by Rul Thaven to ferret out invisible creatures. Spend this boon's effect as a free action. Gain major *detect arcana* for one round. This can be used up to 10 times a day.
Price: 12,725 gp or 16,550 gp; **Weight:** 3 lbs.

Mastery of Word and Thought

This massive tome is the size of four normal spellbooks, bound in leather as hard as plate armor and stitched together with strands of thin, pliable metal rather than thread. Toward the end is a list of names, each crossed out.

Spells: *Banish, blast, bolt, curse, detect/conceal arcana, dispel, elemental manipulation, environmental protection, fear, fly, havoc, illusion, lock, lower Trait, mind wipe, permanency, plane shift, puppet, smite, sound, time stop, wish*.

Protection: Major symbol of death on the first page of the book (see page 71).
Ritual (Curse of Names): When finished preparing spells with this book, write the proper name of a creature among the list of

names in this book. As a free action, when within 5" (10 yards) of the named creature, your caster can call out its name to bestow the curse of names on it. The creature takes a –1 penalty on attack rolls, and a –2 penalty on attack rolls against you, for one minute. When he activates this curse, the name is crossed out in the back of the book. That creature cannot be the target of a curse of names originating from here ever again.

Price: 22,675 gp or 27,265 gp; **Weight:** 3 lbs.

Manual of Binding

The three volumes of this set are bound in black sharkskin, the spells inscribed in purple ink on fine paper. Spells conceal extensive notes on constructing a lich's phylactery.

Spells: *Barrier* (wall of iron), *banish*, *blast*, *bolt*, *burst*, *damage field* (cloudkill), *darksight*, *detect/conceal arcana*, *dispel*, *divination*, *entangle* (black tentacles), *fly*, *illusion*, *invisibility*, *light*, *lower Trait*, *magic jar*, *make whole*, *permanency*, *planar binding*, *summon monster*, *teleport*, *time stop*, *wish*, *zombie*.

Protection: A magic aura makes the spellbook appear nonmagical. A minor *illusion* hides the notes on constructing a lich's phylactery.

Ritual (Revivifying Contingency): When your hero is affected by this boon, the first time he is Incapacitated, he immediately make a natural healing roll. With success, he heals one Wound and is not Incapacitated.

Price: 17,165 gp or 21,215 gp; **Weight:** 3 lbs.

The Formulae of Master Gebr

These four cloth-bound books are neatly printed — as with a printing press or some other form of mechanical transcription — with a title page, a table of contents, and a useful cross-referenced index. They have been treated well and are clearly reference works, rather than laboratory notes; the writer was obviously a most disciplined and focused inventor.

Spells: *Boost Trait*, *burst* (dragon's breath), *damage field*, *deflection*, *environmental protection*, *fly*, *healing*, *invisibility*, *protection*, *speak language*, *speed*, *warrior's gift*.

Protection: The cover is treated with a Lethal Poison (tears of death). A Vigor check at –2 resists the poison.

Ritual (Spontaneous Bomb): When it comes to bombs, your hero has a special trick up his sleeve. Once per day, he can reduce the cost of a bomb by 1 Power Point or change the elemental Trapping for free.

Price: 6,615 gp or 11,115 gp; **Weight:** 3 lbs.

Wondrous Items

This is a catch-all category for anything that doesn't fall into the other groups. Anyone can use a wondrous item, and unless otherwise stated, activating a wondrous item is an action.

Amulet of Bullet Protection

This amulet, usually crafted from the splintered remains of spent firearm bullets shaped into a rough holy symbol or clover, prevents characters with the Gunslinger Edge from being able to reroll Shooting rolls without spending a Benny.

Price: 24,000 gp; **Weight:** —.
Craft: *Protection;* 12,000 gp.

Amulet of Mighty Fists, Minor

The minor version of this amulet grants +2 damage when attacking with unarmed attacks and natural weapons. The major version deals +4 damage instead.

Alternatively, this amulet can grant melee weapon Enchantments, so long as they can be applied to unarmed attacks. An amulet of mighty fists has a maximum Enchantments bonus of +3 for a minor amulet of mighty fists and 5 for a major amulet of mighty fists.

Price: 16,000 gp (minor), 100,000 (major); **Weight:** —.
Craft: *Smite;* 8,000 gp (minor), 50,000 (major).

Amulet of Proof Against Detection and Location

This silver amulet protects the wearer from *scry*, *locate*, *detect arcana*, and other means of magically locating the wearer. If a Divination spell is attempted against the wearer, the caster of the divination suffers a –4 penalty to their arcane skill roll.

Price: 35,000 gp; **Weight:** —.
Craft: *Conceal arcana;* 17,500 gp.



Bestial Rags



Boots of the Winterlands



Mirror of Life Trapping



Horn of Valhalla

Belt of Spirit Vines

This belt is constructed from woven vines. Its wearer can touch a willing creature and cause a ghostly vine to grow from the belt, connecting the wearer to the target creature. While connected to another creature, when the wearer casts a spell targeting himself, the connected character is affected as well.

The vine can grow up to a length of 5" (10 yards), and it vanishes if the wearer or connected creature moves beyond its maximum range. The vine can remain connected indefinitely, but the connection is broken if the wearer dismisses it or connects the vine to another creature.

Price: 15,000 gp; **Weight:** 2 lbs.
Craft: *Growth;* 7,500 gp.

Belt of Stoneskin

This belt is made of specially treated stone plates held together by thick iron chain. The belt's wearer gains +2 Toughness and Hardy until the wearer suffers a Wound, at which point the belt becomes useless for the remainder of the 24-hour period. When first worn, or after each time this belt is taken off, it must be worn for 24 consecutive hours in order for its magic to take effect again.

Price: 60,000 gp; **Weight:** 10 lbs.
Craft: Oread, *protection;* 30,000 gp.

Bestial Rags

These tattered and ragged garments extend the duration of a shifter's bestial transformations, allowing her to double the duration that she can shift into her aspects' minor and major forms. Each set of bestial rags is also tied to a specific aspect, typically being made of the hide of that creature and embossed with crude pictograms of it.

Price: 8,000 gp; **Weight:** 2 lbs.
Craft: *Shape change;* 4,000 gp.

Boat, Folding

A folding boat looks like a small wooden box about 12 inches long, six inches wide, and sixinches deep when it is inactive. In this mode, it can be used to store items just like any other box. Yet when the command word is given, the box unfolds rapidly in the space of a single round to form a boat 10 feet long, four feet wide, and two feet in depth. A second command word causes it to unfold even further into a ship 24 feet long, eight feet wide, and six feet deep. The folding boat cannot unfold if there isn't enough open space for it to occupy once unfolded. Any objects formerly stored in the box now rest inside the boat or ship.

In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail. In its larger form, the boat has a deck, single rowing seats, five sets of oars, a rudder, an anchor, a deck cabin, and a mast with a square sail. The boat can hold four people comfortably, while the ship carries 15 with ease.

A third word of command causes the boat or ship to fold itself into a box once again, but only when it is unoccupied.

Price: 7,200 gp; **Weight:** 4 lbs.
Craft: *Conjure item;* 3,600 gp.

Boots of Teleportation

Any character wearing this footwear can cast minor *teleport* with Greater Teleport three times per day.

Price: 48,000 gp; **Weight:** 3 lbs.
Craft: *Teleport;* 24,500 gp.

Boots of the Winterlands

This footgear bestows many powers upon the wearer. First, he is able to travel across snow at his normal speed, leaving no tracks. Second, the boots also enable him to travel at normal speed across the most slippery ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping. Finally, boots of the winterlands warm the wearer, as if he were affected by *environmental protection*.

Price: 2,500 gp; **Weight:** 1 lb.
Craft: *Boost Trait, environmental protection;* 1,250 gp.

Bottled Sunlight

This opaque orb contains the distilled essence of sunlight. Once per day, on command, it releases a small vial of sunlight that produces a bright light for one hour, during which time it provides enough energy to satisfy a Plant creature's daily nourishment requirements. The light counts as natural sunlight in the area containing the vial. If the vial enters the space of an Undead creature with a weakness to sunlight, the creature can make a Spirit check at the start of each of its turns, with failure it is forced to retreat from the area. Shattering the vial extinguishes its light. After the orb has released 50 vials of sunlight, it loses its magical properties.

Price: 200 gp; **Weight:** —.
Craft: *Light;* 100 gp.

Breezeblown Dandelion

This broad-stalked shrub branches into dozens of oversized dandelions. Creatures weighing less than 50 pounds can use a flower to slow their fall to a rate of 10 feet per round. While slowed, the flower carries the rider in the direction of the wind. The strength of the wind carries the rider between three and 30 yards.

If exposed to a windstorm, all of its seeds immediately blow away and the dandelion provides no further benefit. The benefits also end after four minutes or once the bearer hits the ground, whichever comes first. The plant produces one dandelion every day during its 13-week growing period during the spring, to a maximum of 20.

Price: 10,000 gp; **Weight:** 5 lbs.
Craft: *Fly;* 5,000 gp.

Cloak of Fiery Vanishing

This thick leather cloak is charred and blackened around the edges and smells faintly of soot. Once per day, when subject to an effect that deals fire damage, while obscured by the flames, the wearer becomes invisible, leaving behind an illusory pile of ashes and bones, as if he had been slain by the fire effect. The invisibility and the illusory remains last for five rounds or until the wearer attacks any creature.

Price: 2,600 gp; **Weight:** 1 lb.
Craft: *Invisibility, sound;* 1,300 gp.

Crown of Blasting (Major)

On command, this elaborate golden crown projects a blast of searing light. The major version casts major *burst* (Greater Burst; Stream Template). The minor crown casts major *burst* (Stream Template).

Price: 6,480 gp (minor), 23,760 gp (major); **Weight:** 1 lb.
Craft: *Burst;* 3,240 gp (minor), 11,880 gp (major).

Deck of Illusions

This set of parchment cards is usually found in an ivory, leather, or wooden box. A full deck consists of 34 cards. When a card is drawn at random and thrown to the ground, a major *illusion* of a creature is formed. The figment lasts until dispelled. The illusory creature cannot move more than 6" (12 yards) away from where the card landed, but otherwise moves and acts as if it were real.

At all times it obeys the desires of the character who drew the card. When the illusion is dispelled, the card becomes blank and cannot be used again. If the card is picked up, the illusion is automatically and

instantly dispelled. The cards in a deck and the illusions they bring forth are summarized on the following table. (Use one of the first two columns to simulate the contents of a full deck using either ordinary playing cards or tarot cards.)

A randomly generated deck is usually complete, but may be discovered (with a 1 on a d10) with 1d20 of its cards missing. If cards are missing, reduce the price by a corresponding amount.

Price: 8,100 gp; **Weight:** 1/2 lb.
Craft: *Illusion;* 4,050 gp.

DRY LOAD POWDER HORN

This magical powder horn holds 20 doses of black powder. Furthermore, when a firearm

DECK OF ILLUSIONS

CARD	PLAYING CARD	CREATURE
IV. The Emperor	Ace of Hearts	Red Dragon
Knight of Swords	King of Hearts	Male human fighter
Queen of Staves	Queen of Hearts	Female human wizard
King of Staves	Jack of Hearts	Male human druid
VII. The Chariot	Ten of Hearts	Cloud Giant
Page of Staves	Nine of Hearts	Ettin
Ace of Cups	Eight of Hearts	Bugbear
Five of Staves	Two of Hearts	Goblin
III. The Empress	Ace of Diamonds	Glabrezu (demon)
Two of Cups	King of Diamonds	Male elf wizard
Queen of Swords	Queen of Diamonds	Half-elf ranger
XIV. Temperance	Jack of Diamonds	Harpy
Seven of Staves	Ten of Diamonds	Male half-orc barbarian
Four of Pentacles	Nine of Diamonds	Ogre mage
Ace of Pentacles	Eight of Diamonds	Gnoll
Six of Pentacles	Two of Diamonds	Kobold
II. The High Priestess	Ace of Spades	Lich
Three of Staves	King of Spades	Human clerics x3
Four of Cups	Queen of Spades	Medusa
Knight of Pentacles	Jack of Spades	Male dwarf paladin
Seven of Swords	Ten of Spades	Frost giant
Three of Swords	Nine of Spades	Troll
Ace of Swords	Eight of Spades	Hobgoblin
Five of Cups	Two of Spades	Goblin
VIII. Strength	Ace of Clubs	Iron golem
Page of Pentacles	King of Clubs	Halfling rogues x3
Ten of Cups	Queen of Clubs	Pixie
Nine of Pentacles	Jack of Clubs	Half-elf bard
Nine of Staves	Ten of Clubs	Hill giant
King of Swords	Nine of Clubs	Ogre
Ace of Staves	Eight of Clubs	Orc
Five of Cups	Two of Clubs	Kobold
Two of Pentacles or Staves	Red or Black Joker	Illusion of deck's owner

is loaded with black powder directly from this horn, the horn creates a small pocket of air that envelops the gun and allows that shot to be fired underwater or in an area lacking air, such as a vacuum.

When a shot loaded from a dry load powder horn results in a firearm explosion while underwater or in an airless environment, that explosion occurs normally.

Price: 2,000 gp; **Weight:** 1 lb.
Craft: *Environmental protection;* 1,000 gp.

Elemental Gem

An elemental gem comes in one of four different varieties. Each contains a conjuration spell attuned to a specific elemental plane (Air, Earth, Fire, or Water).

When the gem is crushed, smashed, or broken (an action), an elemental appears. The elemental is under the control of the creature that broke the gem.

The coloration of the gem varies with the type of elemental it summons. Air elemental gems are transparent, earth elemental gems are light brown, fire elemental gems are reddish orange, and water elemental gems are blue-green.

Price: 2,250 gp; **Weight:** —.
Craft: *Summon monster, summon nature's ally;* 1,125 gp.

Elixir of Vision

Drinking this elixir grants the imbiber the ability to notice acute details with great accuracy. Increase the character's Notice by one die type for one hour.

Price: 250 gp; **Weight:** —.
Craft: *Detect arcana;* 125 gp.

Far-Reaching Sight

This sight can be attached to a two-handed firearm. When this is done, the sight becomes part of the weapon, but can be removed from that weapon. A firearm wielder can make a single attack on his turn with a firearm that has this sight. When he does, he gets a free reroll on a failed attack roll.

Price: 4,000 gp; **Weight:** 1 lb.
Craft: *Farsight;* 2,000 gp.

Figurine of Wondrous Power

This figure of wondrous power uses the same general rules for all magic items of this type (*see Pathfinder for Savage Worlds*).

- **SLATE SPIDER:** This statuette of a spider with stubby legs can be used once per day for one minute. When activated, the figurine sprouts longer, segmented legs, and scampers about the activator, picking lint off robes, chiseling grime from armor, or otherwise grooming its activator.

  If commanded to do so as a free action, it perches on the muzzle of a one-handed or two-handed firearm barrel and, after the firearm is fired, travels down the barrel and cleans out the firearm. Each time the slate spider cleans a firearm, the next shot can be rerolled even if it was a Critical Failure. When animated, a slate spider has one Wound. An animated slate spider will never willingly leave its animator.

Price: 10,000 gp; **Weight:** 1 lb.
Craft: *Shape change;* 5,000 gp.

Golem Manual

A golem manual contains information, incantations, and magical power that can help a character to craft and maintain a golem (see page 112). The instructions therein grant +2 on Repair rolls involving the construct created with this manual.

Each manual also holds the prerequisite spells needed for a specific golem in minor or major form (although these spells can only be used to create a golem and cannot be copied), effectively granting the builder use of the Artificer Edge for the purpose of crafting, modifying, and repairing the golem.

The cost of the book does not include the cost of constructing the golem's body. Once the golem is finished, the writing in the manual fades and the book is consumed in flames. When the book's ashes are sprinkled upon the golem, it becomes fully animated.

Price: 12,000 gp (clay), 8,000 gp (flesh), 35,000 gp (iron), 22,000 gp (stone); **Weight:** 5 lbs.
Craft: Artificer, *elemental manipulation*; 6,000 gp (clay), 4,000 gp (flesh), 17,500 gp (iron), 11,000 gp (stone).

GREENSURGE BOMB

A greensurge bomb is a small, magically and alchemically treated plant bulb with a root growth that forms a handle. The bomb can be thrown at Range 3/6/12. When it strikes the ground, it bursts open, scattering weeds in a Medium Blast Template. The weeds rapidly grow into thick undergrowth, creating an area of Difficult Ground. The weeds flourish regardless of the surrounding area for five minutes before turning brown and crumbling to dust.

Price: 750 gp; **Weight:** 1 lb.
Craft: *Elemental manipulation*; 375 gp.

GUIDING SCARAB

This golden scarab beetle is a boon to wilderness travelers and those seeking long-lost places. The wearer gains a +1 bonus on Survival checks to avoid getting lost, and she can always correctly read the labels and legend of any map she examines, as well as signposts and similar way markers, as if using *speak language*. Once per week, the wearer can concentrate for 10 minutes to gain insight about her overland travels to come within the next week.

The wearer can visualize or name a specific location and release the guiding scarab to fly ahead of her like a glowing golden beacon, showing its owner the direction to the destination. While following the guiding scarab, its owner (and any mount she rides) and up to four other allies she designates when releasing the scarab gain +2 on rolls to resist Fatigue. When this effect ends, the guiding scarab crumbles to dust.

Price: 13,000 gp; **Weight:** —.
Craft: *Locate*; 6,500 gp.

HELM OF UNDERWATER ACTION

The wearer can see underwater. Drawing the small lenses in compartments on either side into position before the wearer's eyes activates the visual properties of the helm, allowing her to see five times farther than water and light conditions would allow for normal human vision. (Weeds, obstructions, and the like block vision in the usual manner.)

If the command word is spoken, the helm of underwater action gives the wearer swim Pace 6 and creates a globe of air around the wearer's head and maintains it until the command word is spoken again, enabling her to breathe freely.

Price: 24,000 gp; **Weight:** 3 lbs.
Craft: *Environmental protection;* 12,000 gp.

HORN OF BLASTING

This horn appears to be a normal trumpet. It can be sounded as a normal horn, but if the command word is spoken and the instrument is then played, it deals 3d6 sonic damage in a Cone Template and inflicts the Hard of Hearing (Minor) Hindrance for 2d6 rounds. Crystalline objects and creatures take 5d6 sonic damage.

If a horn of blasting is used magically more than once in a given day, there is a 20% cumulative chance with each extra use that it explodes and deals 8d6 points of sonic damage to the person sounding it.

Price: 20,000 gp; **Weight:** —.
Craft: *Sound;* 10,000 gp.

HORN OF VALHALLA

This magic instrument appears to be normal until someone speaks its command word and blows the horn. Then the horn summons a number of human barbarians (human Extras with the Barbarian Edge) to fight for the character who summoned them.

Each horn can be blown just once every seven days. Use the Bodyguard profile in *summon ally* for the stats of the barbarian.

Summoned barbarians are constructs, not actual people (though they seem to be); they arrive with the appropriate equipment for barbarians. They attack anyone the possessor of the horn commands them to fight until they or their opponents are slain or until one hour has elapsed, whichever comes first.

Price: 50,000 gp; **Weight:** —.
Craft: *Summon ally;* 25,000 gp.

MANTLE OF SPELL RESISTANCE

This garment, worn over clothing or armor, grants the wearer major *arcane protection*.

Price: 90,000 gp; **Weight:** —.
Craft: *Arcane protection;* 45,000 gp.

Medallion of Thoughts

This appears to be a normal pendant disk hung from a neck chain. Usually fashioned from bronze, copper, or silver, the medallion allows the wearer to read the thoughts of others. This functions as minor *mind reading*.

Price: 12,000 gp; **Weight:** —.
Craft: *Mind reading;* 6,000 gp.

Mirror of Life Trapping

This crystal device is usually about four feet square and framed in metal or wood. The frame typically depicts dragons, demons, devils, genies, coiling nagas, or other powerful creatures that are well-known for their magical powers. It can be hung or placed on a surface and then activated by giving a command word. The same command word deactivates the mirror.

A mirror of life trapping has 15 extra-dimensional compartments within it. Any creature coming within 5" (10 yards) of the device and looking at its own reflection must make a Spirit check at −2 or be trapped within the mirror in one of the cells. A creature not aware of the nature of the device always sees its own reflection.

The probability of a creature seeing its reflection, and thus needing to make the check, drops to 50% if the creature is aware that the mirror traps life and seeks to avoid looking at it.

When a creature is trapped, it is taken bodily into the mirror. Size is not a factor, but Constructs and Undead are not trapped, nor are inanimate objects and other nonliving matter. A victim's equipment (including clothing and anything being carried) remains behind.

If the mirror's owner knows the right command word, he can call the reflection of any creature trapped within to its surface and engage his powerless prisoner in conversation. Another command word frees the trapped creature. Each pair of command words is specific to each prisoner.

If the mirror's capacity is exceeded, one victim (determined randomly) is set free in order to accommodate the latest one. If the mirror is destroyed (Hardness 4), all victims currently trapped in it are freed.

Price: 200,000 gp; **Weight:** 50 lbs.
Craft: *Magic jar;* 100,000 gp.

Oil of Silence

When applied to a one-handed or two-handed firearm, this strange grayish oil renders that firearm silent for one hour. Five vials of oil of silence can be used in conjunction to silence a Large firearm siege engine, and 10 can be used to silence a Huge firearm siege engine. The oil does not work on firearm siege engines that are larger than Huge.

Price: 250 gp; **Weight:** —.
Craft: *Silence;* 125 gp.

Pipes of the Sewers

If the possessor learns the proper tune, he can use these pipes to attract 1d3 rat swarms if rats are within 60" (120 yards). For each 10" (20 yard) distance the rats have to travel, there is a one-round delay. The piper must continue playing until the rats appear, and when they do so, the piper must make a Performance check.

With success they obey the piper's telepathic commands so long as he continues to play. Failure indicates that they turn on the piper. If for any reason the piper ceases playing, the rats leave immediately. The Performance check suffers a −1 penalty for each time the rats have been successfully called in a 24-hour period.

Price: 1,150 gp; **Weight:** 3 lbs.
Craft: *Empathy, summon monster;* 575 gp.

Pipes of Sounding

When played by a character using Performance (the arcane skill roll), these shiny metallic pan pipes create a variety of sounds. The figment sounds are the equivalent of *sound*.

Price: 1,800 gp; **Weight:** 3 lbs.
Craft: *Sound;* 900 gp.

Restorative Ointment

A jar of this unguent is three inches in diameter and one inch deep, and contains five applications. Placed upon a poisoned wound or swallowed, the ointment detoxifies any poison. Applied to a diseased area, it removes

disease. Rubbed on a wound, the ointment cures one Wound ignoring the Golden Hour.

Price: 4,000 gp; **Weight:** 1 lb.
Craft: *Healing;* 2,000 gp.

RING GATES

These always come in pairs — two iron rings, each 18 inches in diameter. The rings must be on the same plane and within 100 miles of each other to function. Whatever is put through one ring comes out the other, and up to 100 pounds of material can be transferred each day. (Objects only partially pushed through and then retracted do not count.) This device allows for instantaneous transport of items or messages, and even attacks.

A character can reach through to grab things near the other ring, or even stab a weapon through if so desired. Alternatively, a character could stick his head through to look around. A spellcaster could even cast a spell through a ring gate.

A Size −1 character can make an Athletics check to slip through. Smaller creatures can pass through easily. Each ring has an "entry side" and an "exit side," both marked with appropriate symbols.

Price: 40,000 gp; **Weight:** 1 lb each.
Craft: *Teleport;* 20,000 gp.

SALVE OF SLIPPERINESS

This substance provides a +4 bonus on attempts to escape grappling or bindings. Anyone attempting to grapple this character suffers −2 to their rolls. In addition, such obstructions as webs (magical or otherwise) do not affect an anointed individual. Magic ropes and the like do not avail against this salve. If it is smeared on a floor or on steps, characters in the area must make an Athletics check at −2 to move more than half their Pace. The salve requires eight hours to wear off normally, or it can be wiped off with an alcohol solution (even wine).

Salve of slipperiness is needed to coat the inside of a container meant to hold sovereign glue.

Price: 1,000 gp; **Weight:** —.
Craft: *Speed;* 500 gp.

SCABBARD OF KEEN EDGES

This scabbard can shrink or enlarge to accommodate any knife, dagger, sword, or similar weapon up to and including a greatsword. Up to three times per day on command, the scabbard casts minor *smite* on any blade placed within it.

Price: 16,000 gp; **Weight:** 1 lb.
Craft: *Smite;* 8,000 gp.

SEE INVISIBILITY SIGHT

This sight can be attached to a two-handed firearm. When this is done, the sight becomes part of the weapon, but can be removed from that weapon. A firearm wielder using a firearm that has this sight can take a limited action to either locate an invisible creature within line of sight or make a single shot that ignores the *invisibility* of a creature that she knows is in the area.

Price: 12,000 gp; **Weight:** 1 lb.
Craft: *Detect arcana;* 6,000 gp.

SHARK TOOTH AMULET

This amulet is crafted of a single massive petrified shark tooth suspended on kelp twine and grants its wearer combat potency while underwater. While wearing this amulet, its wearer can use melee weapons normally, taking no penalty. This amulet also allows the wearer to make thrown range weapon attacks underwater.

Price: 9,000 gp; **Weight:** —.
Craft: Undine, *environmental protection;* 4,500 gp.

SHRINKING BERRIES

These berries cause animals that eat them to transform into smaller and far less dangerous versions of themselves, unless they succede at a Vigor check. The effect lasts for 24 hours. These berries can be concealed in meat or other typical foods of an animal's diet.

Price: 300 gp; **Weight:** —.
Craft: *Shape change;* 150 gp.

Silversheen

This shimmering paste-like substance can be applied to a weapon as an action. It gives the weapon the properties of alchemical silver for one hour, replacing the properties of any other special material it might have. One vial coats a single melee weapon or 20 units of ammunition.

Price: 250 gp; **Weight:** —.
Craft: *Smite;* 125 gp.

Slippers of the Triton

Once they are slipped on, these web-toed slippers grant the wearer the Special Ability Aquatic: Pace 6 and increases his running die one die type when swimming.

Price: 56,000 gp; **Weight:** 1 lb.
Craft: *Environmental protection;* 28,000 gp.

Stone of Alarm

This stone cube, when given the command word, affixes itself to any object. If that object is touched thereafter by anyone who does not first speak that same command word, the stone emits a piercing screech for one hour that can be heard up to a quarter-mile away (assuming no intervening barriers).

Price: 2,700 gp; **Weight:** 2 lbs.
Craft: *Sound;* 1,350 gp.

Stone Salve

This ointment has two uses. If an ounce of it is applied to the flesh of a petrified creature, it returns the creature to flesh. If an ounce of it is applied to the flesh of a non-petrified creature, it grants minor *protection* (stoneskin) for 10 minutes.

Price: 4,000 gp; **Weight:** 2 lbs.
Craft: *Protection, relief;* 2,000 gp.

Unguent of Timelessness

When applied to any matter that was once alive, such as wood, paper, or a dead body, this ointment allows that substance to resist the passage of time. Each year of actual time affects the substance as if only a day had passed. The unguent never wears off, although it can be magically removed (by *dispel*, for instance).

One flask contains enough material to coat eight Size 0 or smaller objects. Double the number of doses required for each increase in item Scale (Large, Huge, etc.).

Price: 150 gp; **Weight:** —.
Craft: *Relief;* 75 gp.

Well of Many Worlds

This strange, interdimensional device looks just like a portable hole. Anything placed within it is immediately cast to another world — a parallel world, another planet, or a different plane (chosen randomly).

If the well is moved, it opens to a new plane (also randomly determined). It can be picked up, folded, or rolled, just as a portable hole can be. Objects from the world the well touches can come through the opening just as easily — it is a two-way portal.

Price: 82,000 gp; **Weight:** —.
Craft: *Plane shift;* 41,000 gp.

Wind Fan

A wind fan appears to be nothing more than a wood and papyrus or cloth instrument with which to create a cooling breeze. As an action, its possessor causes the fan to cast minor *havoc* (Cone Template). The fan can be used once per day with no risk. If it is used more frequently, there is a 20% cumulative chance per usage during that day that the device tears into useless, nonmagical tatters.

Price: 5,500 gp; **Weight:** —.
Craft: *Havoc;* 2,750 gp.

CHAPTER SIX

EXPANDED RULES

INTRODUCTION

Anyone can be a spellcaster. If you can crack open a book and knuckle down in your studies, you can probably become a passable wizard. If you can devote yourself in body and soul to a god — and why wouldn't you, when there's such a variety to choose from? — you may find yourself endowed with magical powers simply for having faith in your god's (and your own) righteousness.

Magic is everywhere and many of the movers and shakers in towns and cities of any significant size have a spell or two up their sleeves.

But those are just ordinary people who have access to magic. Basic hedge wizards may make a fine living crafting glowing swords, and a priest with the ability to heal broken bones is a must for any church that wants to win itself a congregation, but such everyday spellcasters are hardly the stuff of legend. Instead, those magic users who get remembered as heroes and legends — rather than simply magical craftsmen and merchants — take these same techniques and build upon them, seeking out ever-more-elusive knowledge and crafting new spells of magnificent power.

This chapter introduces several new guidelines that help true acolytes of the magical arts hone their skills, and take them beyond the simple spells and constraints of lesser casters. In addition to in-game systems for crafting constructs, binding outsiders, and more, this section also includes dangerous new conditions called spellblights that afflict only casters.

Major subjects covered in this chapter include the following.

DISCOVERIES

Some alchemists focus on their ability to create destructive magical bombs, while others become masters of all poisons, and still others unlock secret powers tied to their ability-enhancing mutagens. Straddling the border between science and magic, explosions and spellcraft, alchemists have a unique place among the character classes.

SPELL DUELS

When two competent spellcasters come to blows, the result is always impressive, if not downright frightening. Yet not every matter of honor is meant to be settled on the battlefield in standard, no-holds-barred combat.

To this end, many of the more civilized casters (especially those in magical universities, military orders, and other situations in which the combatants might regret killing their opponents, or need to prove that their victory was through skill alone) settle such matters using a highly



ritualized form of combat known as the spell duel. Sample rules for running a spell duel begin on page 102.

Binding Outsiders

What better way for an accomplished arcanist or theological miracle-worker to display his abilities than to summon and bind a powerful outsider as his servant? Whether it's a cleric of Asmodeus flaunting a chained angel or the wizard who binds an inevitable to seek out and punish those who break contracts with him, binders are both feared and respected by beings from all planes — and for good reason.

This section begins with general notes on binding, then goes on to present inside information on the various gifts and offerings that help secure the allegiance of each individual type of outsider.

Building and Modifying Constructs

Constructs can be far more than just lumbering golems and awkward animated bureaus. Those who devote their lives to unlocking the inner workings of animating magic have uncovered numerous new abilities with which to imbue their constructs, as well as strange new ways to utilize the constructs themselves.

Learn new animated object abilities, as well as how to price, modify, and repair unique constructs. Or dive deeper into more complex modifications: give the golem a brain to store Edges, wear it as armor, see through its eyes, inscribe a rune on its forehead to protect it, or turn its limbs into grenades ready to shatter and splash liquid death over those who attack it. Construct building and modification begin on page 111.

Hazards and Disasters

The wilderness can be a dangerous place. Monsters roam and hunt within their territories, barbarians protect their settlements with frightening force, and sudden shifts in the weather can overwhelm the unprepared or unlucky explorer. But sometimes the landscape itself presents dangers that dwarf all others. The following are just a few ways that the environment can challenge hapless adventurers in the wild.

Wilderness Traps

Traps are not limited to decrepit dungeons and the keeps of eccentric nobles. Both lethal and nonlethal traps can be found in the wild, using nothing more than the raw materials found in the local environment.

DISCOVERIES

DISCOVERIES

The following new discoveries can be taken by any alchemist who meets the Requirement.

- **BOTTLED OOZE:** The alchemist has learned how to preserve a sample of oozes in a sealed bottle. The alchemist may throw the bottle at a space within 6" (12 yards), releasing the ooze, which reconstitutes and attacks the closest creature. The ooze is not under the alchemist's control, but goes on his Action Card. The ooze remains for five rounds, and decays into powder when the duration expires. Creating a bottled ooze requires a sample of a recently deceased Ooze and an investment of Power Points equal to its starting Wounds (including Size) +1.
- **COGNATOGEN:** The alchemist gains the ability to create a cognatogen, a mutagen-like mixture that heightens one mental attribute at the expense of a physical one. Otherwise, this ability works just like the Mutagens ability (including the Toughness bonus). Anytime the alchemist prepares a mutagen, he may instead prepare a cognatogen. All limitations of mutagens apply to cognatogens as if they were the same substance — an alchemist can only maintain one mutagen or cognatogen at a time.
  - **Smarts:** Grants a +1 bonus on Academics, Battle, Common Knowledge, and Occult rolls but causes a −2 penalty to Strength rolls.
  - **Spirit:** Grants a +1 bonus to Spirit, Intimidation, and Persuasion rolls but causes a −1 penalty to Vigor rolls.

ADVANCED DISCOVERIES

The following new advanced discoveries can be taken by any alchemist who meets the Requirement.

- **PRESERVE ORGANS:** The alchemist learns how to preserve and protect his vital organs, reducing the bonus damage one die type.
- **WINGS:** The alchemist gains batlike, birdlike, or insectlike functional wings, allowing him to fly as per *fly* for up to 10 minutes per day. These minutes do not need to be consecutive, but they must be spent in one-minute increments. An alchemist can select this discovery multiple times.

GRAND DISCOVERIES

The following new grand discovery can be taken by any alchemist who meets the Requirement.

- **MUMMIFICATION:** The alchemist has mastered preserving flesh and applied this knowledge to his own body, turning himself into an undeadlike creature. After learning this discovery, the alchemist must perform a 30-day regimen of a special diet, rigorous exercise, and drinking a mildly poisonous alchemical tea. At the end of this regimen, he falls unconscious for 24 hours, then awakens as a "living mummy." The alchemist's Type does not change, but he gains Immunity: Cold, nonlethal damage, Stun, and *slumber*.



SPELLBLIGHTS

Spellblights are rare and unusual magical conditions that uniquely affect spellcasters, including creatures that use Innate Powers. Spellblights are curses, some functioning continuously and others manifesting only when the afflicted creature attempts to cast a spell or use an Innate Power. A creature that lacks the ability to do either cannot usually be afflicted by a spellblight.

GAINING SPELLBLIGHTS

There are many ways a spellcaster can become afflicted with a spellblight. These conditions can be gained by way of a curse as well as spontaneously with a number of unusual circumstances.

Areas of Spellblight: Typically, the act of casting a spell has little chance of inflicting a spellblight, but there are some areas of magical instability where the mere act of casting a spell within the area can endanger a spellcaster.

There are two main types of spellblight areas. In areas of minor spellblight, each time a spellcaster casts a spell, she must make a Spirit check or be affected by a random minor spellblight.

In areas of major spellblight, the caster must make a Spirit check at −2 or contract a major spellblight. Due to the strange and random nature of such areas, their effects are not always consistent. There are areas that inflict a single type of spellblight, and areas that are easier or harder to resist with each spell cast.

Curses and Other Spells: All spellblights can be inflicted upon spellcasters with *curse*. With success, *curse* can bestow any minor spellblight (or a major spellblight with a raise on the roll). Other spells may inflict a specific spellblight or may allow the caster to select any spellblight as part of the spell. Resisting a spell prevents the spellblight from taking hold. The addition of a spellblight to an activated power is up to the discretion of the GM unless the caster has an Edge allowing it.

MINOR SPELLBLIGHTS

D10	SPELLBLIGHT
1	Casterblank
2	Caster Croak
3	Confounded Casting
4	Disassociation
5	Ebon Eyes
6	Eldritch Ague
7	Hemoculysis
8	Lassitude
9	Ritualistic Obsession
10	Spell Addiction

MAJOR SPELLBLIGHTS

D10	SPELLBLIGHT
1	Eldritch Cataracts
2	Nameless Dread
3	Negated
4	Obsessive Fixation
5	Phase Blight
6	Spell Burn
7	Spell Sap
8	Transference Block
9	Vertigo
10	Two random minor spellblights

OPTIONAL WAYS TO ACQUIRE SPELLBLIGHTS

GMs may choose to include the following methods of acquiring spellblights.

Armor Interference: When a spellcaster fails to cast a spell due to Armor Interference, she has a chance of becoming afflicted with a spellblight. The failed spellcaster must make a Spirit check or gain a spellblight. A failed Novice or Seasoned power results in a minor spellblight, while a failed Veteran or higher results in a major spellblight.

Crafting Magic Items: When a spellcaster is crafting a magic item, and fails the check to create the item, the GM can choose to give the caster a spellblight. Determine the spellblight randomly based on the item she was attempting to create. Creating an item with a power of Seasoned or lower grants a minor spellblight, while a power of higher rank gives a random major spellblight.

Teleportation Mishap: A spellcaster who Critically Fails when casting *teleport* must make a Spirit check. With success they gain a minor spellblight. With failure, they gain a major spellblight instead.

Use Magic Device: When a spellcaster Critically Fails while attempting to use a magic device, she can gain a minor spellblight.

Removing Spellblights

While the most severe symptoms of a spellblight may manifest only episodically, the condition is often tenacious and difficult to remove. Each spellblight lists conditions for its removal, and can also be removed as if it were a curse (with Remove Curse). Any spellblight can be removed automatically with *wish*.

The tables on the previous page lists minor and major spellblights. When called to randomly determine a spellblight, roll on the appropriate table.

Description of Spellblights

The following section details spellblights, split up based on their severity and featuring descriptions of effects and special methods to end those effects. Note that some of the effects of spellblights can be somewhat beneficial. Crafty spellcasters can make the best of even the worst situations, and the beneficial effects of any spellblights represent this.

Minor Spellblights

The following is a list and descriptions of many of the most common minor spellblights.

Casterblank

A spellcaster with casterblank has a hard time focusing her spells and Innate Powers on the same creature more than once. After targeting a creature with a spell, the caster cannot target that creature again with a spell until casterblank is removed or suppressed.

To suppress casterblank, the afflicted spellcaster must spend a limited action concentrating, which shakes off all effects of the casterblank until she casts a targeted spell again. Casterblank only affects spells that target creatures, and a spellcaster can still affect the creature with area spells.

Cure: Casterblank can be cured by *relief* cast with a raise.

Caster Croak

The afflicted spellcaster's throat or mouth is magically constricted. The spellcaster can barely make her words heard, and then only with great effort. A creature under this effect can only make itself heard by others by spending a limited free action to focus its will on speech.

Casting spells that require speech as part of their Trapping suffers a −1 penalty. Innate Powers are not affected by this spellblight. Shouting and screaming is impossible while the creature is affected by this spellblight.

Cure: Caster croak can be cured by *healing* with Greater Healing or by the afflicted casting *sound*.

Confounded Casting

A spellcaster with confounded casting has a mental disconnect between the spells she intends to cast and the spells she actually casts. The first time each turn the character casts a spell, she suffers a −2 penalty to her arcane skill roll. With failure, she casts a random spell instead so long as she would have succeeded without the −2 penalty. The GM determines the power but the target (if any) remains the same.

Cure: Confounded can be cured by *relief* cast with a raise.

Disassociation

A spellcaster with disassociation lapses into a mild insanity in which she dissociates her identity and starts to perceive herself as someone else. While subject to disassociation, a spellcaster is incapable of targeting herself with a spell unless she uses the Additional Recipients Power Modifier.

Cure: Disassociation can be cured by *relief* cast with a raise.

EBON EYES

A spellcaster with ebon eyes develops a jet-black film over her eyes, which inverts her capacity to perceive light and darkness. The creature treats Pitch Darkness as light, Dim as Dark, Dark as Dim, and light as Pitch Darkness.

Cure: Ebon eyes can be removed with an effect that removes blindness.

ELDRITCH AGUE

Eldritch ague manifests as a debilitating sickness. When the subject casts a spell, she is overcome with shaking for one round. This causes a −1 penalty to activate powers and forces the victim to make a Spirit check to activate a Mystic or Innate Power.

Cure: Eldritch ague acts much like a disease, and creatures with Immunity to disease are also immune to eldritch ague. *Healing* with Neutralize Poison or Disease cures eldritch ague.

HEMOCULYSIS

A spellcaster with hemoculysis bleeds from her eyes whenever she casts a spell. The volume and number of rounds of this flow depend on the Rank of the power. (Novice:1, Seasoned: 2, Veteran: 3, Heroic: 4, Legendary: 5). While bleeding from the eyes, the spellcaster is Vulnerable. The sight of the spellcaster's eyes bleeding is horrifying, and she gains a +1 bonus on Intimidation checks and suffers a −2 penalty on Persuasion checks.

Cure: Hemoculysis can be cured by *healing* with Greater Healing.

LASSITUDE

Whenever a spellcaster with this spellblight casts a spell, she takes a level of Fatigue unless she makes a Spirit check.

Cure: Lassitude can be cured by *relief* with Restoration, or any effect that completely removes Fatigue. Simply resting has no effect.

RITUALISTIC OBSESSION

A spellcaster afflicted with ritualistic obsession adds unnecessary gestures to her spellcasting activities. It takes two actions for the character to cast a spell. However this extra action does not inflict a Multi-Action Penalty.

Cure: Ritualistic obsession is cured by *relief* with Restoration.

SPELL ADDICTION

A spell addict feeds off the elation of wielding magic, but suffers rapid withdrawal once spellcasting ends. After successfully casting a spell, the addict gains a +1 bonus on Trait rolls until her next turn. If the spell addict does not cast a spell on her turn, however, she goes into withdrawal, and becomes Vulnerable.

Cure: Spell addiction is cured by *relief* with Restoration and Neutrilize Disease.

MAJOR SPELLBLIGHTS

The following list details some of the most common major spellblights. While major spellblights can be suppressed for a time, they cannot be cured.

ELDRITCH CATARACTS

Each time a spellcaster with this spellblight casts a spell, her vision becomes fuzzier and fuzzier until eventually she is blinded. Each time the spellcaster casts a spell, she makes a Vigor check. With failure, she gains the Bad Eyes (Minor) Hindrance until the spellblight is removed. Further failed checks increase the Hindrance to Major, then replace it with Blind.

Suppression: Eldritch cataracts is a difficult spellblight to cure. Any effect that cures blindness reduces the Hindrance progression by one.

NAMELESS DREAD

A caster with nameless dread believes strange beings from far dimensions or the blackness between the stars are hounding her

and sapping her sanity. Every time the caster uses a spell, Mystic Power, or Innate Power, she sees a glimpse of her nameless pursuers.

She makes a Spirit check or becomes Shaken. If Distracted or Vulnerable, she rolls on the **Fear Table**. Each time a spellcaster rolls on the **Fear Table**, she adds 1 to all future rolls on the table due to nameless dread.

A spellcaster suffering from nameless dread is particularly adept at wielding *fear*. When she casts *fear*, she adds +1 to her arcane skill roll.

Suppression: *Relief* with Restoration suppresses the effects of nameless dread (and its benefits to spellcasting) for one hour.

NEGATED

A negated spellcaster has his ability to manipulate magical energies disrupted. He gains Arcane Resistance. This resistance affects spells cast by himself and allies.

Suppression: *Relief* with Restoration suppresses the negated spellblight for one day.

OBSESSIVE FIXATION

A spellcaster with an obsessive fixation develops a tendency toward repetition. Whenever the character casts a spell, she feels the need to cast the same spell a second time with her next action that turn.

A caster using Mystic Powers wants to spend the additional Power Points to get a raise on the power. If the caster does not do this she is Stunned for one round.

Suppression: Obsessive fixation can be suppressed for one day with *empathy* cast with a raise.

PHASE BLIGHT

A spellcaster afflicted with this spellblight fades in and out of existence. Each time she casts a spell, she phases in and out of reality until the end of her next turn.

While phasing, any attacks or spells targeting or coming from the character suffer a −2 penalty as she phases.

Suppression: Effects that block planar travel or *banish* stabilize a phasing creature for the duration of the effect.

SPELL BURN

Each time this spellcaster casts a spell or uses a Mystic or Innate Power, her skin feels if it were on fire. With a successful Vigor check, the spellcaster can ignore the pain of the effect, but with failure, she is Vulnerable (Stunned with a Critical Failure). While the caster is Vulnerable by this spellblight, any spell with a fire Trapping that she casts gets a +1 bonus to the arcane skill roll.

Suppression: The burning sensation is a figment of the caster's imagination. Spellcasters that are immune to mind-affecting powers (such as *puppet* and *empathy*) are immune to this spellblight, and don't gain the beneficial effect when casting spells with the fire Trapping.

SPELL SAP

A spellcaster with spell sap is subject to blackouts when casting spells. She may becomes mentally locked, distant, or catatonic, or may even slip into unconsciousness. Each time the afflicted spellcaster casts a spell or uses an Innate Power, she makes a Vigor check or becomes Distracted and Vulnerable. If she Critically Fails she instead lapses into unconsciousness for 1d4 rounds.

Suppression: Spell sap can be suppressed for one day with *healing* with Greater Healing.

TRANSFERENCE BLOCK

A spellcaster with transference block has difficulty targeting allies with spells. She must spend an additional Power Point for each ally she targets with a spell.

Suppression: Transference block can be suppressed by spending one hour in an area where magic doesn't work.

VERTIGO

A spellcaster with vertigo becomes dizzy and lightheaded when she casts a spell. Each time she casts a spell or uses an Innate Power, the world spins and shifts around her. She falls down and is Vulnerable. While Vulnerable, the spellcaster must make an Athletics check to stand up.

Suppression: A *relief* with Restoration cast on the afflicted spellcaster suppresses this spellblight for one day.

SPELL DUELS

Spellcasters are no strangers to battle, but there's a difference between the chaos of a huge melee, with dozens of feral monsters seeking to tear the caster limb from limb, and a more civilized duel between rivals seeking to settle a dispute. Make no mistake, these duels can be just as deadly, but the rules surrounding them make for a different style of combat—one in which both combatants can attack and defend with ease, allowing the true skill and power of each to determine the victor.

STARTING A DUEL

A spell duel is a form of combat, but unlike ordinary combat, the participants must all agree to willingly enter the duel and abide by its rules. If either side breaks the rules, it is considered the loser of the duel, regardless of any other outcome, and if its members continue aggressive action, the fight returns to the standard rules for combat.



The rules for a duel between spellcasters are usually very simple, but can be changed and altered by the participants, so long as both sides agree. Such discussions typically happen before the duel, allowing both sides to properly prepare, but as with all elements of a duel, this is not always the case. Most duels utilize the following simple rules.

- Each participant must fight alone or alongside their predetermined teammates and can receive no help from outside sources, with the exception of familiars or bonded creatures.
- Each participant must fight with magic. The use of melee or ranged weapons is forbidden, with the exception of bonded objects and weapons that cast spells, such as staves.
- The use of summoned or otherwise conjured creatures is forbidden, unless the duel expects such creatures to combat one another at the behest of the participants (rather than directly attacking the dueling opponent). This sort of creature duel is common among druids, summoners, and conjurers.
- The duel lasts until one of the casters has been knocked unconscious or otherwise prevented from continuing. Spells such as *puppet* do not end duels, but *curse* with Turn to Stone certainly does, assuming the target is turned to stone. Some duels go to the death and are only ended when one duelist or team is a smoking pile of ash.

DUEL COMBAT

A duel functions much like ordinary combat, with a few notable exceptions that make for a more exciting and challenging encounter. A spell duel lasts three rounds. Before the start of the first round, give each duelist a "Hole Card," face down—don't let your opponent see it!

On the first and second round, the participants are dealt an Action Card as usual. They can perform most actions (with a few exceptions noted below) except make an actual attack—that's reserved for the third and final round.

Spells: Participants can cast any spell on their turn in order to increase their odds

of success as long as the spell does not incapacitate or injure their opponent.

A raise on a roll to activate a power grants the caster a new Hole Card or lets them discard a random Hole Card from an opponent instead of its normal benefit — everyone finishes with at least one Hole Card. A Critical Failure when casting or resisting a power also gives the opponent an additional Hole Card.

Tests: Distracted and Vulnerable conditions incurred during the duel remain until the end of the third round. A raise on a Test doesn't Shake a duelist, however. Instead, the "attacker" can either draw a new Hole Card for himself or force the foe to randomly discard one of his. Ignore this if it's his last card — everyone finishes with at least one. A Critical Failure when making or resisting a Test also gives the foe an additional Hole Card.

An special limited action (dueling counter) can be performed while spell dueling.

Dueling Counter

As a limited action, any participant can make an Occult roll to identify the next power an opponent will cast. With success, the opponent must declare if they are casting any powers on their turn and if so, what their first power will be.

Activating this power does not need to be the character's first action, but they must attempt to activate the power if possible.

When the opponent casts that spell, this character can choose one of their powers and spend the same number of Power Points to make an arcane skill roll. This becomes the Target Number for the power to be successfully activated. The arcane skill roll receives a penalty or bonus based on the power they chose and the power the opponent is going to cast.

Dueling Counter Modifiers

Circumstance	Modifier
Power is a different school	−2
Power is the same school but not the same spell	−1
Power is a higher Rank than what it's countering	+1
Spell is the same as the spell being countered	+4

The Third Round

At the start of the third round, don't deal Action Cards. Instead, both characters reveal the Hole Card of their choice. That's their new Action Card. This is when you want to unleash your arcane destruction, because all those bonuses and penalties go away at the end of this round.

Duel Results

While duels can be treated as another form of combat, they are usually done to resolve a dispute between colleagues or rivals and are not usually intended to end in death. As a result, duels are usually fought with a specific prize in mind.

Arcane academies are known for having duels to assign important faculty positions and as competitions between students for valuable prizes. In some places, magical duels of this kind are so common that special areas are constructed specifically for duels.

Such dueling yards are sometimes made with special magic that can be activated for dueling competitions, converting damage to nonlethal damage and preventing or reversing magic that slays a foe or does permanent harm. That is not to say that accidents don't happen, and more than one student has lost a limb or even her life while on such "safe" fields.

Regardless of the conditions, most duels are serious affairs, with each side putting pride, honor, treasure, and even their lives on the line to win the day. While villains might try to cheat the rules and exploit every advantage, the more noble duelist sees the competition as a chance to prove her superiority and skill on the field of battle, using only her magic and wits.

Trappings and Modifiers

The character's Trappings and surroundings should be taken into account when participating in a duel. If a duel takes place on a bridge over a lake, the caster may receive a bonus when casting a power with a water Trapping.

Similarly, characters can gain advantage in the early rounds by attempting to silence, disarm, or otherwise inhibit the opponent's ability to cast.

BINDING OUTSIDERS

One of the most potent tools a spellcaster can wield is the command of summoned creatures. When reaching for knowledge and forces from other planes, a spellcaster must have control over the strengths and weaknesses of their targets, or face doom far worse than any that might be visited upon them in the Material Plane.

A spellcaster wishing to bind such creatures who cannot play to the desires of his summoned captive will surely lose control, and may find himself torn from his reality as a plaything of the multiverse's cruelest tormentors.

The existing powers to summon or bind outsiders can be found in the *Pathfinder for Savage Worlds* and *Advanced Player's Guide* books. However, the rules and information provided in this section are for when characters don't have access to these powers or need something more long term.

CALLING OUTSIDERS

The first step in calling extraplanar assistance is to determine the method of bringing the outsider to the Material Plane. This is usually accomplished with the *summon monster*, *summon nature's ally*, *summon planar ally*, or *planar binding* power.

However, sometimes characters need help from a specific outsider, more time with an outsider, or simply do not have access to these powers. In this case, the characters may need to uncover information from scrolls or through adventures that lets them summon outsiders without these powers.

CLERICS, ORACLES, AND MIRACLES

Characters with the Cleric, Oracle, or Miracles Arcane Background find the job of summoning and binding outsiders much easier than other summoners. When a character calls upon her deity to send a like-minded creature, that outsider is in the service of the god, and its desires usually align with the character's goals, or at least run in parallel with them.

The character must bargain with the deity's servant for a payment agreed upon before the outsider will perform the task: gold, magic items, gifts, sacrifices, or promises by the cleric to achieve certain goals particular to the conjured ally.

The greater the task, the greater the payment required, with a minimum of 100 gp worth of goods or services, sometimes extending into the thousands — and sometimes the ally simply refuses the cleric's binding if the job is too dangerous or beneath its dignity.

WIZARDS, SORCERERS, AND SUMMONERS

The arcane method for binding outsiders is more difficult. First, a binder must create a trap, a magic circle focused inward. Typically the circle is outlined in a substance that is anathema to the outsider he wishes to summon. He must protect this circle against any sort of disruption, for even the smallest variation in its energies opens the circle and allows the escape of the creature he has summoned.

When an arcane caster speaks the words of the ritual or *planar binding* spell, the outsider can resist via an opposed Spirit check. With failure, the magic circle draws it inexorably into the trap. Some outsiders lash out at their failed binders. Because of this, many binders take additional precautions.

Smart arcane binders often make deals with the creatures they call. They bargain and shower the outsider with gifts in exchange for its services. While it is always good for an arcane spellcaster to make these deals from a position of strength, it is much better to get the outsider to come to mutually agreed-upon terms for the service, rather than forcing it to commit actions against its nature or desires.

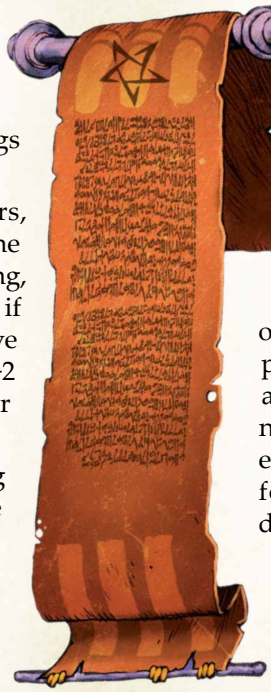
TRUE NAMES

There is one method of outsider coercion that helps guarantee that a binder can bargain from a position of relative security. Many spellcasters believe that a true name is inscribed on the essence of every creature, a secret word that describes it so perfectly and utterly that to speak the name is to define the being. For mortals, this name is buried

in the soul, hidden away from prying and dangerous eyes.

Outsiders' true names take the form of sigils carved upon their very essence. In Hell, these sigils change as the devil changes in stature, and some that may once have held power over certain devils have become outdated. It is said that some outsiders have assumed names and that they use the aliases to lure foolish mortals into using them for summoning them; the outsider pretends to be under the control of the binder, but merely bides its time before it strikes.

To discover a single outsider's true name, a spellcaster must spend at least a month in a library or on a quest of discovery to uncover occult mysteries and riddles hidden in the pages of books, scrolls, and glyphs written millennia ago, buried in ancient temples, or found among the ravings of madmen's spellbooks.



For most outer-planar outsiders, knowledge of the creature's true name is a powerful weapon. In summoning, if the name is spoken correctly, and if its name is inscribed in the protective magic circle, the outsider takes a –2 penalty on all checks to escape or breach that circle.

For elementals (including geniekind), such true names are not binding as they are for fiends and other outsiders. However, if the caster speaks the true name of the elemental, the elemental will most likely be intrigued enough to listen.

Not all outsiders have true names. It is unclear whether aeons have true names. There are those sages who believe each aeon has two true names, and only by finding out both names can a creature gain some control over the aeon, but such matters are purely conjecture.

Dealing with Outsiders

All outsiders love that which makes them strong. They seek to promote those qualities that offer them the greatest power, and covet their own survival. As beings — some might even call them concepts — of thought, will, and power, outsiders reward those who help them make their core concepts immortal. In short:

- Aeons are dedicated to their often obscure and contradictory goals.
- Angels love beauty and things that destroy evil.
- Archons love pure souls and order.
- Daemons love death and oblivion.
- Demons love suffering.
- Devils love souls of any sort.
- Elementals love power.
- Inevitables and axiomites hate chaos and are focused on their goals.

The reward outsiders offer may be actual aid, grudging service, or even just agreeing not to devour the binder's soul. Regardless, it is always in the binder's best interest to make the summoning as painless as possible for the target, or else to overawe the summoned creature with the threat of utter destruction or millennia of pain. Attempting to treat outsiders as equals and the pact as a mere negotiating tool almost always ends in disaster. More specifics for each type of outsider are described below.

Offering appropriate gifts to the summoned creature can provide the caster a +1 bonus on any Persuasion checks to keep it on the Material Plane. Indeed, if the gift is sweet enough, the outsider may choose not to break the strictures of the summoning, even if it has the opportunity to do so. All gifts, whether or not they are good enough to please the outsider, disappear at the spell's conclusion. Only the worst sorts of gifts are rejected; such a rejection indicates that the summoned creature feels gravely insulted.

Anathematic Substances

All outsiders have vulnerabilities, and those who deal with them must know what these vulnerabilities are. Some binders even

use weapons composed of anathematic substances to create or draw their magic circles, or may even grind such valuable weapons up to create the powder to make the circles.

For every 5,000 gp of an anathematic substance used, the caster gains a +1 bonus on opposed checks to bargain with the outsider. This destroys the substance.

Cold Iron: Effective against daemons, demons, and fey, cold iron has been drawn from deep beneath forbidding mountains and forged with the least heat possible.

Bane: Often referred to as a holy weapon, weapons with the Bane enchantment can allow the wielder to bypass even the strongest enemies' natural armor.

Mithral: Most outsiders react to mithral in the same way that they do to actual silver.

Silver: Long revered for its purity and ability to harm lycanthropes and devils, silver is also used to trap certain kinds of good outsiders.

OUTSIDER CATEGORIES

The following sections give a general overview of the major outsider classifications, examples for each category, their interests, their vulnerabilities, and what substances they dislike.

AEONS

Alien, unemotional, and distant, aeons are difficult to deal with because of their strange form of communication, known as envisaging, in which they employ mental imagery and sounds instead of the symbolism of speech or writing to communicate their goals. Furthermore, aeons are often unyielding in their dichotomies, and are not swayed by argument or emotion toward any end. A spellcaster who binds an aeon had better hope his goals are in concert with those of the strange outsider, because that is the only way an aeon will offer its aid.

All aeons are immune to cold, poison, and have resistance to electricity and fire.

Akhana: Concerned with the duality of death and life, akhanas hunt for imbalances and rectify them with strange, seemingly random, efficiency. They do not justify their decisions or goals, which many summoners find intensely frustrating.

Bythos: Guardians of time and planar travel, bythos search for those who abuse time travel. They make deals with binders who have similar goals, and care nothing for the motivations of binders who do not share their concerns.

Paracletus: The most common aeons to interact with mortal spellcasters, paracletus actively search out spellcasters with strong emotions and logical capabilities. Some paracletus become familiars, experimenting upon their bonded casters with their emotion aura.

Pleroma: Many binders believe pleromas are too powerful to call and bind, and even if such a task is possible, trying to deal with such creatures of creation and destruction may be impossible. Of all the aeons, pleromas employ logic and methods that are least describable.

Theletos: These guardians of freedom and fate often aid spellcasters in the pursuit of the former and the implementation of the latter, but like all aeons, their views on these subjects typically seem contradictory, and they are difficult to fully control or understand.

ANGELS

All angels have numerous immunities, allowing them to travel across many planes of the multiverse without fear of damage. Interestingly, they can still take damage from poison, but they are strong enough to withstand most ill effects and punish those who would inflict such treacherous pain on them. Any mortals who wish to deal with angels should be armed with humility and knowledge.

Angels are immune to acid and cold. They also have resistance to electricity and fire.

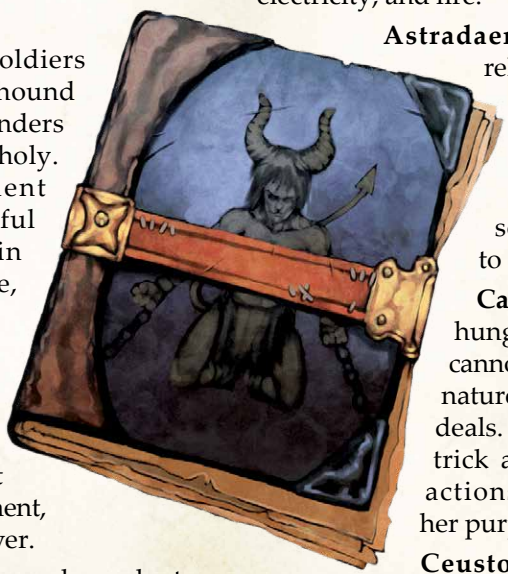
Astral Deva: Astral devas are the messengers of the gods of good — or, if one were to be cynical, the gossips of the heavens. The appropriate gift for an astral deva is knowledge of a place it cannot reach: a rival temple, the location of evil cultists, or some other evil that has a direct bearing on the Material Plane.

Planetar: As the leaders of celestial armies, planetars seek knowledge and information regarding the plans of their infernal foes. Providing valuable data regarding the movement of evil forces, the locations of caches of evil weapons, or the locations of portals to the netherworld gives the binder a bonus when dealing with planetars.

ARCHONS

As creatures of law and good, archons seek order, justice, and the protection of the weak against the depredations of the strong. They believe in transformation from within, whether through wholesale, systematic change of governance or personal epiphany.

All archons are immune to electricity and petrification attacks. The magic circle used to summon them is made of powdered silver.



Hound: Disciplined soldiers and vigilant sentinels, hound archons are valiant defenders of all that is good and holy. They value movement and swift yet thoughtful action, and delight in crushing evil; therefore, the best sacrifices when summoning a hound archon are magical shields imbued with holy power, ensorcelled rings or boots that grant swift or unfettered movement, or weaponry of great power.

Lantern: The least of the archons, lantern archons are friendly, and their greatest ambition is to see the cause of good advanced. To gain their favor, one should engage in a week's worth of charity or make a sincere offering worth 100 gp to a good cause in the name of Heaven.

Trumpet: Mighty warriors and messengers, trumpet archons are the leaders of Heaven's strike forces and the heralds of gods. To gain their favor, one must prove worthy of their presence; rather than making offerings of things, trumpet archons ask for sacrifices of service and time. Those who renege on their bonds see their fortunes begin to vanish, and take a −1 penalty on Persuasion rolls when dealings with good extraplanar creatures until they set matters right.

DAEMONS

All daemons have a common goal: bringing death, destruction, and pain to mortals. They eat souls, and stop at nothing to sate their hunger for them. Daemons are not to be trifled with. The greater lords of the daemons — the deacons and the Four Horsemen themselves — are almost never summoned.

Whether this is because they force others to arrive in their place, or because they have somehow anchored themselves to the plane of Abaddon, none can say with certainty.

Daemons are immune to acid, disease, and poison, and all are vulnerable to silver weapons. They have resistance to cold, electricity, and fire.

Astradaemon: Powerful but relatively dim hunters of souls, astradaemons can only be bribed into service by two things — a feast of souls and the promise to spread death.

Cacodaemon: Savage and hungry, most cacodaemons cannot suppress their savage natures long enough to make deals. At best, the binder can trick a cacodaemon toward actions in concert with her purposes.

Ceustodaemon: The most common daemons summoned to the Material Plane, ceustodaemons are relatively easy to deal with, though none know if this is because of some deliberate action by more powerful daemons. They are often called guardian daemons, as they are frequently bound to that task.

Derghodaemon: No one summons a derghodaemon unless they are stupid, desperate for the services of a savage killer, or both. Less intelligent than cacodaemons and twice as vicious, derghodaemons do not deal with any creature, and relentlessly attempt to escape their binding, usually with brute force.

Hydrodaemon: On their home plane, these vile creatures swim the River Styx; on the Material Plane, they are often called to serve as guardians in swamps and sanctuaries of unscrupulous spellcasters. More pliable than most of their fiendish kin, hydrodaemons take treasure and the promise of souls as gifts for their services.

Leukodaemon: Leukodaemons are the deacons of the Horseman of Pestilence, and on the rare occasions that they are summoned, they make any deal a binder wants, as long as it somehow results in the spreading of disease and devastation.

Meladaemon: As deacons of the Horseman of Famine, meladaemons are rarely summoned by mortal spellcasters, and typically only agree to actions aligned with their own agendas or those of their lord.

Olethrodaemon: The mammoth olethrodaemons often make deals with mortals wishing to evoke devastation on rival lands, sometimes even asking only half the normal offering for the privilege. Even those olethrodaemons serving one of the Four Horsemen as paragons can be summoned, though it is often assumed that such a feat is done only at their master's whim.

Piscodaemon: Lovers of misery, especially that of the strong and powerful, piscodaemons eagerly make deals with mortals who wish to use them as soldiers against the powers of good — especially armies composed of or led by paladins.

Purrodaemon: Steadfast servants of the Horseman of War, purrodaemons may be the easiest deacon daemons to summon. It seems their master often gives them leave to spread war on the Material Plane, but their service to any binder is often brief and violent, for both daemon and spellcaster.

Thanadaemon: As deacons of the Horseman of Death, thanadaemons are hardly ever summoned by mortal spellcasters, and when they are, the event portends a near-apocalyptic end of mortal life.

DEMONS

The great weakness of demons is a Bane (demon) weapon. Such weapons are one of the few types of weapons that all demons fear equally. When dealing with demons, it is best to remember that they abide by no contract other than power, and displaying power — or at least hints of it — is key to keeping them under control. Their magic circle is made of powdered cold iron.

All demons are immune to electricity and poison effects. Many have other resistances based on their forms and chaotic natures.

Balor: Balors do not come when summoned, and actively resist calls. Only the offer of a bound good outsider, or a helpless paladin or cleric, dims their rage at being snatched from their home. Even thus placated, they will surely seek revenge unless the mortal they face demonstrates a greater power.

Dretch: As the slave labor of the infinite Abyss, the lot of the dretch would be pitiable if the creature weren't so contemptible. The best sacrifice for a dretch is the promise that it can spend at least a third of its time in servitude resting.

Glabrezu: These treacherous demons peddle in secrets that destroy, and to bring them to the Material Plane as interested negotiators, the caster must know secrets that can destroy influential families, bring down nations, or otherwise befoul the bedrock of society.

Hezrou: Expensive poisons and powerful potions worth at least 500 gp can pique the interest of these toadlike demons.

Kalavakus: These horned demons almost always barter for slaves in return for their services.

Marilith: Either powerful magic weapons (+2 enchantment or greater) or the promise of the command of armies of cults can lure a marilith; any offer less than this earns the caster a –4 penalty on any Persuasion checks.

Omox: These slimy demons enjoy the destruction of beautiful things. For their services, they often take "gifts" that involve the destruction of beautiful things — in particular an attractive young man or woman as sacrifice.

Quasit: Even more pathetic than the dretch, the quasit seeks only the assurance that it can return to the Abyss when its task is complete.

Shadow Demon: The shadow demon asks merely for the shell of a beautiful person to wear for the duration of its servitude. It does not care whether that shell is pure or impure.

Shemhazian: These powerful demons serve mortal spellcasters for only one price — when their service is done, they get to kill and devour the binder. This makes attempts to control them very rare. Sometimes they demand the life of the binder's family or friends as well.

Succubus: The primary joy of the succubus is in destroying innocence and love; offering a child, virgin, or a beloved family member of the caster suffices to gain the interest of the succubus.

Vrock: The vrock loves to despoil and befoul things of great beauty. Artwork worth at least 250 gp or a living, intelligent creature to destroy are equally desirable sacrifices. As their dance of ruin attack is more powerful the more vrocks are involved, they are often conjured and bribed in groups.

Vrolikai: These transformed nabasus hate being summoned to the Material Plane, believing their time there is over and they are meant for greater things. When summoned, they typically ask for twice the normal amount in gifts. These demands are often accompanied by outrageous, sometimes impossible demands. They can eventually be reasoned with, but only when binders demonstrate power over them.

DEVILS

Devils regard both holy items and silver as deadly substances, and instinctively shy away from contact with such items. Even those for whom silver presents no danger avoid its touch whenever possible. Binders who want to deal with infernal outsiders as putative allies keep these substances at least 60 feet from the summoning circle; however, if they wish to threaten their infernal subjects, they keep them close at hand.

The powdered silver used to create the magic circle is a warning and a trap, but it is not an overt threat — summoned devils recognize it as part of the procedure to call them to the Material Plane. Note that even silver candlesticks or bells can be used as weapons of opportunity, but the best defense, should the wizard choose to display force, is a weapon bonded with alchemical silver.



An even better defense against devils, however, is a Bane weapon. As with demons, a Bane weapon is strong enough to drive through any devil's natural defenses, and the presence of such an item in the summoning chamber is an affront to more powerful or subtle devils.

Note that all devils are immune to fire and poison; the blasted landscapes of their home plane quickly destroy any who show vulnerabilities to these effects. All devils can withstand acid and cold as well, though to varying degrees, and few of them show any fear of suffering that damage.

Additionally, one can enhance summoning for specific kinds of devils by appealing to those devils' specific natures.

Barbed Devil: Extraordinarily jealous of their duties and even more so of their time, barbed devils may grudgingly accept offers of rare treasures and gems worth more than 2,000 gp — but only when the task takes less than 24 hours to complete. If the service takes any longer, the binder suffers −2 on Persuasion rolls.

Bearded Devil: The best way to attract the eye of a bearded devil is to offer a restrained

victim for its bloody use, so that it might painfully murder its target.

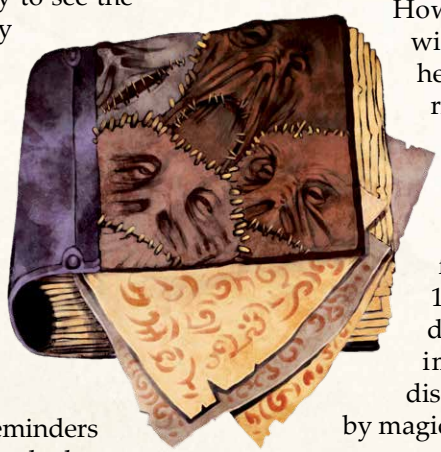
Belier Devil: These massive masterminds are rarely summoned to the Material Plane, but when they are, they often try to finagle their way out of such circumstances as quickly as possible.

Bone Devil: These devils adore secrets and infernal lore, and those who provide hellish tomes or evidence of influential mortal vices are more easily able to bind a bone devil.

Erinyes: As the spirits of corrupted angels, erinyes are bitter and rage against the heavens. To entice an erinyes, offer it a significant holy item for it to despoil, or the cleric of a good-aligned god to ravish and ruin.

Handmaiden Devil: Deals made with handmaiden devils are often extremely hard bargains. They typically ask for the unthinkable, such as the lives of innocent children — the younger the better.

Ice Devil: As the schemers and planners of Hell's devils, laboring in their personal machinations, gelugons are extraordinarily difficult to summon. However, casters willing to offer an exchange of services — one in which the caster is likely to see the short end of the deal — may earn a bonus. Those who renege on their bargains with gelugons often learn what it means to displease Hell.



Imp: Imps prefer small and bloody sacrifices that show the binder's desire to do evil — for instance, a heart torn from a living dove.

Lemure: Lemures prefer reminders of their former lives, and so the best offering is food or pornography.

Pit Fiend: Pit fiends, the greatest of all the non-noble devils in Hell, are rarely tempted to answer a summons; when called, most of them come to see the stupidity or the arrogance that brought them to the Material Plane before snatching the wizard away for an eternity of torment. Only the greatest of promises, such as a noble offering the enslavement of an entire empire, a priest offering the destruction of holy relics, or an antipaladin pledging the delivery of a helpless and noteworthy angel for the pit fiend's pleasure, might induce the pit fiend into service.

Elementals and Genies

True elementals are simple creatures, thriving spirits animating bodies of pure elemental matter. They regard their lives as an eternal struggle to best themselves and each other. Each elemental type is uniquely suited to adapting to conditions on its particular plane, and is arrogant about its powers when surrounded by its element… and uniquely frightened and cowed when shown a greater power or encased in an element not its own. Most elementals do not bargain for favors — they respect only strength. Genies are the more human-like denizens of the elemental planes, both in shape and mentality. They consider themselves physically and culturally superior to true elementals.

In general, one summons an elemental for brute work and combat, and a genie for magical power or ancient wisdom, and would thus use *summon monster* and *planar binding* for those tasks, respectively. However, should a conjurer wish to bind an elemental as he would a genie or fiend, the ritual is one of wrestling with the elemental's creativity in reaching its home element. Elementals ignore additional damage from Called Shots, ignore 1 point of Wound penalties, don't breathe or eat, are immune to poison and disease, and can only be healed by magic or natural healing.

Genies seek and value power, though they are more brash and boastful than most. It is said the best way to secure the attentions of a genie is to speak its true name, and to offer it aid in battles against its political enemies — a wise conjurer researches the inner battles of geniekind before summoning a genie, or else is prepared to cow the genie with strong magic.

Air Elemental: When summoning an air elemental, inscribe the magic circle with

diamond powder, and release the elemental only once it has acquiesced to the caster's power. This costs an additional 2,000 gp.

Djinni: Tomes of knowledge or powerful wondrous items tempt djinn.

Earth Elemental: Prepare the summoning chamber with swirling wind- and air-based spells to prevent the elemental from touching the floor. Maintaining this state for five rounds demonstrates the binder's superiority over the elemental.

Efreeti: These warlike creatures value weapons with enchantment bonuses of at least +2 and scrolls of Seasoned or higher Rank powers. Efreet also appreciate attractive humanoid slaves, which give a +1 bonus on any Persuasion checks for every 10 slaves offered.

Fire Elemental: When summoning a fire elemental, enclose the casting chamber with stone, remove flammable materials from the room, and prepare a magic circle and spells to protect against fire. Keeping large blocks of ice in the room saps the elemental's power and cows it into submission more quickly.

Ice Elemental: Binders use actual fire, fire spells, protections against cold, and sometimes even fire creatures to keep ice elementals at bay during summoning. An ice elemental often yields to its binder as soon as serious melting occurs.

Invisible Stalker: The tactics used to bind invisible stalkers are similar to those used for binding air elementals. Unlike many elementals, invisible stalkers bargain for their services, which is why they are often summoned by mortal spellcasters.

Janni: The weakest of the genies, the jann are also proud and prone to insult. Gifts of rich fabrics, gems, or jewelry worth 1,000 gp or more soften their outlook.

Marid: Capricious and unpredictable, marids love performance and art — providing them artwork worth 1,000 gp or playing a piece piques their interest.

Sandman: Subtle and craftier than other elementals, these creatures nearly always bargain with their binder, but are arrogant and headstrong. Even after their task is done, they voluntarily remain on the Material Plane to wreak as much havoc as possible.

Shaitan: As the most dense and brash of the genies, shaitans like games of chance and physical skill best of all. The caster should offer services in exchange for a throw of the dice or a wrestling match — and go through with the offer.

Water Elemental: When summoning a water elemental, remove sources of water from the room and prepare a bonfire. A ring of fire around the magic circle exposes the elemental to its hated enemy the instant it appears on the Material Plane, distracting it long enough for the binder to seize control.

Inevitables

Originally created by the axiomites as an unflinching army to fight the chaotic proteans, inevitables used to fight an explicit war against those creatures but now wage an indirect war against them. Most inevitables fight this war by tracking down and rectifying egregious violations of law.

Incorruptible in its mission, when bound by a being who wishes to subvert it, an inevitable often waits the binder out. Inevitables simply refuse to deal with binders who wish to use them against their designed and decreed purpose.

Arbiter: Arbiters are the scouts and spies of the inevitables, and are typically bound to serve as familiars to lawful spellcasters, especially those who fight the taint of protean chaos.

Kolyarut: As the enforcers of bargains, kolyaruts can be bound into service to enforce a bargain. The binder needs to beware, though — if she fails to keep a bargain with a kolyarut, she can quickly become the subject of its punishment. Kolyaruts never bargain with known breakers of such agreements.

Lhaksharut: Concerned with keeping the various planes separate, lhaksharuts often make deals with mortal spellcasters working in concert with those goals. They are always willing to destroy links between planes, but sometimes agree to let a gateway stay open and serve as its protector as long as such a mission serves their primary function in some way. They never work against the separation of the planes.

BUILDING AND MODIFYING CONSTRUCTS

The Artificer Edge (see *Pathfinder for Savage Worlds*) allows a spellcaster to create all manner of permanent constructs. Each construct has a purchase price and a crafting cost. Additionally, some constructs have a Materials cost listed. This is an additional amount required to craft and repair the construct.

Crafting a construct takes one day per 1,000 gp in the item's price, excluding material costs. Once the character completes the time necessary to craft the construct he makes a Repair roll. With success, the construct is created. Failure does not lose progress but ruins the materials and they must be purchased again before the next roll can be made.

ANIMATED OBJECTS

Not all constructs are built to last. Just like with any other arcane device, a caster can create a temporary construct in the form of an animated object. These constructs are in many ways weaker than manufactured constructs, as they are susceptible to *dispel*.

A caster using the Artificer Edge can invest Power Points into an object equal to its Construction Points, animating it.

Requirements: Artificer, Occult d4+, Repair d4+

Small and Very Small animated objects can be taken as familiars.

BUILDING AND REPAIRING CONSTRUCTS

Constructs typically have an animal Smarts but can only follow simple commands; they do not think on their own.

PRICING A NEW CONSTRUCT

Anyone wishing to create an animated construct servant will need three things. A workshop, materials, and money. The craftable constructs in the *Bestiary* and *Bestiary 2* are listed in a table on the following page. It shows the price to purchase, the cost to craft, and any additional cost in materials.

REPAIRING CONSTRUCTS

Even with the best of care, most constructs will eventually become damaged. Unless a construct suffers some sort of structural damage that radically alters its physical form, the construct continues to function at its full efficiency, and only falls apart once Incapacitated. Ideally, however, a construct should see some repair before it reaches that point.

A crafter can repair a construct with the Repair skill. When repairing a construct, its master spends 200 gp times the construct's maximum Wounds (including those from Size), and makes the Repair check. With success, the construct heals one Wound. Completing a repair takes one day per Wound healed.

Repair in this way can only be performed while the construct is inanimate or nonfunctioning. At any time, a construct's creator can deactivate a construct under his control with a touch and a limited action.

A construct that has been completely destroyed cannot be repaired, though at the GM's option some of the materials may be usable in the construction of a new construct.

Additionally, *make whole* can be used to repair the golem in the same way healing can cure a living creature. The material cost to repair the construct must still be paid.

CONSTRUCT MODIFICATIONS

Standard constructs can be modified to enhance their base abilities, alter their appearance or function, or perform a variety of tasks beyond the intentions of their basic designs. Performing a modification provides a construct's creator with a simple way to create a unique construct. A modification can only be performed while the construct is inanimate or nonfunctioning.

Performing modifications on one's own construct requires the Artificer Edge, and the creator must pay any additional crafting requirements and/or costs associated with the modification. Completing a modification requires one day per 1,000 gp of the modification's base price (minimum one day).

BESTIARY AND BESTIARY 2 CONSTRUCTS				
NAME	MATERIALS	PRICE	COST	BOOK
Animated object, Very Small	—	250	125	*Bestiary*; 2 Construction Points
Animated object, Small	—	2,000	1,000	*Bestiary*; 3 Construction Points
Soulbound doll	300	4,300	2,300	*Bestiary 2*
Animated object, Normal	—	4,500	2,250	*Bestiary*; 4 Construction Points
Necrophidius	1,000	7,500	4,425	*Bestiary 2*
Carrion golem	500	10,500	5,500	*Bestiary 2*
Scarecrow	500	15,500	8,000	*Bestiary 2*
Animated object, Large	—	12,500	6,250	*Bestiary*; 5 Construction Points
Ice golem	500	18,500	9,500	*Bestiary*
Animated object, Huge	—	25,000	12,500	*Bestiary*; 6 Construction Points
Flesh golem	500	20,500	10,500	*Bestiary*
Animated object, Gargantuan	—	40,000	20,000	*Bestiary*; 7 Construction Points
Clay golem	1,500	41,500	21,500	*Bestiary*
Stone golem	5,000	105,000	55,000	*Bestiary*
Clockwork golem	10,000	120,000	65,000	*Bestiary 2*
Iron golem	10,000	150,000	80,000	*Bestiary*

BASIC MODIFICATIONS

These modifications are used to alter a construct's basic properties: Toughness, attributes, and weaponry.

Armor Modification: This modification adds a bonus to the construct's natural armor. Apply any armor enchantments to the golem. The time and cost are equal to enchanting a normal piece of armor with the quality.

Weapon Modification: This modification enhances a construct's physical weaponry. This process includes adding actual weapons to the physical structure of the construct or enhancing existing weapons with additional magical properties. Structural changes alter the construct's damage only.

The cost for adding a weapon is determined by the cost of the weapon or weapon enhancement added. The cost for magical enhancements to these weapons is the same as the cost for creating magic weapons.

Attribute Modification: Using this modification, a crafter permanently increases one of the construct's attributes one die type per modification. He cannot increase Smarts. The cost for permanently increasing an attribute is 5,000 gp.

COMPLEX MODIFICATIONS

These modifications represent complex changes to a construct's structure and function.

BIOCONSTRUCT MODIFICATION

Requirement: *Healing*.

Cost: 22,750 gp

Merging transmutation and necromancy, powerful spellcasters work living organs into a golem. These organs are placed in canopic jars of specially prepared arcane fluids that are then sealed into the golem's body.

Organs produce specific effects. Each organ is a separate upgrade, and the costs of multiple bioconstruct organs are cumulative. Bioconstruct upgrades only work with golems.

Bioconstruct upgrades are susceptible to Called Shots. A Called Shot deals damage to the construct and destroys one bioconstruct upgrade. The upgrade ceases to function and the construct loses abilities associated with it. If a construct has more than one bioconstruct upgrade, only one is damaged.

Heart: This upgrade grants the golem an etxra Wound and allows it to be healed via *healing*.

Brain: This upgrade doesn't permit the golem to think independently, but instead works as a storage device, permitting the golem to acquire skills and Edges. Enchantment or mind-affecting powers can affect the brain, causing it to cease functioning for the duration of the spell. While the brain is suppressed in this fashion, the construct temporarily loses access to its skills and Edges. Implanting a Skill is 5.000 per die type and Edges are 10,000 each.

CONSTRUCT ARMOR

Requirement: The construct modified must be the same Size as the creator.

Cost: 35,000 gp

This modification allows the construct to be worn like armor. While the creator wears it, the construct performs no independent actions, and any attacks that hit the wearer damage the construct instead.

If the construct is still active, the creator can order the removal of the armor with a free action, at which point the construct removes itself from the creator and stands next to him. Donning construct armor takes a character's full turn. The creator cannot don a construct with this modification if the construct has been destroyed.

Construct armor counts as breastplate armor for modifying Toughness, and determining Armor Restriction and Armor Interference.



CONSTRUCT LIMB

Requirement: Small or Very Small construct.

Cost: 27,000 gp

The creator modifies Small or Very Small construct such that she can slip it over her arm and control its actions as part of her own. The construct limb retains any melee attacks that the construct has.

The limb provides the wearer with limited protection in combat. A construct limb counts as a medium shield for purposes of determining Parry, weight, and Armor Restriction and Armor Interference.

CRAFTER'S EYES

Requirement: *Scrying*.

Cost: 8,000 gp

The crafter gives her construct crystalline eyes that permit her to use minor *scrying* to see from the perspective of her creation. This modification requires the crafter prepare a special crystalline orb magically bonded to the eyes, which serves as her focus for *scrying*. The cost of creating that focus is included in the cost of modifying the construct.

Unlike normal *scrying*, there is no opposed roll for viewing creatures through the sensor; the creator simply sees what the construct sees for the Duration of the spell.

RUNE-CARVED

Requirement: See the individual runes.

Cost: See the individual runes.

This subcategory of complex modifications allows a construct's creator to carve a runic spell trigger into her creation. Choose one of the following runes. The cost of the rune and any requirements are detailed in the rune's description.

Once per day, the first time the rune is triggered, its effect occurs. The creator can attempt to delay the effect until the next time it is triggered with a Spirit check. Doing so requires that the construct be within line of sight of the creator (or be using the crafter's eyes construct modification).

A construct can have more than one rune-carved modification, and even multiple runes of the same type. If it has multiple applications of the same rune, the first one

goes off when it is first triggered, the second one goes off when the trigger happens next, and so on. Multiple runes of different types go off when first triggered, even if the different runes share similar triggers.

Rune of Agony

Requirement: *Damage field*.

Cost: 18,000 gp

This modification triggers the first time the modified construct is Shaken or Wounded. Minor *damage field* with a Medium Blast Template immediately activates.

Rune of Imprisonment

Requirement: *Magic jar*.

Cost: A gem worth 20,000 gp to serve as the focus; 57,600 gp

This rune triggers when the construct is hit with a spell. The caster makes a Spirit check at −2 or is captured, both body and soul, within a gem embedded in the construct's body. The gem holds the caster until the gem or construct is destroyed. A gem holds one creature at a time; once it captures a creature the rune does not trigger again until the gem is replaced.

If an attacker lands a Called Shot on the gem, and the golem is Shaken or Wounded, the gem is destroyed, releasing the creature next to the construct. The broken gem must then be replaced before the rune can function again.

Rune of Lightning

Requirement: *Blast* (electricity Trapping).

Cost: 2,000 gp

This rune is triggered when the construct is hit by a melee attack. The rune releases a burst of electricity dealing 2d6 electrical damage to all creatures within a Small Blast Template.

Rune of Shielding

Requirement: *Protection*.

Cost: 1,200 gp

This rune triggers the first time the construct is attacked with an attack or *bolt*. The construct gains +2 Toughness for three minutes.

Rune of Terror

Requirement: *Fear*.

Cost: 11,200 gp

This rune triggers the first time a creature moves adjacent to the modified construct. The rune activates minor *fear* (LBT).

Shatter Stash

Requirement: See the individual stash.

Cost: See the individual stash.

For this subcategory of complex modifications, parts of the golem are made with hollowed sections carved from deliberately weaker materials, designed to shatter when struck. An attack that hits with a raise shatters the hollowed section, releasing whatever substance the creator placed inside.

Once the shatter stash is damaged, this modification is destroyed (it cannot be repaired). A construct can only have one shatter stash at a time. After the modification is destroyed, the construct can be modified with shatter stash again at the normal cost.

Elemental Jet Stash

Requirement: *Blast* (elemental Trapping).

Cost: 1,200 gp

A Medium Blast Template centered on the construct and liquid sprays out of the construct's stash. Creatures within the burst make an Evasion roll or suffer 2d6 (elemental) damage and are Vulnerable.

Lightning Lash Trap

Requirement: *Blast* (electricity Trapping).

Cost: 2,000 gp

A Stream Template of electricity bursts out of the modified construct's stash. Those within the burst take 2d6 electrical damage.

Willsap Gas Stash

Requirement: *Contagion*.

Cost: 2,000 gp

A Medium Blast Template centered on the construct, full of gas, sprays out of the modified construct's stash. Creatures within the template make a Spirit check or are Distracted.

HAZARDS AND DISASTERS

Each of the hazards and disasters presented here can be used in one of three ways.

First, these entries can be used to create exciting and dangerous combats. Trapping characters or creatures in a dense bramble bush, maneuvering enemies onto thin ice, or using a pool of lava as a death trap are all ways to use these effects to provide creative ways to defeat your enemies. Major hazards like earthquakes can be used to make the final conflict more daunting as buildings fall around characters.

The second way to use these entries is simply as they are presented. Individual encounters that can be used to spice up mundane travel, cause chaos during downtime, or otherwise provide a way to give your players a challenge.

Finally, some of the more severe disasters can be used for a Dramatic Task. Follow the rules for running a Dramatic Task in *Pathfinder for Savage Worlds*, using the information here for Complications or even negative results if characters fail.



Example: *If the characters are short a Task Token while saving people in an earthquake, they could possibly be caught in the collapse of a building, or be facing down a lahar during a volcanic eruption.*

MINOR HAZARDS AND DISASTERS

BRAMBLES

While many forms of undergrowth can slow explorers, thorny brambles (Hardness 5) can prove a serious impediment. In addition to functioning as Difficult Ground (see *Pathfinder for Savage Worlds*), brambles damage creatures that move through areas filled with them.

The danger presented by brambles depends greatly on how dense they are. Characters moving through brambles must make an Athletics roll or gain a level of Fatigue (see **Bumps & Bruises** in *Pathfinder for Savage Worlds*). A character wearing heavy armor doesn't take Fatigue from brambles.

Additionally, a creature moving through brambles must succeed at an Agility roll or become Entangled.

ELEMENTAL INFLUX

Powerful magic, supernatural disasters, the influence of potent monsters, or the whim of a demigod can cause the boundaries between the Material Plane and an elemental plane to wear thin, resulting in an elemental influx that transforms normal wildlands into a dangerous region. Often, creatures such as dragons or other monsters with energy resistances or immunities seek out regions of elemental influx as their domains, and such a creature's presence can enhance or expand an existing influx.

The following list describes only some of the types of effects an elemental influx might have on the landscape.

Acidic Miasma: An acidic miasma wafts up from the waters of a swamp infused with toxins leaching in from the Plane of Earth. Exposure to low concentrations of the foul vapors in the swamp causes a mildly uncomfortable burning sensation on exposed skin. Higher concentrations of the miasma are more deadly, usually appearing in pockets (use blast templates).



Upon entering the area of a highly concentrated acidic miasma, a creature must make a Vigor check or be Vulnerable, gaining a level of Fatigue with a Critical Failure. Additionally, each round a creature starts its turn in a highly concentrated area of miasma, it takes 1d6 acid damage. Highly concentrated miasmas can be identified from 2" (4 yards) away by their distinctive stench with a Survival check.

Acidic Plants: These bushes, mosses, vines, and other undergrowth are found in clusters. They become active when disturbed by creatures moving through them. Acidic plants gain a reflexive ability to grab at intruders, and they attempt to grapple creatures.

The plants have Athletics d6 and ignore modifiers for Size and Scale. Creatures grappled by acidic plants take 2d4 acid damage each round and are Entangled. Acidic plants deal 2d4 damage when they crush a grappled enemy. Burning a square of acid plants causes them to release an acidic gas (minor *damage field*) that spreads in a Medium Blast Template. The cloud dissipates in 2d4 rounds unless dispersed earlier by a strong wind.

Electrified Duststorm: An electrified duststorm begins suddenly, scouring the area in a fierce but short-lived storm lasting 1d6+1 rounds. Arcs of electricity crackle throughout the duststorm. Creatures caught in the storm must make an Athletics check or take 2d6 electricity damage. The onslaught of an electrified duststorm is presaged by a sudden crackle of harmless sparks across the ground one minute before it starts and can be identified with a Survival check.

Fire Storm: Occurring in mountainous areas, fire storms rage with strong winds, raining ash and flame across the landscape. A fire storm usually forms somewhere near a mountain peak and travels downward, but it persists for only 1d6+1 rounds. A creature caught in a fire storm takes 2d6 fire damage per round and risks any flammable items that it has catching on fire.

Additionally, the ash mixed in with the fire makes the ground Difficult Ground and reduces visibility by half, imposing a −2 penalty on Notice checks. Fire storms move at Pace 12, and have a radius of 1d4x100 feet. A fire storm can be identified as it begins forming over the course of 1d4+1 rounds with a Survival check to detect the telltale increase in heat and gently falling ash.

Freezing Eruption: Freezing gouts of super-chilled air erupt from small vents in the ground, blasting a spot with subzero temperatures. A creature in the area must

make an Evasion roll to avoid the freezing eruption. With failure, the creature takes 2d6 cold damage and becomes entangled, as it is encrusted with ice (Bound).

A creature can break free from the encrusting ice, but it takes 2d4 cold damage at the start of each turn it remains encrusted. The encrusting ice melts away in 1d6 rounds in regions where the ambient temperature is above freezing. Freezing eruptions occur from the same vent every 1d4 minutes. A space containing a freezing eruption can be identified by the shards of ice around it with a Survival check.

Fording a River

In the wild, one cannot count on a handy bridge or access to boats when the need to cross a river arises. While magic such as *fly* can aid in the crossing of a river, at other times the traveler has no choice but to attempt to swim, unless the river is shallow enough to cross by wading. Fording a river in this way can be dangerous, especially when mounts or vehicles are involved.

When wading through moving water, a creature makes an Athletics check to avoid losing its footing and being dragged along by the current. There may be a penalty to this check depending on the relative depth of the water and the speed of the current.

Fording a river with a vehicle is similarly difficult, but the vehicle's driver attempts a Riding check. Unless the vehicle was designed to travel in water, the driver takes a –2 penalty on this check. If the vehicle is being pulled by one or more creatures, the creatures must make an Athletics check (a group roll) to avoid losing footing. With failure, the vehicle is carried along by the current.

A creature that gets carried along in this way is forced to swim in the water and is moved by the water's current. If a vehicle is carried along by the current, it moves downstream the appropriate distance each round based on the current's speed, and unless it was specifically designed to be able to travel in water, it takes 2d6 damage each round it remains adrift in this fashion.

Some bodies of flowing water are rife with large rocks, logs, and other debris that can prove dangerous to those pulled into the current. In such conditions, a creature or vehicle being moved by the current at a rate of 60 feet per round or more takes 2d6 damage per round from such obstacles, plus an additional 1d6 points of damage for every 12 feet beyond 60 that the current moves per round.

Geothermal Springs

Geothermal springs form where magma heats underground water to extreme temperatures. This hot water periodically erupts at the surface, collecting into pools of heated water of varying temperatures. In some cases, the resulting hot springs are relatively harmless, and communities often pop up nearby, as the therapeutic nature of the spring attracts visitors. But in some cases, geothermal springs are heated to the boiling point or hotter, or they might pose other dangers to the unwary.

Fumarole: Fumaroles occur when the groundwater is boiled away before reaching the surface, so when it erupts from vents in the ground, it does so as steam, often carrying toxic gases along with it. The type of gas released by a fumarole depends on the composition of the surrounding ground.

Some fumaroles, referred to as solfataras, emit dangerous levels of sulfuric gas. The eruption rates of fumaroles vary from every few minutes to every few hours.

A creature within a Small Blast Template of an erupting fumarole makes an Evasion roll. With failure, the creature takes 2d6 damage (ignoring Armor) from the scalding steam. If the fumarole emits sulfurous gases, each creature within 5" (10 yards) makes a Vigor check or suffers a level of Fatigue (from the poison gas).

Geyser: Geysers form when surface water seeps down into the earth and meets rocks heated by the proximity of magma. The pressure created by the boiling water causes the water to erupt on the surface. The rate, frequency, and length of eruption vary from geyser to geyser.

Some issue a single, sustained geyser at a regular interval. Others go through a series of short eruptions, lasting only a few seconds each for hours at a time, and then go dormant for several hours or even days. The jets of

water from erupting geysers also vary in height, with some erupting upward of 100 feet in the air.

A creature within a Small Blast Template of an erupting geyser must make an Evasion roll to avoid the eruption. With failure, the creature is knocked prone and takes 2d6 fire damage. Creatures immersed in the geyser's jet each take 3d6 fire damage and are forced out of the geyser's jet and knocked prone.

Hot Spring: Common hot springs contain pools of warm water, but in some, the water is heated to nearly boiling. Exposure to this water deals damage as if the creature had caught fire (see **Fire** in *Pathfinder for Savage Worlds*) starting with 1d6 damage.

Mud Pot: Mud pots are springs that mostly contain hot bubbling mud instead of water. The mud's color depends on the amount and type of minerals in the mud. Mud pots range widely in size and depth, with many found in clusters. Gases from within the earth can cause mud pots to boil over or shoot mud a short distance into the air.

Mud pots function similar to hot springs, but deal 1d4 acid damage instead.

Reflective Snow

Glittering fields of fresh snow can pose a danger to unprepared travelers during the daylight hours, as the sun reflecting from the fields of white can be dazzling or even blinding. Travelers through such areas risk having their eyes become sunburned — a condition known as snow blindness.

A creature in an area of reflective snow is Distracted, and for each hour it spends in such an area, it must make a Vigor check or succumb to snow blindness (gaining the Blind Hindrance for 24 hours). Wearing protective eye gear that reduces the amount of sunlight hitting the eyes negates the Distracted condition and grants a +1 bonus to resist snow blindness.

A character can reduce the duration of snow blindness to 1d6 hours with a Healing check as long as she keeps her eyes covered or wears protective eye gear. *Relief* can heal snow blindness immediately. Creatures that are particularly susceptible to bright light suffer a −2 penalty on checks to resist snow blindness.

To a lesser extent, staring out over vast stretches of sunlit water or desert can have the same effects as staring at reflective snow.

Spellgorging Plants

Areas of wilderness devastated by magical battles sometimes regrow vegetation bearing supernatural scars of those conflicts. When the flora in such an area develops a taste for magical energy, the plants and trees display vivid and unusual colors for their type and can even subtly change color.

Spellgorging plants thrive on magical energy, making the casting of spells difficult when such plants are nearby. When a creature adjacent to a spellgorging plant attempts to cast a spell, the creature suffers a −2 penalty on the arcane skill roll as the flora absorbs the energy as it is cast. Most magic items are not affected by spellgorging plants.

Spellgorging plants can be identified with an Occult or Survival check at −2. Most animals avoid eating spellgorging plants because of their bizarre and unpleasant taste. A creature consuming a spellgorging plant must make a Vigor check or be Distracted for 1d4 hours due to the sickness. A spellgorging plant loses its ability to consume magic if it is destroyed — spellgorging plants have Arcane Resistance for the purposes of resisting magical spell effects.

Thin Ice

A frozen lake or river can prove a serious danger if characters misjudge the thickness of the ice. With a Survival check at −2, a character can accurately gauge the amount of weight a given sheet of ice can support. A Tiny creature or object can be supported by any thickness of ice.

Thin Ice

Ice Thickness	Maximum Scale
Under 1 inch	Tiny
1–2 inches	Very Small
2–4 inches	Small
4–6 inches	Normal
6–12 inches	Large
1–3 feet	Huge
3+ feet	Gargantuan



When a creature steps onto ice that is thinner than what could normally support its weight, the ice begins to creak and crack ominously—a warning that a creature can notice with a Notice check. At the end of a round, if an area of ice is unable to support its load, draw an Action Card. If it is a Club the ice gives. Draw an additional Action Card for each category over the required ice thickness.

A creature that is prone is treated as one Scale category smaller than its actual Scale for the purpose of determining whether the ice can support it. Ice within 1" (2 yards) of a fresh break is fragile, and it is treated as one category thinner.

When ice gives way, a hole of a size equal to the creature opens in the ice. A creature falling into the near-freezing water beneath the ice is treated as if it were in an area of extreme cold, and on the round it plunges into the water, it must make an Athletics check to avoid being submerged beneath the water and trapped beneath the ice, unable to surface.

A creature trapped beneath the ice can attempt to break through with a Strength check, or it can attempt to swim to an opening in the ice (although unless the creature is able to see in the darkness beneath the ice, it might have trouble finding its way to where an opening is).

A submerged creature that is adjacent to the edge of the break in the ice can attempt to pull itself out, although keep in mind that ice adjacent to a break is fragile and could shatter in turn.

VAMPIRE ORCHIDS

Uniquely beautiful in appearance, vampire orchids grow in large clusters in meadows or on hilltops where they can get plenty of sunlight. Their vivid petals range in a hue of wild and clashing colors with frequent splotches of crimson on the petals. Vampire orchids can be exceedingly dangerous to the unwary due to their unusual pollination methods.

A creature traveling through a cluster of vampire orchids must make an Athletics check. With failure, the tremors from the creature's footsteps release soporific pollen from the orchids' blossoms, creating a minor *slumber* effect. A helpless or sleeping creature takes 1d4 damage at the end of each round it remains in contact with vampire orchids—this damage does not cause physical pain and is not in and of itself enough to wake a sleeping creature.

Major Hazards and Disasters

Cave-Ins/Collapses

Cave-ins and collapsing tunnels are extremely dangerous. Not only do dungeon explorers face the danger of being crushed by tons of falling rock, but even if they survive they might be buried beneath a pile of rubble or cut off from the only known exit.

A cave-in buries anyone in the middle of the collapsing area, and then sliding debris damages anyone in the periphery of the collapse. A typical corridor subject to a cave-in might have a bury zone with a Large Blast Template and a 2" (4 yard) wide slide zone extending beyond the bury zone.

Characters may notice that something is off when they see the ceiling, but to truly understand that it's weakened, the character must make a Science roll.

A weakened ceiling might collapse when subjected to a major impact or concussion. A character can cause a cave-in by destroying half the pillars holding up the ceiling.

Characters in the bury zone of a cave-in take 4d6 damage, or half that amount if they make an Evasion check. They are subsequently buried. Characters in the slide zone take 2d6 damage, or no damage at all if they make an Evasion check. Characters in the slide zone who fail their checks are buried.

Characters trapped under debris may need to resist the pains of suffocation (see **Drowning** in *Pathfinder for Savage Worlds*) while trying to free themselves.

Characters who aren't buried can dig out their friends. In one minute, using only her hands, a character can clear rocks and debris equal to their Encumbrance. The amount of loose stone that fills a five-foot-by-five-foot area weighs one ton (2,000 pounds). Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose stone twice as quickly as by hand. A buried character can attempt to free himself with a Strength check at −4.

Earthquakes

Naturally occurring earthquakes result from seismic energy released along fault lines in a planet's crust. Powerful magic, the release of a legendary monster, or the destruction of a powerful artifact might also result in an earthquake. Earthquakes range from those that are harmless and nearly undetectable to those that are catastrophic and cause widespread destruction and loss of life.



The exact damage of an earthquake may vary. Listed below are general guidelines to assist GMs in running earthquake events. The baseline used here assumes an earthquake of average strength. Modify the values listed depending on the severity of the earthquake.

Earthquakes can have additional effects such as disrupting rivers, draining lakes and marshes, and even triggering tsunamis or volcanic events. Earthquakes might cause widespread fires in urban areas or displace wildlife in wilderness environments. The additional effects should be determined by the GM but should match the strength and severity of the earthquake.

Collapse: Creatures in an enclosed space or underground during an earthquake are at risk of having the ceiling or structure collapse on them. If a structure collapses, each creature inside takes 6d6 damage (Evasion cuts the damage in half) from the falling rubble and is pinned. A creature that takes cover (under furniture, for example) gains a +1 bonus on the Evasion roll.

Falling Debris: Even creatures not in a structure are still at risk of falling debris, whether from a collapsing building nearby or a natural structure such as a cliff or mountain. Any creature caught in the area of falling debris suffers the collapse effects, but it takes 3d6 points of damage at the time of collapse instead of 6d6.

Fissure: Earthquakes can open massive cracks and fissures in the ground. A creature near a fissure as it opens has a chance of falling in unless it makes an Evasion roll. Additionally, each creature standing in the area that did not fall in the fissure falls prone unless it got a raise on their Evasion roll.

Fissures are typically 1d4+1×10 feet deep, and creatures falling into one take the appropriate falling damage. There is also a chance that surrounding debris also falls into the fissure. Creatures in the fissure when debris falls on them take additional damage from the falling debris. Surviving creatures that are not pinned can attempt to climb their way out.

Impaired Actions: The tremors of an earthquake impose a −4 penalty on Agility-based skill rolls and a −2 penalty on arcane skill rolls. Creatures moving during an earthquake consider all terrain as Difficult Ground, but can make an Athletics roll to move at their full Pace.

Structures: Most wood or masonry buildings collapse during an earthquake. Large structures such as castles might not collapse outright, but certain features such as towers or entire sections of a wall might. Creatures caught in a structure that is destroyed suffer collapse effects.

TYPES OF LAHARS

TYPE	DEPTH × WIDTH	SPEED	DMG
Minor	10 × 102 feet	17 in/round	4d6
Typical	25 × 504 feet	42 in/round	5d6
Massive	50+ × 2,500+feet	84 in/round	10d6

LAVA

Lava or magma deals 5d6 points of fire damage per round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of fire damage per round.

Damage from lava continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 2d6 or 10d6 points per round). Immunity or resistance to fire serves as an immunity or resistance to lava or magma. A creature immune to fire might still drown if completely immersed in lava.

VOLCANOS

Magma churns beneath the earth's surface throughout the world, and in places where there are weaknesses in the crust, it can erupt outward in violent conflagrations.

Earthquake: The force with which volcanoes erupt can shake the earth, so earthquakes are common during volcanic eruptions. Depending on the nature of the terrain, these disastrous events can cause any of the effects listed in the Earthquake section.

Lahar: A lahar is a churning slurry of mud and debris created when intense heat melts the glaciers or snow atop a volcano. A lahar can travel hundreds of miles beyond the volcano, devastating everything in its path.

Motion alone keeps a lahar in liquid form. When a lahar strikes a creature, it deals the damage listed in the table (Evasion to get out of the way).

For creatures caught in a flowing lahar, use the rules for Heat and Drowning (see *Pathfinder for Savage Worlds*) and they can attempt to escape with an Athletics check at −2. A hot lahar deals 2d6 fire damage per round to those trapped by it.

As a lahar slows, it settles to the consistency of packed earth, entombing those trapped within or beneath. See Cave-Ins and Collapses.

Steam Vent: Major eruptions of steam or boiling water often precede an eruption and deal between 2d6 and 5d6 fire damage (Evasion negates). The radius of such bursts is typically equal to 1" (2 yards) per damage die. Mild steam vents are as hot as saunas and have a sulfurous odor.

Volcanic Ash: Erupting volcanoes spew ash, which can obscure vision and cause creatures to choke (Vigor check or suffer a level of Fatigue). Prolonged contact with hot ash deals 1d6 fire damage per minute. Clouds of ash can linger in the atmosphere, darkening the sky for weeks or even months and leading to colder temperatures and prolonged winters. This combination of cold and lack of sunlight hurts crops, and it can cripple food supplies and lead to famines.

On the ground, ash buildup creates difficult terrain — not only is it slippery, but it might conceal other hazards. In heavy eruptions, a blanket of ash several feet thick can eventually blanket the region downwind of the volcano. Over the long term, however, this volcanic ash becomes fertile soil.

Volcanic Lightning: Ash clouds can generate powerful lightning strikes. These strikes typically deal between 2d8 and 5d8 electricity damage and are unusually difficult to dodge (Evasion check at −2).

Wilderness Traps

Skilled survivalists and trappers are adept at fashioning effective, if simple, traps from humble materials.

Breakaway Log

Type: Mechanical; **Notice Check:** Yes, at −4; **Thievery Check:** Yes, at −6

Trigger: At the end of a round when a Size 0 or larger (or two Size −1) creature uses the log, it collapses.

Effect: Fallen trees often form excellent natural bridges over rivers or chasms, or they afford routes to climb more safely over a wall or other barrier. Breakaway logs have been sabotaged so that they collapse once they are used. All creatures on the log when it collapses fall, taking appropriate damage from the plunge. A creature that succeeds at an Athletics check can cling to the log or leap to safety and avoid the damage entirely.

Breakaway Vine

Type: Mechanical; **Notice Check:** Yes, at −2; **Thievery Check:** Yes, at −2

Trigger: When a Small or larger creature climbs a breakaway vine, the vine snaps just before the creature reaches the top of the climb.

Effect: A breakaway vine has been sabotaged so that it snaps not long after someone begins using it to climb. A breakaway vine trap can be crafted from a length of rope as well, but this ruins the rope for other uses. When the trap triggers, a creature can grab a handhold and avoid the resulting fall with an Athletics check.

CLAM CLAMP

Type: Mechanical; **Notice Check:** Yes, at −2; **Thievery Check:** Yes

Trigger: A creature walks over a clam clamp or attempts to take the treasure.

Effect: A clam clamp is typically set with a lure, such as a piece of shiny treasure. When the trap triggers, the clamp snaps shut and makes an Athletics check (Athletics d10). With success, the victim is Entangled, Bound with a raise.

The weight of the clam clamp is enough to hold a creature in place until the grappled creature can escape. A clam clamp located in an underwater area is more difficult to craft but also more dangerous to air-breathing creatures due to the fact that it can hold a creature underwater until it drowns.

DEADFALL

Type: Mechanical; **Notice Check:** Yes, at −2; **Thievery Check:** Yes, at −2

Trigger: A creature enters the deadfall's trigger square.

Effect: Rigged to boulders, logs, or other heavy weights in canopies or on ledges, a trip line strung across an area can create a deadly trap. When a creature enters the deadfall's trigger square, the weights drop in a 4" (8 yard) line or a Small Blast Template. Each creature in this area takes 4d6 damage and is knocked prone. An Evasion roll negates the damage.

RAZOR GRASS

Type: Mechanical; **Notice Check:** Yes, at −4; **Thievery Check:** Yes, at −2

Trigger: Whenever a creature moves into a space that contains razor grass.

Effect: By hiding lengths of sharpened sticks or bones amid undergrowth (traditionally tall grass; when used in coastal or underwater areas, this trap is instead called a razor kelp trap), the trapper can lay a simple but effective trap. Whenever a creature moves into an area that contains razor grass, it takes 1d6 damage and makes an Evasion roll or its Pace is halved for 24 hours or until it receives magical healing or benefits from a Healing check.

SPRING SNARE

Type: Mechanical; **Notice Check:** Yes, at −4; **Thievery Check:** Yes

Trigger: When a creature enters a space trapped by a spring snare.

Effect: A spring snare consists of a strong sapling that's been bent down with a noose affixed to the end. When the trap springs, the noose attempts to snare the triggering creature with a Athletics d10 roll. With success, the tree snaps upright and flings the target into the air for 1d6 damage (2d6 with a raise on the attack) and Entangling him. The creature then remains suspended 10 feet off the ground until it breaks free.





Spring-Arm Spike

Type: Mechanical; **Notice Check:** Yes, at –2; **Thievery Check:** Yes, at –2

Trigger: When a creature enters a square that contains the spring-arm spike's trigger.

Effect: A spring-arm spike is similar to a spring snare trap in that it incorporates a strong sapling bent into a taut arc. When a creature enters a square that contains the spring-arm spike's trigger, the sapling snaps forward, driving a pointed spear into the target. The spring-arm spike makes a Fighting d8 attack (2d8 damage) against the target.

Swinging Log

Type: Mechanical; **Notice Check:** Yes; **Thievery Check:** Yes

Trigger: When a creature passes through a space that's been trapped by this trip line, the log swings down.

Effect: A large, heavy log is suspended in the canopy of a forest or jungle and attached to a trip line. When a creature triggers the trap, make an attack against them (Fighting d8, 2d6 damage). A creature damaged by this log must make an Evasion roll to avoid being knocked prone. Affixing a number of sharpened sticks to the log adds an additional 1d6 damage.

Tar Snare

Type: Mechanical; **Notice Check:** Yes, at –2; **Thievery Check:** Yes, at –2

Trigger: A creature steps into a square trapped with a tar snare.

Effect: A tar snare consists of a shallow trench filled with tar or sticky mud that is then covered with a layer of debris to disguise its presence. When the trap triggers, the victim makes an Evasion roll or is Entangled (Bound with a Critical Failure).



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