

lasting effect. So now, when the village elder blesses the hero riding out to slay the dragon, the *Deflection* spell he cast will actually last long enough for the hero to reach the dragon. Or when the town wise woman curses a PC, her *Lower Trait* spell will actually cause the PC some consternation, instead of being just a momentary distraction.

TRUE MAGIC

The restrictions of this system definitely leave many spell casters hungering for a better way to perform magic. For such ambitious souls there is the path of Grand Thaumaturgy. This esoteric knowledge takes years to properly master. Such a practitioner is known as an *Initiated Adept*.

INITIATED ADEPT

Type: Professional Edge

Requirements: Novice; Arcane Background (Magic); Knowledge (Arcana) d8+; Spellcasting d6+.

Initiated Adepts are those spellcasters who have plumbed some of the hidden depths of magic. Whether through formal tutelage, years of research, or sudden illumination, the Initiated Adept has learned to disregard one of the three costs of spellcasting. There are three possible paths of initiation:

Path of the Mage: By studying which steps of spell casting are redundant and/or extraneous, Mages are able to cast their spells very quickly. Mages are not subject to the *Time* costs for casting spells; all their spells take but an action to cast.

Path of the Mystic: A mystic learn to use her own body as a lens to focus her arcane energies through; she may ignore the *Materials* cost on all of her spells. Also, a mystic's spells do not require any gestures or incantations.

Path of the Alchemist: Alchemists learn to cast spells through various tonics, balms, and solutions. These spells are powered by the materials that are used to create the concoction; alchemists do not pay the *Power Points* cost to cast their spells. Such concoctions spoil within a minute of their creation; thus, they must be used quickly.

The character must choose one of these paths at the time this edge is selected. This edge may only be selected once.

NEW EDGES

Although the magic system presented here allows for fairly powerful spellcasters, the following edges will allow experienced wizards to become truly powerful, easily rivaling those found in epic fantasy tales.

DWEOMERCRAFTING

Type: Power Edge

Requirements: Seasoned; Arcane Background (Magic); Knowledge (Arcana) d8+.

This edge deals with the creation of single-use or "one-shot" magic items such as charms, scrolls, and potions. Upon selecting this edge, the character acquires the understanding of how to make all of these items, but his skill at crafting them depends on his Knowledge skills.

Craft Charm

This is the art of enchanting amulets and other "blessed" objects. Any object may be so enchanted, provided it has never before been used in such a manner. The charm is empowered with a single spell effect. The spell effect occurs in response to a triggering event; this event must be determined at the time of crafting, and cannot be changed. Arrow charms are often crafted, for example; the triggering event would be set as "whenever the arrow strikes its target."

It takes one hour per PP invested to enchant the charm, along with a successful Knowledge (Arcana) roll. A raise on this roll acts as a raise on the Spellcasting roll for purposes of the power's effectiveness.

Several spellcasters can reduce the crafting time by working in unison. Divide the time by the number of spellcasters participating. However, the spellcaster with the lowest Knowledge (Arcana) skill must roll to see if the crafting was a success.

Scribe Scroll

This craft allows the caster to store a spell on a scroll. It takes 2 hours per Rank of the spell and a successful Knowledge (Calligraphy) roll to create a scroll. A raise on this roll reduces the time required by one half.

To activate a scroll, the user must have Arcane Background (Magic) and must make her own successful Spellcasting roll as if normally casting the spell. Scrolls contain the minimum PP needed to cast the spell; however, additional PP's may be provided by the user to extend the duration or increase effectiveness.

Brew Elixir

This craft allows the caster to imbue a potion with a spell effect. It takes a 1 hour per PP invested to brew a potion and a successful Knowledge (Alchemy) roll. A raise on this roll can reduce the time required by half or act as a raise on the Spellcasting roll for purposes of the power's effectiveness. Two raises generates both effects

The elixir remains potent until used. Some elixirs are imbibed; this requires no roll of any sort, the spell within the potion just takes effect. Other elixirs are used as magical "grenades," and require a successful Throwing roll to affect the target. A thrown flask has effective ranges of 5/10/20. On a miss, the spell effect still occurs, just not where the thrower intended.

HIGHER INITIATION

Type: Power Edge

Requirements: Veteran; Arcane Background (Magic); Knowledge (arcana) d10+; Spellcasting d8+.

This edge allows the character to ignore one of the three costs involved with spellcasting: *Time*, *Materials*, or *Power Points*. The cost to be ignored must be chosen when this edge is selected.

Higher Initiation may be selected more than once, but only once per Rank.

EYE OF THE MASTER

Type: Power Edge

Requirements: Legendary; Arcane Background (Magic); Knowledge (arcana) d12+; Spellcasting d12+; the spellcaster must be free from all of the costs of spellcasting.

This edge embodies the ultimate expression of mystical knowledge and power. When a spellcaster with this edge casts a spell, count all of the raises on the Spellcasting roll. Each subsequent raise adds the same effect as the initial raise. Spells that have no added effects on a raise are unaffected.

Example: Hieros the Arch-Mage has *Eye of the Master*. He casts *Armor* upon himself, scoring three raises. He gains 8 points of Armor until the spell ends. He then casts *Fear* on some approaching foes, netting four raises. Everyone within the area of effect must make a Guts check at -8! He then casts *Shape Change* and transforms into a dragon. Since *Shape Change* has no added effect for a raise, *Eye of the Master* does not come into play.

This system grew out of a conversation that occurred on the Great White Games/ Pinnacle Entertainment Group Forum. You can find the original discussion [here](#). I've incorporated several of the ideas from there, and owe all those involved my sincere thanks.

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