

SAVAGE SPELLS

D&D SPELLS IN SAVAGE WORLDS



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INTRODUCTION

What follows is a collection of spells converted from their original form—as presented in the *Basic/Expert Dungeons & Dragons* (Moldvay/Cook) boxed sets—into *Savage Worlds* terms. These represent my *personal interpretations* of the spells—yours may vary or differ completely. I offer these only as an example of how to adapt *D&D* spells to the *Savage Worlds* system.

In completing this collection I tried to stay within the guidelines of the powers in the main rulebook—rarely was a new power needed—a little imagination and creative fudging of existing powers often yielded positive results. Above all, the guiding principle of these conversions was “Fast Furious Fun”. The only outside sources used were those published by Pinnacle.

I have not divided the powers according to their original *D&D* levels, simply because it’s not necessary—levels do not easily translate into *Savage Worlds* Ranks. An alphabetical list seemed more suitable. All of the spells from the Basic and Expert rulebooks have been converted.

This document has been updated to reflect the publication of the second printing of the core rulebook and the *Fantasy Toolkit Series*—which admittedly, renders some of the original work obsolete. However, in revising this document, I have decided to retain the original information (clarifying things where needed and fixing any typos I have noticed) in most cases as well as adding references to the various Toolkits.

CLERICAL SPELLS

The following powers require the caster to possess the Arcane Background (Miracles) Edge and Faith d4+. Except where noted otherwise, all power statistics conform to those listed for their parent power. Use Spirit in place of Smarts for things such as range and area of effect.

Bless/Blight

Rank: Novice

Power Points: 2

Range: Spirit

Duration: 3 (1/round)

Description: This power affects the target’s Fighting rolls and ability to recover from being Shaken. With a success the modifier is +2 (*bless*) or -2 (*blight*). With a raise, the modifier is increased to 4 points. This power is otherwise treated as *boost/lower trait*.

Alternatively, use *bless* from the *Fantasy Worldbuilder’s Toolkit* (FWTK). *Blight* simply has the opposite effect.

Commune

Use either *vision quest* from the *Savage Deadlands* conversion or *grave speak* from the FWTK.

Continual Light

Rank: Veteran

Power Points: 5

Range: Spirit

Duration: Permanent (until dispelled)

Description: This power is treated exactly as the existing *light* power except that it may be cast from a distance and its effect is permanent. If cast at an animate creature, treat the casting as a ranged attack. If specifically cast at a target’s visual organs, treat as a called shot. If successful, the target is blinded. Its reverse form, *continual darkness*, is best represented by the existing *obscure* power—with the same statistics as those given above. *continual light* and *continual darkness* may automatically dispel one another. The *dispel* power will also work.

Create Food and Water

Rank: Seasoned

Power Points: 4

Range: Touch

Duration: Instant/Permanent

Description: This power allows the caster to create enough food and water for 5 people and their mounts (10 with a raise) for one day.

Cure Disease

The *healing* power can be used as listed in the main rulebook. Its reverse, *cause disease*, is best represented by the *boost/lower trait* power, where specific diseases are a function of trait modification. Increase the Power Point cost to 5 to allow for a permanent effect that can only be cured by *cure disease* or *dispel* (at -2).

Cure Light/Serious Wounds

The *healing* power can be used as listed in the main rulebook. The reverse power, *cause light wounds*, is best represented by the existing power *bolt*—simply disallow additional bolts (2d6 damage for 1 Power Point). *Cure serious wounds* is a more powerful version of this power (Seasoned Rank and a cost of 4 Power Points) that will cure 2 wounds (4 with a raise). The reverse, *cause serious wounds*, is treated like *bolt* except that it causes 4d6 damage.

Detect Evil and Detect Magic

Detect magic can be directly equated with *detect/conceal arcana*. *Detect evil* is a simple variation which has a range (Spirit) and passes through objects (such as doors and walls). Evil is defined as “any creature that would normally wish to hinder or harm the caster”. *Detect good* is handled in the same manner.

Dispel Evil

This power should be treated as the existing *dispel* power; however, it functions only against evil (defined as anything that would normally seek to harm or hinder the caster). Creatures dispelled in this manner will immediately flee outside the area of effect (a large burst template centered

on the caster) and remain there as long as the power is maintained (1/round). If the caster (or anyone within the protected area) attacks the dispelled creature(s) the power is negated. The area of effect moves with the caster (so long as he moves no faster than his normal Pace).

Alternatively, use the *consecrate* power from the FWTK.

Find Traps

See *detect evil* and *detect magic* above. This power specifically detects traps.

Alternatively, use *locate* from the FWTK.

Growth of Animal

This power is easily equated with *boost/lower trait*—simply treat Size as a trait and allow it to be increased by one or two steps. An increase in Size will allow an appropriate increase in Toughness for the power's duration. This power can also be used to decrease the size (and Toughness) of an animal. You may wish to consider this a Seasoned Power. If you do, double the Power Point and maintenance costs and allow a 2-point (4 points with a raise) adjustment to Size.

Alternatively, use *growth/shrink* from the FWTK.

Hold Person

Again, a simple variation on the *boost/lower trait* power—this time treat Pace as the trait in question. If the target fails a Spirit roll he will be rooted to the spot on which he stands, he is considered paralyzed and is unable to take any action. His Parry is effectively reduced to 0. Allow an opposed roll (using the target's Spirit) to avoid the effects.

Alternatively, use *entangle* from the main rulebook or *hypnotic trance*, *petrify*, *slow*, or *sluggish reflexes* from the FWTK.

Insect Plague

Treat this power as a variation of the existing *blast* power using "a swarm of insects" as the specific trapping.

Know Alignment

This spell really has no purpose in *Savage Worlds*, as alignments are not used. Instead *detect evil/good* is more appropriate. If your campaign uses alignments then simply treat as a variation of *detect/conceal arcana* that reveals the target's alignment. The alignment of a single target can be revealed each round.

Light

The *light* power may be used exactly as described in the main rulebook. *Darkness* is best represented by the existing *obscure* power.

Locate Object

Locate object is another simple conversion of *detect/conceal arcana* that applies to known objects. The power should be treated as a Seasoned Edge. The caster may use this power to detect common objects or more

specific objects (provided the caster knows what the object in question looks like). It has a range of Spirit x3 and will point the caster in the direction of the nearest object of the type trying to be located. Note that direction, but not distance, is indicated. The caster will know as he gets nearer to the object in question. The ability to conceal objects should also be able to be learned at the same time. Locating them becomes a function of opposed Faith rolls.

Alternatively, use *locate* from the FWTK.

Neutralize Poison

This power functions exactly like the *healing* power as described in the main rulebook with regards to poison only—i.e., it does not restore wounds or remove Shaken status. The Power Point cost should be reduced to 2.

Alternatively, use *purify* from the FWTK.

Protection from Evil

Use the *protection* power from the *Savage Deadlands* conversion. *Protection from good* is treated in the same manner. The other variant of this power, *protection from evil*, 10' radius is treated in the same manner, except it is considered a Seasoned power, costs 3 Power Points to activate (and 1 to maintain), and imposes a -2 modifier on the opposition's Spirit rolls.

Purify Food and Water

This spell is a simple modification of the *healing* power that applies strictly to food. A success purifies enough food to feed up to five people. Each raise allows up to five additional portions to be purified. The reverse of this spell, *putrefy food and water* should also be able to be learned at the same time. The effects of this spell are permanent.

Alternatively, treat as a variant of *purify* from the FWTK.

Quest

Rank: Veteran

Power Points: 5

Range: Touch

Duration: Instant

Description: This power forces the target to perform some special service or quest as dictated when the power is cast. The quest cannot be suicidal in nature and the target is allowed an opposed Spirit roll to avoid the power's effects. Once the task is completed the power ends. If the character refuses to go on the quest then he will be *cursed* (see *remove curse* below) until the quest is completed.

Raise Dead

Rank: Heroic

Power Points: 5 + 1 per Wound

Range: Touch

Duration: Instant/Permanent

Description: This power allows the caster to restore recently dead (one day per Rank) characters to life. The Power Point cost is 5 + 1 points per Wound to be restored in order to fully cure the target. Apply a modifier of -1 per

Wound to be restored to the roll. If successful, the target is restored to life; however, the target is considered Incapacitated for 1d6 days and must rest (i.e., no activity) until fully recovered. If the character does not rest he is considered to have one Wound that can only be healed by natural healing.

Remove Curse

Use *dispel* as described in the main rulebook. Success is dependant on the caster making an opposed Faith roll against the skill of the caster who laid the curse. The reverse of this spell, *curse* is best represented by the existing *boost/lower trait* power with specific curses being a function of trait modification.

Alternatively, use *mishap* from the FWTK.

Remove Fear

This power can function in two different ways. First, it can negate the effects of the *fear* power. Second, it allows its target a +2 bonus on any Guts checks required to be made during its duration. When used in this manner assume the duration is "3 (1/round)". The reverse, *fear* equates with the existing *fear* power.

Resist Cold and Resist Fire

Treat as a variant of the *armor* power as described within the main rulebook; however, it only affects cold or fire-based attacks.

Silence, 15' Radius (Obscure)

This power is best represented by the existing *obscure* power; however, it only has an effect on sound within the area of effect. Sound cannot penetrate nor escape the area of effect.

Alternatively, use *zone of silence* from the FWTK.

Snake Charm

Rank: Novice

Power Points: Special

Range: Spirit x5

Duration: 3 (1/round for every 6 snakes)

Description: This variation of *puppet* applies only to snakes. Every Power Point expended in the casting allows the caster to control 2d6 normal snakes or a single giant-sized snake (i.e., one over 25' in length).

Speak with Animals/Plants

Use the *speak language* power from the main rulebook. You may either allow both as a single power or separate as individual powers. I suggest the latter.

Sticks to Snakes

Rank: Seasoned

Power Points: 3

Range: Spirit

Duration: 3 (1/round)

Description: This power allows the caster to turn 2d8 sticks into normal snakes (use the Venomous Snake stats in

the main rulebook—sans poison) under his command. There is a 50% chance that the summoned snakes will be poisonous. The snakes turn back into sticks when they are "killed" or when the power ends—whichever comes first.

Striking (Smite)

Use the *smite* power as described in the main rulebook.

MAGIC-USER & ELF SPELLS

The following powers require the caster to possess the Arcane Background (Magic) Edge and Spellcasting d4+. Following each spell name (in parentheses) is the Savage Worlds power it was based on. Except where noted otherwise, all power statistics conform to those listed for their parent power. Use Smarts in place of Spirit for things such as range and area of effect.

Treat the following powers the same as the previously described clerical powers: Continual Light, Curse (see *remove curse*), Detect Evil, Detect Magic, Hold Person/Monster, Light, and Locate Object.

The following equate directly with existing powers: Animate Dead (*zombie*), Charm Monster (*puppet*), Charm Person (*puppet*), Cloudkill (*blast*), Contact Higher Plane (*vision quest*), Detect Invisible (*detect/conceal arcana*), Dispel Magic (*dispel*), Fireball (*blast*), Fly (*fly*), Haste (*quickness* or *speed*), Invisibility (*invisibility*), Lightning Bolt (*bolt*), Magic Missile (*bolt*), Polymorph Others/Self (*shapechange*), Protection from Normal Missiles (*deflection*), Shield (*armor*), Telekinesis (*telekinesis*), Teleport (*teleport*), Wall of Fire/Ice/Stone (*barrier*), and Water Breathing (*environmental protection*).

Anti-Magic Shell

Treat as a variation of *dispel* that allows any within a medium burst template (centered on the caster) to gain the benefits of the Arcane Resistance Edge. The duration is 3 rounds and the Power Point cost is 4. The power can be maintained (1/round) if the caster does not move.

Clairvoyance

Use *mind rider* from the *Savage Deadlands* conversion or *wandering senses* from the FWTK.

Confusion

Treat as *stun*; however, all attempts to avoid being Shaken are at -2 (-4 with a raise).

Alternatively, use *confuse the mind* from the FWTK.

Control Weather

Rank: Veteran

Power Points: Special

Range: Special

Duration: 2 hours (4/hour)

Description: Treat this power as a composite of *storm* and *settle storm* from *50 Fathoms*. The Power Point cost is

8 points to create a specific weather condition and 10 points to dispel it (the caster can dispel his own power at no cost). The area of effect is one square mile with a success and each raise. Duration is 2 hours (dispelling is instantaneous), although it may be maintained. The following effects may be created:

- **Clear:** This cancels bad weather but not secondary effects such as mud.
- **Fog:** Visibility is reduced to 3" and all Notice rolls are at -4.
- **High Winds:** Movement rates are halved, all Shooting and Throwing rolls are at -4, and Tracking rolls suffer a -2 modifier. If at sea, consult the **Hazards** section of *50 Fathoms* (treat as a storm).
- **Snow:** Shooting rolls are at -2 and visibility is halved. Reduce pace by 1" for every hour of snow (maximum of -4"). Tracking is impossible if you are relying on tracks made before it started to snow and all Notice rolls are at -2. There is also the added concern of Fatigue due to the cold.
- **Thunder Storm:** Shooting rolls are at -2 and visibility is halved. Reduce Pace by 1" for every hour of rain (maximum of -4"). Tracking rolls are at -1 for every hour of continuous rain. Notice rolls are at -2.

Death Spell

Treat as a Veteran power that costs 8 Power Points and does 6d6 points of damage to Wild Cards. When used against Extras, treat this power as a *blast* (with the same cost as above). Any targets within (even partially) the template are killed outright. In a mixed group, the power either affects a single Wild Card or a group of Extras.

Dimension Door

Treat as a variant of *burrow* from the main rulebook.

Disintegrate

Treat as a Veteran variant of *bolt* that does base damage of 3d6 for 2 Power Points.

ESP

Use *mind rider* from the *Savage Deadlands* conversion.

Feeblemind

Treat as a variant of the *stun* power that requires a Smarts roll rather than a Vigor roll.

Flesh to Stone

Use the stats for *healing* but increase the Power Point cost to 5 and make it a Seasoned power. The target is turned to stone. Although still alive and sentient, the target cannot move or communicate in any way. Other than *dispel*, the only way to remove the effects of this power is to cast its reverse version—*stone to flesh*. The "stoned" character has a Toughness of 10.

Floating Disk

Treat as a Novice variation of *telekinesis*. Reduce the cost to 2 Power Points and double the listed duration. Allow a floating disk capable of carrying a load equal to a Strength of d8 (d12 with a Raise). The disk follows the caster, remaining at waist level and never more than 1" (6-feet) distant.

Geas

Treat as an improved version of *quest* (see **Clerical Spells**) for which no Spirit roll is allowed to avoid its effects. Increase the Power Point cost to 6.

Growth of Plants

Treat as a variant of *boost/lower trait*. An area equal to three large burst templates, laid so that each touches the other, counts as difficult terrain for all who pass through it. *Transmute rock to mud* can be handled in the same manner.

Hallucinatory Terrain

Use the stats for *puppet*—the effect lasts until touched by someone other than the caster or the power is dispelled.

Hold Portal and Knock

Use *lock* and *open* from the FWTK.

Infravision

Treat as a variant of *darksight* from the FWTK.

Invisibility, 10' Radius

Use the existing *invisibility* power and increase the Rank to Seasoned. Everything within the area of a large burst template centered on the caster is affected.

Invisible Stalker

Use *bodyguard* from the FWTK. The creature is invisible and will persist in its task until either it or the character that summoned it are killed, the task is completed, the original caster dispels the effect, or another caster successfully dispels it.

Levitate

Simply use *fly*. Reduce the required rank to Novice. Allow movement in the vertical plane at one-half the character's normal Pace (with a raise, use his normal Pace). Movement in the horizontal plane is possible at 3"/round.

Lower Water/Move Earth

Rank: Veteran

Power Points: 4

Range: Smarts x3

Duration: 1 minute (1/minute)

Description: An area equal to Smarts x10 (square feet) is affected for each success and raise. Earth or water can be raised/lowered/moved at a rate of 25% of total volume per minute.

Magic Jar

Rank: Heroic

Power Points: 10

Range: Special

Duration: Special

Description: This power allows the caster to place their “life essence” (soul) into a specially prepared container while placing their physical body in a magical stasis. Anyone that approaches to within 20” (120-feet) of the container is subject to a possession attempt by the caster’s soul. Opposed Spirit rolls, modified by ± 2 per difference in Rank, decide the outcome. If the target is possessed the caster may take over his body. If the attempt fails the caster remains in the container. If the caster’s body is destroyed he is stranded in the container until he can possess a body. If the jar is destroyed the soul has one hour to possess a body or be lost forever in the ether! If a possessed body is destroyed the soul returns to its container. If the container has already been destroyed, the soul is lost forever! A possessive soul retains all of its abilities in addition to those of the possessed body.

Massmorph (Puppet)

Treat as a variant of *hallucinatory terrain*.

Mirror Image (Deflection)

Use *deflection* with a trapping of multiple mirror images of the caster.

Part Water

Rank: Seasoned

Power Points: 3

Range: Smarts

Duration: 3 (1/round)

Description: Creates a 2” (6-feet) wide path through a body of water, the maximum length of which is equal to Smarts x5. Movement is as if over difficult terrain.

Passwall

Treat as a Novice variant of *teleport* with a Power Point cost of 1.

Phantasmal Force

Treat as a variant of the *puppet* power that allows the caster to create a single illusory creature of any kind that he has seen in the past up to Size +4. A raise allows up to Size 6, while two raises allow an illusion of any size to be created. For all intents and purposes the creature appears real to any who see it. Those with a Smarts or Spirit of d8+ are allowed a roll to realize it is only an illusion. All damage caused by the illusion is non-lethal and will heal instantly once the illusion is dispelled.

Projected Image

Treat as a variant of *detect/conceal arcana*. The power creates a mirror image of the caster. If the image is attacked or touched the power is dispelled.

Protection from Evil

Use *protection* from the *Savage Deadlands* conversion with a Power Point cost of 3. Increase the Power Point cost to 4 for *protection from evil*, 10’ radius.

Read Languages and Read Magic

Use *decipher* from the FWTK.

Reincarnation

Rank: Heroic

Power Points: 10

Range: Touch

Duration: Instant

Description: Restores a deceased sentient being to life as a different life form. The GM should create a chart appropriate to his campaign. Success restores the being to life as a “lower creature”, a raise restores the being as a “higher creature”.

Sleep

Use *slumber* from the FWTK.

Ventriloquism (Obscure)

Treat as a variant of *obscure*. A successful use allows the caster to “throw” his voice up to 2x Smarts. A raise allows a range of 4x Smarts.

Web

Use *entangle* from the main rulebook.

Wizard Eye

Use either *farsight* or *wandering senses* from the FWTK.

Wizard Lock

Use the lock power from the FWTK, but increase the Rank to Seasoned, the Power Point cost to 5, and the duration becomes permanent. Only a successful *dispel* (at -2) will open *wizard locked* portals.

END NOTES

I hope you enjoyed *Savage Spells*. If not, don’t worry—I plan on producing more supplements in the near future, so you’re bound to find something useful eventually!

If you come up with any new cantrips, or have questions regarding the existing ones, drop me a line at jbittlefield@yahoo.com and I’ll be sure to address your concerns in the next revision.

Until next time...Keep it Savage!

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