



ARTIFICER'S CODEX

RULES FOR CRAFTING PERMANENT MAGIC ITEMS
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Fantasy settings feature diverse ways of employing powers through items, be it the wave of a wand or the wearing of a protective amulet. It may be fitting in a particular setting for certain magic items to be especially powerful, even serving as an identifying possession of a particular character, a key part of an adventure, or a thread in the lore. Temporary arcane devices are less compelling in these cases, as their source of power must be continuously renewed.

This supplement expands on the Artificer Edge and Arcane Devices introduced in *Savage Worlds Adventure Edition* to allow for the crafting of permanent magic items. While written with fantasy settings in mind, these rules can be adapted for other types of settings if the GM believes such items have a place in the game.

NEW POWER EDGES

The Edges presented in this section enable artificers to create permanent magic items, also known as minor and major artifacts.

IMPROVED ARTIFICER

Requirements: Veteran, Artificer

Once an artificer has mastered imbuing powers into arcane devices, she can advance to crafting permanent magic items with the Improved Artificer Edge. Artificers with this Edge have the ability to make minor artifacts—items imbued with powers that can recharge their given Power Points.

Minor artifacts are particularly useful for giving to characters without the Artificer Edge, since unlike arcane devices, they can replenish their Power Points without the need for an artificer to tinker with it.

MASTER ARTIFICER

Requirements: Heroic, Improved Artificer

Those who take their study of crafting artifacts to the highest level are able to make major artifacts—permanent magic items that are infused with one or more powers and are continuously active or usable. For example, a wielder holding a major artifact with *havoc* imbued on it can blast enemies away repeatedly at-will.

CRAFTING ARTIFACTS

Crafting minor and major artifacts demands much from an artificer in the form of time, money, and personal cost.

REQUIREMENTS

For an artificer to have the ability to craft an artifact, she must have the Improved Artificer Edge to create minor artifacts or the Master Artificer Edge for major artifacts. She must also know the power she wishes to imbue.

TIME

Crafting an artifact requires 1d8 hours per Rank of the power imbued. If an artifact has multiple powers, roll for the time spent for each power. Imbuing each power can be performed nonconsecutively.

POWER POINTS

When imbuing a power, the artificer also must permanently transfer a number of her own Power Points to the item based on the type of artifact she's trying to craft.

MINOR ARTIFACTS

For minor artifacts, the number of Power Points transferred is determined by the artificer, as those Power Points serve as a pool the wielder uses to activate the item. If imbuing multiple powers, the artificer must transfer at least the minimum number of Power Points required to activate each power at the time of imbuing that individual power.

The same method for activating arcane devices (see **Arcane Devices** in *Savage Worlds*) applies to minor artifacts. Minor artifacts recharge at a rate of 5 Power Points per hour. If the artificer wishes for the minor artifact to benefit from Rapid Recharge or Improved Rapid Recharge, she must have those Edges. Bestowing either of these Edges upon an item increases its market value (see **Pricing Artifacts** on page 2).

MAJOR ARTIFACTS

Major artifacts do not require Power Points to activate their powers, but crafting a major artifact requires an investment of Power Points nonetheless. The amount of Power Points required is based on the effect to be perma-

nently imbued, including any modifiers and limitations applied to the power.

A “passive” major artifact, such as an invisibility cloak that makes the wearer invisible when worn, has a persistent effect unless it requires a trigger to activate, such as raising the hood of the cloak to become invisible. An “active” major artifact requires an appropriate Skill roll just as with **Arcane Devices** in the *Savage Worlds* core rules.

ALTERNATIVE POWER POINT SOURCES

The requirement of spending Power Points to craft a magic item isn’t ideal for high-magic settings that feature magic item shops in highly populated cities or towns.

One option is to allow the use of the *drain Power Points* power to gain extra Power Points and transfer them into the item. Note that the description for *drain Power Points* only mentions draining from others with an Arcane Background or arcane devices, but not minor or major artifacts.

Another consideration is to include a source of magical energy in your setting from which the artificer can draw Power Points. Examples of power sources include crystal shards, magical ore, water from a sacred fountain, or the blood of demons or dragons. If using a power source, a Critical Failure on the arcane skill roll means the substance is ruined or destroyed, and the Power Points are lost.

The nature of the power source in a particular setting should be carefully considered. How rare is the substance? Is there a power group controlling the supply? Is it dangerous or costly to acquire or use? As such, the availability and value of this resource should be suitable for the setting.

COMPLETION

At the end of the crafting time, the artificer must make an arcane skill roll. With a successful roll, the artifact is created. If the item is a major artifact, a Raise bestows any enhanced effect the power might have accordingly. On a failure, the artificer can recover her Power Points as normal. On a Critical Failure, the item is destroyed and the Power Points are permanently lost.

Example: Ilana is an artificer attempting to make a “circlet of subjective stepping” as a minor artifact with both wall walker (Novice) and teleport (Seasoned). She must roll 3d8 (1d8 for wall walker plus 2d8 for teleport) to determine the number of hours spent on creating the item. She spends 3 hours imbuing wall walker with 5 Power Points, but she’s interrupted before she can begin imbu-

ing teleport due to some obligations required of her. Later in the week, when she finds some downtime, she spends another 10 hours to imbue teleport and an additional 5 Power Points onto the circlet. She then completes the entire process with an arcane skill roll—Success! Even though she drained some of her arcane energy, she still smiles proudly as the circlet shimmers in her hands.

PRICING ARTIFACTS

MARKET VALUE

To determine the market value of an artifact, add up the costs associated with each feature outlined below. These prices assume the artifacts exist in a world in which they are relatively known and common. GMs should adjust prices based on the setting.

ITEM	COST
Target Object	Market Value
Artificer’s Arcane Skill	\$500 per die type
Imbued Power	\$1000 per Rank
Minor Artifact	\$200 per Power Point
Rapid Recharge	\$1000
Improved Rapid Recharge	\$2000
Major Artifact	\$2000 per Power Point invested, or \$3000 with a Raise

WHERE’S MY +3 LONGSWORD?

Flat bonus magical effects are common in many tabletop roleplaying games. In *Savage Worlds*, flat bonuses can offer a significant boost as they increase the minimum roll result.

For those who wish to include a flat bonus as an option, below is a new modifier for *boost/lower Trait* that offers an easy way to add a flat bonus to your magic items.

- **TRAIT BONUS/PENALTY (+2/+4):** For +2 points, a success instead adds or subtracts 1 to rolls made by the designated Trait, or 2 with a raise. For +4 points, the bonus or penalty is 2, or 3 with a raise.