

Savage Magic

A Netbook by Pythagoras (<http://www.hardpoints.de>)

1 Introduction

This document covers some magical powers not found in the basic book but which might be useful in a campaign where magic is a major focus.

2 Meta Magic

This section covers edges that are not actually powers but help a canny caster to enhance his powers in some way or the other.

Magic-Related Edges

Arcane Archer (S): *You can channel your magic through missile weapons.*

Arcane archers are capable of channeling their spells through arrows and other projectiles. Any power that has a range of touch or greater (i.e. all powers that are not limited to the caster) can be focused on an arrow. When the arrow is shot, the spell effect manifests at the location of the target. Area effect spells that are missed deviate like thrown grenades. It should be noted that the projectile desintegrates shortly before hitting the target, making it possible to deliver healing powers and other beneficial effects.

Defiler (N): *You can regenerate power points by draining energy from the land.*

If you concentrate, you can drain the life force of surrounding plants (not plant monsters). You regenerate power points at double the normal rate but you cannot perform any other tasks. Also, you leave 1m² of withered land behind for each power point regenerated. Defilers are not very popular with peasants and druids.

Power Booster Edges

Extended Power (S): *You are able to extend the time your powers last.*

If a power has the option to extend it, the amount of time gained through each extension is doubled. For example, if a power has a duration of "10 rounds (1/round)", you normally have to pay one power point to get an extension of one round. However, with the Extended Power edge, the same power can be extended by 2 rounds for each power point.

Power Focus (S): *Some of your powers have greater effect than your skill would indicate.*

Pick three powers. When casting these powers, you gain +2 on your skill check. This edge may be taken multiple times.

Alternate Trapping Edges

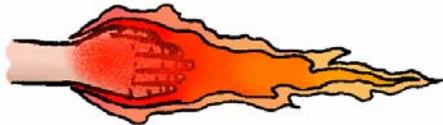
If your campaign already makes heavy use of trappings, these edges probably require some work. However, if you are going pretty much with the standard powers, these edges can do a lot to add personality to your spellcasters. You might allow spellcasters to take one or more of these for free as part of an arcane background. However, this typically implies that they cannot be switched off.

Cold Magic (N): *You can power your spells with cold effects. Their signature changes to a bluish, ice-crystal themed effect.*

- ♥ All damage spells deal cold damage.
- ♥ Armour may be cast to be effective against cold only, increasing the armour effect by 2.

Fire Magic (N): *All your spells cast with the fire modifier will be bright and carry the smell of brimstone. Fire magic has the following effects:*

- ▼ All damage spells have the fire trapping and may set affected targets on fire.
- ▼ Armour may be cast to be effective against fire only, increasing the armour effect by 2.



Sonic Magic (N): *All your spells can have a sonic theme to them, if you wish. This takes the form of a song, a scream, or anything else that is easily noticeable. Sonic magic has the following effect:*

- ▼ Damage spells ignore magical armour bonus unless it is an Armour spell cast with the Sonic Magic trapping.
- ▼ The Armour spell works only against sonic damage
- ▼ Obscure does not only cause darkness but also silence. This also implies that no spells with the sonic trapping can be cast inside the silent area.

3 New Trappings

Unlike the trapping edges described above, these are modifiers permanently applied to a power. Most of these alter the potency of a power and the DM should make sure that these are not abused for power gaming. For this purpose, each of the trappings is given a rating and it should be made sure that a power cancels out at zero. Note that normally, you can just apply trappings as you want. Only when you feel that players go overboard, this mechanism might come in handy.

Circumstances of Casting

Normally, most powers have no special requirements and only consume power points.

- ▼ **Material component (-1):** The power requires a common item to cast such as a twig of wood.
- ▼ **Greater Material component (-2):** The power requires a rare and expensive item worth about \$200 to cast.
- ▼ **Increased Casting Time (-1):** The time to cast the power is increased from one to two rounds.
- ▼ **Environmental Limitation (-1):** The power can only be cast within a common environment such as outdoors (“call lightning”), in a forest (“entanglement by trees”) etc.

Signature

Normally, it is assumed that a power can both be heard and seen but not over a great distance.

- ▼ **Noise (-1):** The power can be heard easily within a range of about 300m.
- ▼ **Bright (-1):** The power is visible within a range of 300m.
- ▼ **Invisible (+1):** The power cannot be seen with the naked eye when cast.
- ▼ **Silent (+1):** The power cannot be heard, which also means that the caster does not have to speak any words of power etc.

Power Effect

Normally, a power can apply to most targets, no matter if they are undead, living, or which social group they belong to.

- ▼ **Limitation (-1):** The effect of the power is limited to a group that is encountered often (e.g. humans in a multi-racial fantasy world, followers of a major religion etc.)
- ▼ **Greater Limitation (-2):** The effect of the power is limited to a small group of

people (followers of an obscure sect, undead in a campaign that does not focus on them)

- ▼ **Elemental (-1):** The power is limited to a specific element (e.g. fire). For offensive powers this means that opponents might be immune. For defensive powers it means that only certain damage types are considered.
- ▼ **Physical (-2):** The effect of the spell manifests as a physical thing (e.g. black tentacles for an *Entanglement* power). The power effect has a toughness of 5.
- ▼ **Physical but Tough (-1):** As Physical but with a toughness of 10.
- ▼ **Mobile (+1):** The effect of the power can move with a pace of 4 and is controlled by the caster.

Damage

Damage spells are an important category and have quite a few interesting modifiers.

- ▼ **Creeping (+4):** An offensive power with this trapping ignores non-sealed armour. This could be insect swarms, gas etc.
- ▼ **Persistent (+2):** The power deals additional damage even after it is over (this might be acid etc.). Each round after the successful attack use half the number of dice (rounded down) and deal that amount of damage.

4 New Powers

These powers cover some aspects that I found seriously missing in Savage Worlds. My approach is to cover these areas with about 4 powers each, giving spellcasters the opportunity to still learn all these interesting damage-dealing spells and still get some new and unique powers.

Conjuration

Conjuration not only covers the summoning of creatures from other planes of exist-

tence but also the creation of items out of nothing.

Create Equipment (V): *You are able to create a specific mundane item that is worth less than 300 \$.*

Cost: 5

Range: N/A

Duration: Instant

Trappings: Only specific materials, only specific colours, specific look

The caster creates a mundane item of no particular quality out of thin air. If the item is complex, you might require a knowledge skill related to a particular profession.

This power offers potential for abuse – the character might start to sell items on a grand scale. If you want to avoid this predicament, increase the casting time for this power to 1d6 hours to put some natural limit on this power's output.

Summon Elemental (V): *Summon an elemental creature to fight for you.*

Cost: 5

Range: N/A

Duration: Smart x 3 (1/round)

Trappings: Specific elements only

An elemental creature is conjured and follows orders blindly. Elementals are described in the main rule book.

Divination Magic

Divination for me is an important aspect of magic. This section covers the basic rules for divination and provides some rather flexible powers to use with it.



Detection (N): *This power can be used to detect and pinpoint a specific item or creature within range.*

Cost: 2

Range: Smarts x 100m

Duration: 1 minute (1/minute)

Trappings: Detection is often limited by a specific trapping. Typically, detect is limited to a creature type, material, or energy. Typical Detection powers are “Detect Undead”, “Detect Traps”, or “Detect Active Spells”.

If detection is not limited by trappings, the caster must pick one reasonably small category of items or creatures before casting the spell. If the target of the spell is a creature, make an opposed roll Power skill vs. Spirit.

On a successful roll, the caster knows the number of applicable targets within range. On a raise, he knows the exact location.

Modifiers: -1 to -3 for materials such as lead or magic barriers.

Protection from Divination (N): *This power helps prevent others from using divination against you.*

Cost: 2

Range: Touch or 10m radius

Duration: 1 hour (1/hour)

Trappings: none

You gain a bonus of +2 against any kind of divination spell. This spell is typically limited to a single being or item. Each raise on the caster roll can be used for the following effects:

- ♥ Increase the bonus to +4
- ♥ Cover an area of 10m radius (moving with the caster)
- ♥ Become aware of a divination attempt (successful or not). This knowledge can be used to target Clairvoyance at -2 to see the other caster.

Clairvoyance (S, Detection): *You are able to observe far places.*

Cost: 3

Range: Smarts x 10 km

Duration: 1 minute (1/minute)

Trappings: Limited to specific senses (sight, hearing), can only view through the eyes or the living, can only view through the eyes of skulls, must have a prepared focus placed on the site.

The caster is able to view a remote location, whose location is known. For example, a caster can look into his laboratory, a room at the top of a tower, or some spot 3km to the north. The less precise the information about the location is, the more difficult the casting roll becomes.

Normally, the targets of the spell cannot resist, unless they have a Protection from Divination spell active, in which case an opposed roll (caster skill vs. Spirit) is made. If the divination fails, the caster is at least aware that somebody resisted his remote viewing.

Scry Retaliation (V): *The caster sets up a booby trap against those using divination magic.*

Cost: 2

Range: T

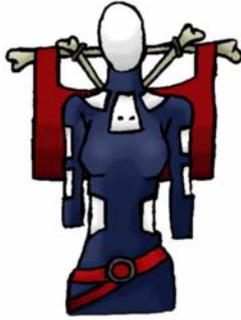
Duration: 1 hour (1/hour)

Trappings: as for combat spells

If a divination spell is successfully cast against the creature or item protected by this spell, the casters make an opposed casting roll. If the caster of Scry Retaliation beats the caster of the divination spell, the latter takes 1d6 points of damage (2d6 on a raise). The caster becomes aware of the invasion of his privacy but cannot pinpoint the intruder.

Illusionism

Illusionism is another element that I find lacking from the basic power list in Savage Worlds.



Figment (N): *You are able to create an illusion that affects a single sense.*

Cost: 1

Range: Smarts x2

Duration: 10 minutes (1/10 minutes)

Trappings: May only affect certain senses.

A Figment allows you to create an illusion about the size of a small burst template that runs through a small 1 minute loop. The illusion may affect only a single sense, be it hearing, sight, or smell.

The caster roll result represents the quality of the illusion. Any character looking at the illusion makes a Notice check against this target number to realize that he is looking at an illusion (at which point it becomes semitransparent to him). If the limitation to one sense is unrealistic (e.g. a roaring lion that makes no sound), the target gains +2 on the Notice check.

Glamer (S): *You are able to create an illusion that affects several senses.*

Cost: 2

Range: Smarts x2

Duration: 10 minutes (1/10 minutes)

Trappings: May only affect certain senses.

A Glamer is identical to a figment but may affect several senses.

Illusion (V): *You are able to create an illusion that affects several senses and that moves around.*

Cost: 2

Range: Smarts x2

Duration: 10 minutes (1/10 minutes)

Trappings: May only affect certain senses.

An Illusion is identical to a Glamer but the illusion may be programmed to move around. However, it may not react to outside stimulus (since it cannot sense its surroundings). Thus, it is possible to create a guardian walking around a castle but the guard will not address approaching strangers.

Telepathy

This is another power group that is sadly missing from the main rule book. Some DMs might not like telepathy, though, as it tends to break stories if it is too powerful.

Empathy (N): *You are able to sense basic emotions.*

Rank: S

Cost: 3

Range: 30m

Duration: 1 minute (2/minute)

For the duration of this power, the caster can read the emotions of others within range with an opposed *Power Skill* vs. *Spirit* roll.

Telepathy (V, Empathy): *You can read the surface thoughts of others.*

Cost: 4

Range: Smarts x2

Duration: 1 round (1/round)

Trappings: -

You can read the surface thoughts of others with an opposed *Power Skill* vs. *Spirit* roll.