

COURTNEY CAMPBELL

CRAVENPETER'S DREAM AUCTION



Gold
& Glory





Crabbenpeter's Dream Auction

by
Courtney Campbell

*GOLD & GLORY designed by
Giuseppe Rotondo*

Credits

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Producer: Gionata Dal Farra

Layout and Graphic Design: Matteo Ceresa

Cover Art: Courtney Campbell

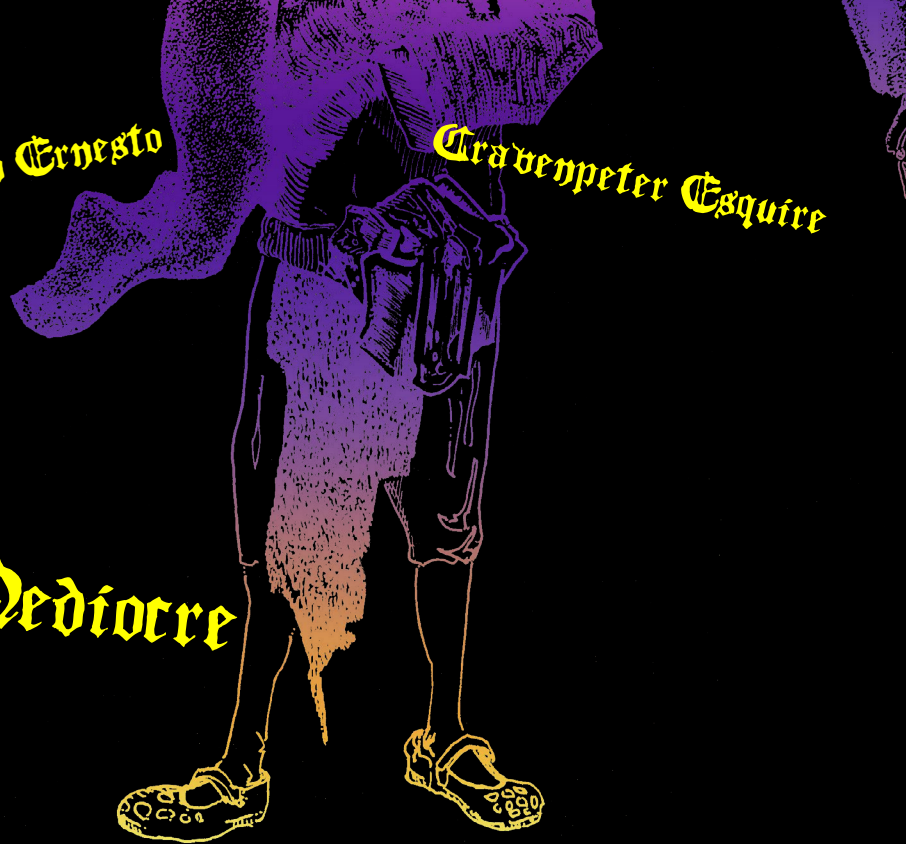
Interior Art: Courtney Campbell

Cartography: Dyson Logos



Maximilian Ernesto

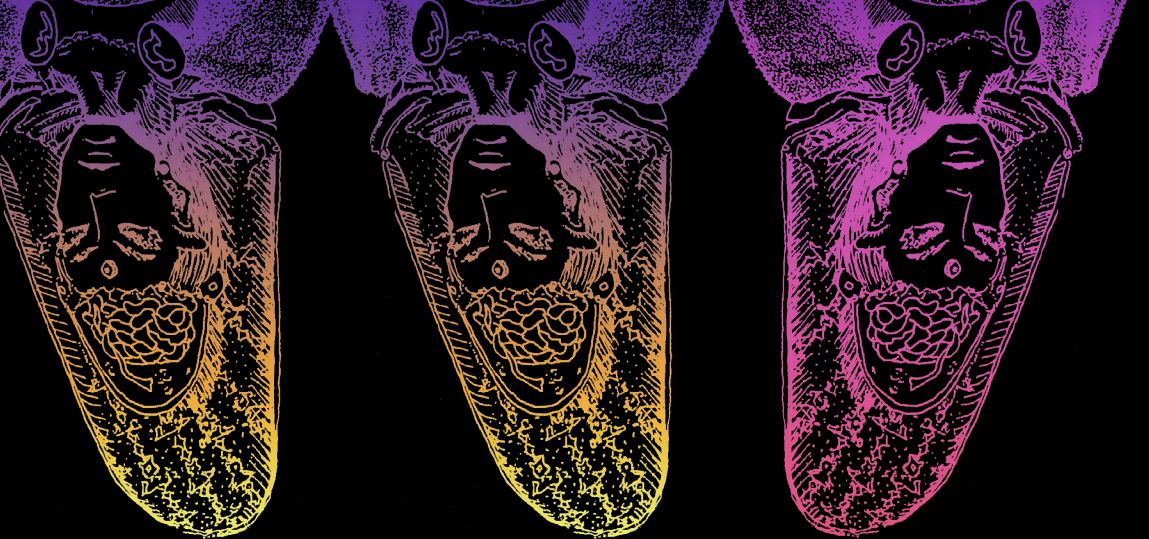
Crabbenpeter Esquire



the Mediocre

Crabbenpeter's
**Dream
Auction**





The Story So Far

Maximillian Ernesto Cravenpeter Esquire the Mediocre, a powerful archmage, is publicly retiring and is holding an auction for his eclectic and exotic items. Maximillian, a powerful wizard in no way overcome with paranoia and petty concerns, has always had little trust or respect for anyone who would covet his things. As a security measure he has contacted the Green Feather agents—fae mesmerists, who have agreed to hold the auction in a dream within Maximillian's psyche. This works flawlessly, protecting both the clients and the auctioned objects, as long as no deep psychic disturbances exist.

Aspiring buyers must join the nearest Green Feather agent at their local tavern, and make sure all their budget for the auction is in platinum pieces.

"A RENOWNED WIZARD NAMED
Max the Mediocre
HAS NO **PSYCHOGENIC TRAUMA**,
OBVIOUSLY..."

— SHEDA THE INSCRUTABLE.

Rumors



Each character is allowed one **Networking** roll. Each success means one of the following rumors is acquired. Roll a d6..

- 1 According to washerwomen, a girl named Alice in the hamlet of Crudgate has recently had a virgin birth, and some say it was Cravenpeter's "magic".
- 2 A dissolute soldier says "A friend of mine tried one of the Green Feather agent's 'special offers', nearly got himself lobotomized. Don't mess with your brain, pal. It ain't worth it".
- 3 Apprentice wizards are worried: "I know people are interested in the reflective trapping crystals. I've heard they absorb spells into some shadow void."
- 4 Rogues and thieves are excited: "Whoever gains those crystal slippers, their power will be the greatest in the land!"
- 5 Courtesans are skeptic: "I don't think those pigments of beauty Maximilian is auctioning do anything. Maybe she's born with it."
- 6 Peasants are wondering: "Maximillian has located the Fountain of Youth! Water from it will be on sale!"

The Beginning

The auction takes place within the dream-realm of Maximilian's dream. They travel through the dream in their corporeal forms.

This is how it happens: at the local tavern, the Green Feather agent offers them money in platinum pieces (if necessary, the agent can cover their travel costs), and explains that they may leave the dream-realm at any time, ending their chance at the auction!).

Shortly after that, they are mesmerized into sleep and then

Books and Chronicles



Characters who research old libraries for information about the Maximilian can discover one of the following pieces of information on a successful **Research** roll. Roll a d6.

- 1 Maximilian had his wife leave him recently, which may have prompted this life change.

- 2 Demetrius the Good, Maximilian's father, had always been disappointed in his son's mediocrity, and sent him to several battlefields to "strengthen him".

- 3 Maximilian is a gholaturge and a master of vat creations, certainly some of his well crafted servants will be for sale.

- 4 Few wizards possess a Staff of Power, and Maximilian is selling his, which is imbued with great elemental powers.

- 5 Shared dreams melt together time and space, so that space becomes monodirectional exactly like time.

- 6 Maximilian inherited from his ancestors a legendary vampiric weapon.

Adventure

Maximilian while he sleeps. The characters will be physically present in this world, brought there by the Green Feather agents.

Each agent (see Bestiary) asks the characters if they have brought their equipment to platinum any gold they have); then has them sit on a comfortable couch at any time by pinching themselves (note that this removes them from

the world and "awaken" on the very same couch, but inside the dream.

General Appearance



You can read the following introduction to the players:

There's a strong smell of sandalwood and lavender and then everything goes dark.

*You awaken in a grey chamber with the **Green Feather** agent standing before you.*

He explains other buyers who will join soon, and the auction will begin shortly.

BUT IT DOESN'T.

And the fae has just disappeared in a cloud of purple mist.

A shimmering grey curtain lies in front of you, do you dare explore the dream realm of

Maximilian Grabenpeter?

Beyond the curtain of this “antechamber” lies the first random room.

Most rooms look like the inside of a rich man's house, with stone walls, except when things get... weird, as per Hazards and Special Features tables.

Doors: The Halls Of The Damned have copper-banded wooden doors.

Special Rules: Backtracking

Rooms that have already been explored disappear once no longer in view, and are replaced by new ones, if backtracking. The size and contents of each room change every time, because you can only go one way through a dream. Walking through to the next area always leads you forward, even if it is in the direction you came from.

Special Rules: Dream Realm

While within the dream, reality works differently.

Leaving the Dream: Characters can leave the dream by either pinching themselves, or dying. In both cases, they return to reality, with any equipment, items and money they possess, including items acquired via auctions.

Dying inside the Dream: Dying inside the dream isn't real and only causes the character to wake up. It may bear consequences, however: the character must roll Spirit to avoid a permanent Hindrance deriving from the traumatic experience! Roll a d20 and, if needed, define the details of the Hindrance based on the circumstances of death!

Dream Realm Table

d20	Hindrance
1	Arrogant
2	Bloodthirsty
3	Cautious
4	Curious
5	Delusional (Minor)
6	Habit (Minor)
7	Hesitant
8	Impulsive
9	Mean
10	Overconfident
11	Pacifist (Minor)
12	Phobia (Minor)
13	Suspicious (Minor)
14	Thin Skinned (Minor)
15	Yellow
16	Delusional (Major)
17	Thin Skinned (Major)
18	Suspicious (Major)
19	Phobia (Major)
20	Habit (Major)



AUCTIONS IN THE DREAM REALM

During the adventure, whenever a Diamonds card is drawn, an auction begins for that treasure item. The auction takes place concurrently with whatever manifestations threaten the lives of the party, as the Green Feather agents are completely immune to harm within the dream, and only want to do their job!

The items are powerful gear or rare treasures, worth a great deal more than the paltry platinum that is bid for them.

Multiple Diamonds Cards: If you draw more than one Diamonds card for the same room, resolve auctions in sequence, in the same order as the cards have been drawn. I.E.: if you draw three Diamonds cards, resolve the auction for the first Diamonds card, then resolve the second, and then the third.

Running the Auction: When an auction occurs, a Green Feather agent appears holding the item, and briefly describes it: simply read the item description as it appears in the Treasures table. Besides the party, one or more NPCs appear, then the auction begins. Each player can bid for the item, as long as they have enough platinum pieces.

NPC BIDDERS

Other characters have joined the Dream Auction: see NPC Bidders in the Bestiary. They are subject to the same rules as the party regarding **Leaving the Dream** and **Dying inside the Dream**. They are also subject to the same monsters and hazards that assail the party. They may work together or against each other as the situation dictates. Their initial Reaction is Neutral, but can be modified with a Persuasion roll.

During Auctions: When an auction begins, the NPCs listed for the Treasure item appear in the room, coming from other paths within the dream. Each listed bidder is interested in the item, and is willing to raise their bid up to **half their total platinum pieces**. After that amount, they must roll Spirit to bid again, raising their bid by 1 platinum piece. Each item in the Treasure table lists one or more specific NPC, and often requires you to randomly determine one or more NPCs. Roll a d8:

d8	NPC
1	Buf Hugenek
2	Wilkers
3	Yannik Screamingteeth
4	Sir Render
5	Villanue the Toxic
6	Philibert Shields
7	Kiger the Tiger
8	Justine Vim

Note that, in order to bid, NPCs must be able to speak, so expect (or encourage!) your players to silence them in any possible way!

Hearts

Wandering Monsters

If the players find somewhere to linger, say by stopping to bid on an item, roll a 1d20. monster from the hazards list.

Cravenpeter's Dream Auction



Hazards

- | | |
|---|---|
| 2 | A giant banquet of rich meats and delectable pastries is piled high on t sausage pastas, rare cuts of beef, deviled eggs, blood pudding, rice pudd and fizzy waters, a sumptuous cornucopia. Those who eat or drink mu room. While they try, check for Wandering Monsters at each failed at |
| 3 | Ball room full of faceless couples dancing to the sound of a harpsichord Performance roll. If failed, check for Bumps and Bruises. |
| 4 | Floor is covered in about 6 inches of water. An open whirlpool swirls i Athletics -2 or get sucked out of the dream, and wake up soaked in wa |
| 5 | d4+2 faceless Phantom Soldiers (see below). |
| 6 | d4+2 cackling Dream Demons (see below). |
| 7 | d3 Nightmare Bears (see below). |
| 8 | Portrait gallery on the wall. They giggle and laugh, unnerving and cov is attacked by d4+2 Dream Shadows. |
| 9 | d3 Phantom Soldiers + 1 Phantom Soldier Wild Card (see below). |

Unique, roll d4 or choose.

- | | | |
|----|---|---|
| 10 | 1 | Dream Tree (see below). |
| | 2 | Psychic Storm (see below). |
| | 3 | The room becomes a never ending corridor, with checkered which begin to fall into a black, empty void. 3 turns Dramati per character) to reach the end of the corridor. Failure mean the dream. |
| | 4 | Battle! The walls disappear in the distance and the room bec the end of the imminent fight. 10 Phantom Soldiers (see belo as Allies. They call "Maximillian" all party members. 20 ener |

On a roll of 5 to 9 then they fight the appropriate

ion

he table: rosemary and garlic grilled chicken, rich
ling, cherry tarts, roast pig, lamb stew, red wines
st succeed a Spirit roll (-2) in order to leave the
tempt.

d. Moving through the room requires a

n the room. Anyone pushed into it must roll
ter!

wing anyone in the room. Anyone who responds

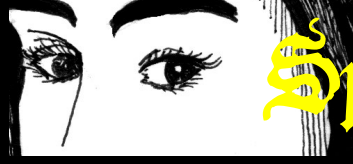
, red and yellow floor tiles,
ic Task (3 successes requires
s falling and waking outside

comes a vast battlefield until
ow) fight alongside the party
my Phantom Soldiers attack!

Hazards

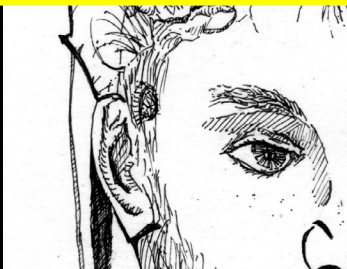


Prismatic Treasures



Treasures

2	Mirror of Soul Shards: Made to handle. The fae agent explains: "I'm sorry, but you've been targeted by a powerful spell. I can't help you." NPC Bidders: Buf Hugenek + one
3	Wand of Forgetfulness: A tu... The fae agent explains: "Hold on, causing momentary memory loss." Bidders: Buf Hugenek + one
4	Emerald Crystal Slippers: A pair the size of the wearer's feet, destination is set by the wearer once per day! Starting bid is... NPC Bidders: Villanue the T...
5	Diamond vest: A fabulous, ir... makes the wearer irresistible. NPC Bidders: Ser Render + o...
6	Pigments of Beauty: A set of... instill the very essence of beauty. NPC Bidders: Kiger the Tiger...
7	Vat Grown Slave: An organic... "This versatile, obedient assistant can be trained to grow stronger, or nimble." NPC Bidders: Villanue the T...
8	Elixir of Longevity: A vial of... the prime of youth, and will... NPC Bidders: Yannik Scream...
9	Blade of the Leech: A blacke... energy of its victim to heal the... NPC Bidders: Justine Vim + o...
10	Maximillian's Staff of Power... energy to protect you as well as a variety of magical effects, telekinesis, ice fist to entrap foes; allow the... NPC Bidders: Philbert Shield...



Special: All result are Unique!

of crystal shards contained in a golden frame. Same size as a face mirror, with a golden
ns: "The shards are dimensional prisons for spells. If correctly angled, the shards can entrap
the wielder! Starting bid is 10!"

one random

ngsten rod, about 1" in diameter, and 9" long. A cabochon cut ruby is inset near one end.
ding it out and pushing this small stud causes a flash of light to come from the ruby,
y loss. One use per day! Starting bid is 5!"

random

pair of supple slippers made from emerald. The fae agent explains: "They adjust to fit
and allow the user to tap their heels together to teleport to a single destination. The
rrier when the slippers are donned. The slippers also allow the wearer to walk across the air,
5!"

toxic + one random

iridescent, diamond studded vest. The fae agent explains: "Superbly light and comfortable, it
e in social interactions, while protecting as well as a suit of plate mail! Starting bid is 20!"

one random

paints, scents, and powders. The fae agent explains: "These face ointments magically
beauty into anyone's visage. Guaranteed for 100 uses. Starting bid is 5!"

er + one random

c homunculus, about 3' tall. The fae agent explains:
stant can be instructed to alter its body to perform specific tasks. Its owner can command
er, or grow wings! Starting bid is 20!"

toxic + one random

murky, bluish liquid. The fae agent explains: "This single dose elixir will return a body to
prevent aging for a century! Starting bid is 10!"

hingteeth + one random

ned ceremonial dagger. The fae agent explains: "This ensorcelled blade steals the life
the wielder's body! Starting bid is 20!"

one random.

: An elaborate wooden staff. The fae agent explains: "This legendary staff uses magical
l as to strike with irresistible force. In the hands of a capable wizard it can produce a
n times per day. It can: project an exploding sphere of flame; shoot a lightning bolt; evoke an
the wielder to fly up and down. A truly legendary item of power! Starting bid is 40!"

ds + two random



Special Features

d12 or
d20

Special Features

Always roll a single d20 for each room.

- 1 A baby crying, shrieking and rising in intensity, causing -2 to Spellcasting rolls.
- 2 A man and a woman argue upstairs, interspersed with occasional crying. The voice sounds like Maximilian.
- 3 Shadow plays across the wall of this room, pantomiming a man in a wizard hat running from a small cherubic form. The cry of a small child is heard. This shadow play keeps circling around the walls of the room.
- 4 A marble pillar stands in the room, atop it a single, harmless, cow-sized lice, writhing and twisting, suspended in air. The floor writhes with grubs and worms, making the ground slippery: 1 on trait/run die means Prone, end of turn.
- 5 The floor is a grate with many little holes. On Snake Eyes on any trait roll, there's a 50% chance that a hand-held object falls through and is gone forever.
- 6 People in fursuits. They don't respond but pantomime talking to each other, making no noise. If their heads are removed, the fursuit will collapse, empty.
- 7 The air is fragrant to point of inducing Distracting visions. If an auction occurs, PCs must roll Smarts everytime they want to make a bid; if in combat, they must make a Smarts roll every round or become Distracted.
- 8 There is a hole in a wall that opens in the open air, one mile above the surface of the earth. Falling equals leaving the dream.
- 9 A giant bloodshot eye floats in this room, staring and blinking strangely at the party. If touched, it disappears.
- 10 A table stacked high with (illusory) wondrous herbs, dream-mushrooms, and a large pile of platinum coins. If touched, the table disappears, a voice shrieks "Thief!!". Check for **Wandering Monsters** rolling a d10.
- 11 A marble plinth surrounded in swirling mist, atop of which is the glowing outline of a newborn baby.

- 12 Translucent humanoid shapes, each one a cerulean colored memory of a life Maximillian has taken.
- 13 Magic circles cover the ground. Spells cast here cost half the Power Points and gain +2 to Spellcasting rolls.
- 14 A serpent slithers back and forth across the floor. If attacked it will duck away, reappearing somewhere else in a few seconds, to resume slithering across the floor.
- 15 All characters make a Vigor roll. Those who fail feel a wet bitter taste in their mouth and lose 1d4+1 teeth, which fall out in their hands. This seems permanent, but things return to normal once they are out of the dream.
- 16 A lone rocking chair made from walnut, and a girl is crying inconsolably. Any attempt to interfere will cause her to shriek and "The child is his!!" attack. See Ghost in Savage Worlds..
- 17 **Unique.** An older woman is stirring a cauldron, within floats an ambiguous stew. Is that an eyeball or a meatball? She offers you a grin missing several teeth, one eye large, the other covered by her stringy hair. She says something in a foreign language and offers you some stew. Consuming the stew requires a Vigor roll. On a failure the victim suffers a level of Fatigue. After her offer, she vanishes in the air.
- 18 **Unique.** Same as #6, plus there is a podium with a book that says "What animal are you?" Characters with Arcane Background (Magic) who read the book, can roll Smarts to understand it works as a spellbook, containing the shape change spell
- 19 **Unique.** Four (magic) bloodstained knives on a display on the wall. Only exist within the Dream and deal Str+d4+4 damage.
- 20 **Unique.** A column, filled with pulsing lights. It takes only a moment before you realize you are looking at the place in Maximillians brain where his spells exist. Spellcasters (or anyone, really) may attempt to "steal" spells by removing them from this pillar. Stealing a spell requires a Thievery roll. On a success, the spell moves to character's mind and is ready to be cast, as a prepared spell. On a failure, the spell disappears as soon as touched. On snake eyes, the spell disappears after releasing a searing eldritch flame dealing 2d6 damage to the thief. To determine which spell is stolen, draw a card from the action deck and check the Starting Powers table for Arcane Background (Magic) in Gold & Glory - Seven Deadly Dungeons.

**DREAM TREE****WILD CARD**

A magnificent tree made from rough glass and silk, with a variety of colorful, unknown fruit.

Attributes Agility d6, Smarts d4, Spirit d8, Strength d12, Vigor d8

Skills Athletics d6, Fighting d6, Notice d6

Pace: 1; Parry: 5; Toughness: 8

Edges -

Gear -

Special Abilities

- **Dream Construct:** Immune poison and disease; doesn't breathe; no extra damage from Called Shots.
- **Glass Branch:** Str+d8, Reach 3.
- **Mystery Fruit:** Range 5/10/20, 2d6 damage from acid, foul vapor, fire, or other effect.
- **Size +2:** Quite large, about 4 yards tall.

A magnificent tree made from rough glass and silk, with a variety of colorful, unknown fruit.

Best

Strange laughter is heard and DEMONS made from pavor nocturnus rise to EAT and tear the dreaming flesh.

DREAM DEMON

WILD CARD

Strange laughter is heard and demons made from pavor nocturnus rise to eat and tear the dreaming flesh.

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

Skills Athletics d8, Fighting d6, Intimidation d8, Notice d6, Stealth d6

Pace: 7; Parry: 5; Toughness: 5

Edges -

Gear -

Special Bite/Claw: Str+d4.

Abilities Dream Creature: +2 to recover from Shaken; immune poison and disease; doesn't breathe; no extra damage from Called Shots.

tiary

A human shape made of condensed shadow.

DREAM SHADOW

A human shape made of condensed shadow.

Attributes Agility d8, Smarts d4, Spirit d8, Strength d4, Vigor d4

Skills Athletics d8, Fighting d4, Intimidation d4, Notice d6, Stealth d10

Pace: 7; Parry: 4; Toughness: 4

Edges -

Gear -

Special Abilities

□ **Claw:** Str+d4.

□ **Dream Creature:** +2 to recover from Shaken; immune poison and disease; doesn't breathe; no extra damage from Called Shots.

□ **Solid Shadow:** Halves damage from powers with darkness/shadow trappings.

with dark pools of

GREEN FEATHER AGENT

Tall, hairless beings with dark pools of black for eyes and an occasionally mischievous nature. They, however, pride themselves in their dream hosting services and put great effort into making it "professional".

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

Skills Athletics d6, Common Knowledge d6, Fighting d6, Notice d6, Persuasion d6, Shooting d6, Stealth d6

Pace: 6; Parry: 5; Toughness: 5

Edges -

Gear

Short sword (Str+d6), light armor (+1).

Special Abilities

□ **Dream Native:** These fae creatures can leave and enter dreams of willing dreamers at will and, within dreams, are immune to damage.

□ **Fae mesmerist:** Green Feather agents can, via mesmerism, project willing people into the dream realm of one of the participants, regardless of the distance. Things usually work fine, really! The host-dreamer must draw a card for each non-physical Hindrance they have. On a Joker, the dream realm becomes a nightmare, which is exactly what's happened with Maximillian.

□ **Low Light Vision:** No penalties for dim or dark lighting.

DREAM SOLDIER

Attributes	Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6
Skills	Athletics d6, Fighting d6, Intimidation d4, Notice d6, Shooting d6, Stealth d6
	Pace: 6; Parry: 7; Toughness: 7 (2)
Edges	-
Gear	Long sword (Str+d8), medium shield (+2 Parry), thick leather armor (+2).
Special Abilities	<input type="checkbox"/> Dream Creature: +2 to recover from Shaken; immune poison and disease; doesn't breathe; no extra damage from Called Shots.

NIGHTMARE BEAR

A dire beast with impossible claws, fangs and horns. Skin and bones as if starved for months.

Attributes	Agility d6, Smarts d6 (A), Spirit d8, Strength d12, Vigor d10
Skills	Athletics d8, Fighting d8, Notice d8, Stealth d8
	Pace: 8; Parry: 6; Toughness: 9
Edges	-
Gear	-
Special Abilities	<input type="checkbox"/> Bite/Claws/Horns: Str+d10. <input type="checkbox"/> Size 2: About 8' tall.

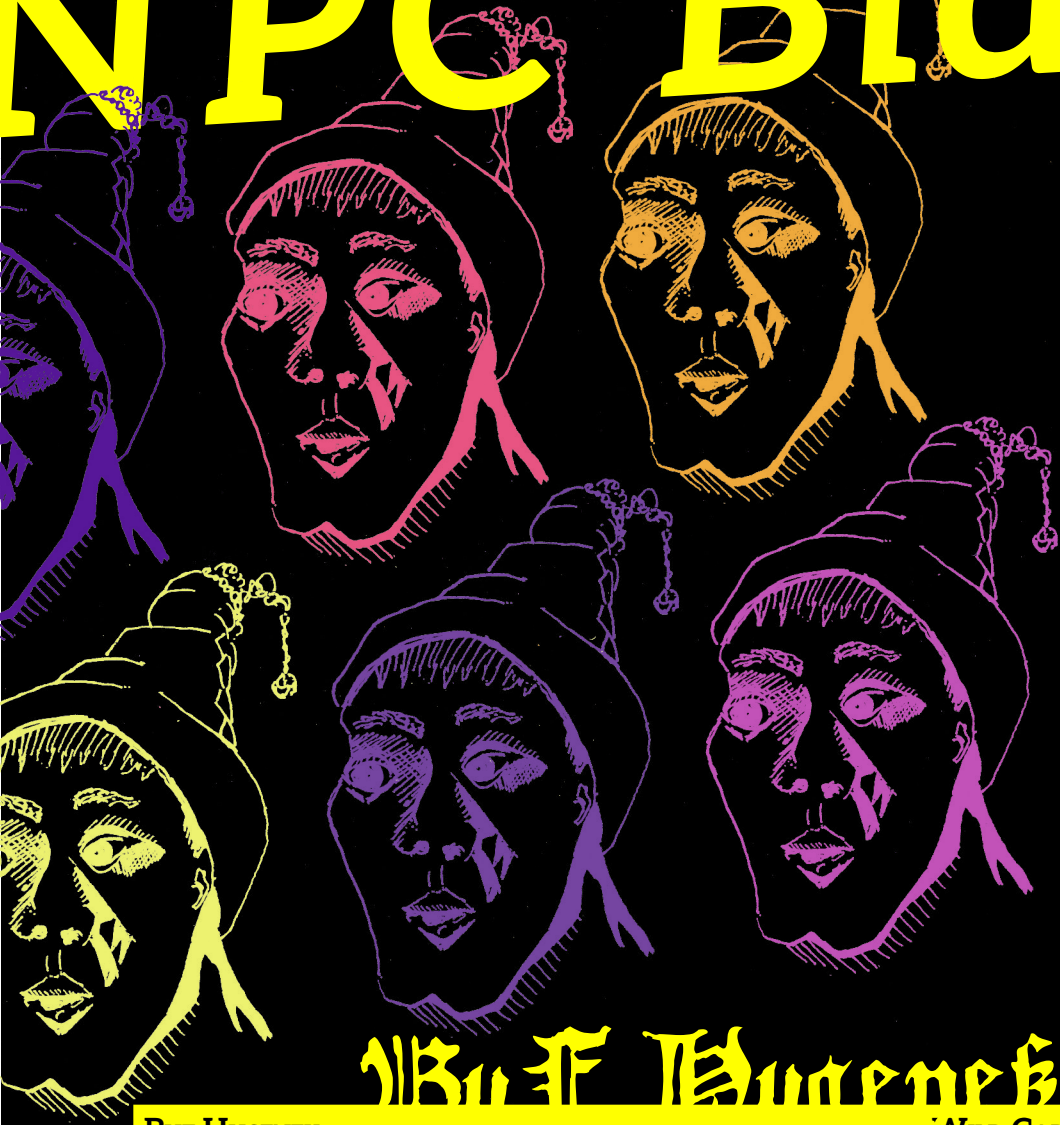
PSYCHIC STORM

WILD CARD

A whirlwind of repressed trauma, empowered with eldritch energy. Or viceversa.

Attributes	Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d4
Skills	Notice d4, Intimidation d10, Taunt d10
	Pace: 10; Parry: 4; Toughness: 8
Edges	-
Gear	-
Special Abilities	<input type="checkbox"/> Energy Vortex: +2 Parry. Suffers no damage from piercing attacks. <input type="checkbox"/> Size 4 (Large): About 15' wide. <input type="checkbox"/> Trauma Touch: Covers an area equal to a MBT and deals 2d4 psychic damage, ignoring all armor, to anyone caught inside, as a free action.

NPC Bid



Buf Hugenek

BUF HUGENЕК

WILD CARD

Hedge knight, looking for cool stuff for his man castle.

Attributes Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills Athletics d6, C. Knowledge d6, Fighting d10, Intimidation d8, Notice d6, Riding d8, Shooting d4, Stealth d4

Pace: 10; Parry: 4; Toughness: 8

Hindrances Thin-Skinned

Edges Brawny, Improved Sweep

Gear Greatsword (Str+d10, Two Hands), chainmail armor (+3). 30 platinum.

ders

WILKERS

A nondescript man in his forties. His first auction, nervous, just wants to buy anything.

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

Skills Athletics d4, C. Knowledge d4, Fighting d4, Notice d6, Stealth d4

Pace: 6; Parry: 4; Toughness: 5 (2)

Hindrances Hesitant, Mild Mannered

Edges -

Gear Knife (Str+d4), 22 platinum.

W
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Yannik Screamingteeth

YANNIK SCREAMINGTEETH **WILD CARD**

Claims to be a merchant, appears as a giant moose. Brushes it off as a side effect of the dream-realm. May actually be a talking moose.

Attributes Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills Athletics d6, C. Knowledge d6, Fighting d6, Notice d6, Persuasion d4, Stealth d4, Survival d6

Pace: 6; Parry: 4; Toughness: 11 (2)

Hindrances -

Edges -

Gear 50 platinum (inside a pouch hanging from his neck).

- Special Abilities**
- Armour +2:** Thick pelt.
 - Antlers:** Str+d6.
 - Hooves:** Str+d4.
 - Low Light Vision:** No penalties for dim or dark lighting.
 - Gore:** +4 damage if move 6" or more in straight line before attacking.
 - Size +2:** About eight feet tall.



Sir Render

SIR RENDER

WILD CARD

A knight, who comes seeking the diamond vest.

Attributes Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills Athletics d6, C. Knowledge d6, Fighting d10, Intimidation d8, Notice d6, Riding d8, Shooting d4, Stealth d4

Pace: 6; **Parry:** 9; **Toughness:** 9 (3)

Hindrances Impulsive, Suspicious

Edges First Strike, Quick

Gear Long sword (Str+d8), medium shield (+2 Parry), chainmail armor (+3). 50 platinum.

A young noble, too cool for his own good, and a disturbing panache for underage girls

Attributes Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills Athletics d6, C. Knowledge d4, Fighting d6, Intimidation d4, Notice d6, Stealth d4, Taunt d8

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances Arrogant, Overconfident

Edges Aristocrat, Attractive

Gear Short sword (Str+d6), elegant clothes. 25 platinum.

Willanue



the Toxic

Philbert Shields

PHILBERT SHIELDS

WILD CARD

A middle age wizard with a long beard and a leather hat. Interested in many items, deep pockets, but little desire to spend a lot of money.

Attributes Agility d6, Smarts d8, Spirit d4, Strength d4, Vigor d6

Skills Athletics d4, C. Knowledge d8, Fighting d4, Intimidation d6, Notice d8, Spellcasting d10, Stealth d4, Taunt d8

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances Arcane Background (Magic), Level Headed

Edges Aristocrat, Attractive

Powers Blast, bolt, burst, detect/conceal arcana, fly, entangle, protection.

Power Points: 30

Gear Staff (Str+d4), comfortable clothes. 80 platinum.

KIGER THE TIGER

WILD CARD

A famous bard looking for unique items.

Attributes Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills Athletics d6, C. Knowledge d8, Fighting d6, Intimidation d4, Notice d6, Performance d10, Stealth d4, Taunt d8

Pace: 6; Parry: 5; Toughness: 5

Hindrances Curious, Pacifist

Edges Charismatic, Fame, Famous, Humiliate, Retort

Gear Short sword (Str+d6), elegant clothes. 30 platinum.

Kiger the Tiger



JUSTINE VIM

WILD CARD

A small pale girl with a pixie haircut and white hair. She also is a vampire.

See Vampire in Savage Worlds. She has 40 platinum.

Magical Items

Magic Items

Blade of the Leech: A blackened ceremonial dagger, dealing Str+d4+1 damage. On a Raise, rolls d8 instead of d6 for extra damage, and if any Wound is inflicted and the victim is a living creature, the attacker heals a Wound, or recovers a level of Fatigue.

Diamond Vest: A fabulous, iridescent diamond studded vest. The wearer gains the Charismatic Edge. It also grants +4 Armor, and can be worn under any type of armor, granting +2 Armor (but the Charismatic Edge only works if it is worn without any other armor).

Elixir of Longevity: Drinking the potion removes the Elderly Hindrance and the penalties that derive from it (but keeps the extra skill points). If the imbiber doesn't have the Elderly Hindrance, their Strength and Vigor improve by one die type. The elixir has no game effect on Young characters.

Emerald Crystal Slippers: A pair of supple slippers made from emerald. They adjust to fit the size of the wearer's feet, and allow the user to tap their heels together to teleport to a single destination. The destination is set by the wearer when the slippers are donned. The slippers also allow the wearer to use the fly power once per day, with range: self.

Mirror of Soul Shards: Made of crystal shards contained in a golden frame. Same size as a face mirror, with a golden handle. The wielder may attempt a free activation of the dispel power, rolling Athletics instead of an arcane skill, to counter a spell while it is being cast against them.

Pigments of Beauty: A set of paints, scents, and powders, grant the Very Attractive Edge for 10 hours. Ten minutes required to apply. Can be used 100 times.

Rod of Forgetfulness: Once per day, the character may erase the last few seconds of memory of the target, enough to try again Persuasion rolls for Reaction, Networking, etc.

Staff of Power: An elaborate wooden staff (Str+d4+2 damage; +3 Parry, Reach 1, Two handed, Weight 1). The wielder can activate any of the following powers, up to 10 activations per day, rolling any arcane skill: *blast* (with fire trappings); *bolt* (electricity); *entangle* (ice, shaped like a hand!); *fly* (with range: self, and only allows movement up and down).

Vat Grown Slave: It obeys its owner's every command to the best of its possibilities. Use as an Ally.

Items



VAT GROWN SLAVE

WILD CARD

An organic homunculus with vaguely vegetable traits; shy and obedient.

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

Skills Athletics d4, Fighting d4, Intimidation d4, Notice d4, Stealth d4

Pace: 5; Parry: 5; Toughness: 5

Hindrances

Edges

Gear The owner can buy gear for the Slave, including weapons and armor.

- Special Abilities**
- **Adaptable:** The owner may command the slave to alter its shape to better suit a task. Two of its Traits improve by two die steps. This alteration is permanent until the owner commands a new one, but the Slave can only alter its shape again after 24 hours.
 - **Fly:** Instead of increasing one Trait, the Slave can grow wings and gain Fly with Pace 10.
 - **Natural Weapons:** Instead of increasing one Trait, the Slave can grow a pair of Claws, Horns, or a set of fangs to Bite with (Str+d6).
 - **Organic:** If killed, can be brought back to life in 10 minutes by pouring water on it.
 - **Size -1:** About 3 feet tall.



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