

**Laboratory:** A Lotusmaster with access to a good laboratory, something bigger and better stocked than his basic Lotus bag, gains +2 to his rolls. Access to an even bigger facility, like the House of an Alchemist of Gis or some other fully equipped workshop, grants a +4 bonus.

**Backlash:** A Lotusmaster rolling a 1 on the skill die during the creation of his concoction inhales dangerous fumes or poisons himself in some way. He suffers an automatic Wound.

## HERO'S JOURNAL: LOTUS CONCOCTIONS

The *Pharmacologia Segreta*, the traditional book of Lotus recipes studied by every Lotusmaster, states the names of concoctions according to the standard convention: "Color Lotus of Something", e.g. Orange Lotus of the Phoenix, Violet Lotus of the Wailing Widow, and so on. This is the common way to define Lotus potions, but several outstanding Lotusmasters deliberately gave non-standard names to their elixirs to leave their mark. So there might be potions called Giscamon's Vendetta or Food for the Orphans. Savage Worlds' use of trappings lets you create a virtually limitless number of Lotus potions. There are some examples below but the players and Game Masters can obviously create their own.

## MODE OF DELIVERY

Ingestion, injection, and touch are the most common ways. See the Lotusmastery description for further details. Below are listed some other ideas for Lotusmastery trappings.

**Candles.** A very subtle method to deliver Lotus concoctions, candles are made with wax or another suitable material, and contain a particular Lotus concoction which is slowly released while the candle burns. Powers with a Candle trapping cost 10 Moons/Rank of the power in raw materials. The Lotusmaster can set a delay (1-3 hours) before the Lotus starts taking effect. This power affects all targets within a Medium Burst Template, but only in a closed room. Opening a window is enough to immediately disperse the effect.

**Inhalation.** An inhaled power must be breathed in. It affects all targets in a Small Burst Template. Holding your breath is usually enough to avoid it, so opposed rolls to resist it have +1.

**Explosive.** A Lotus concoction can be explosive, dealing +1 damage or treated as a Heavy Weapon. However, it is quite dangerous to handle. If a roll is required to deliver it (e.g. throwing a vial) and a 1 is rolled on the skill die, regardless of the Wild Die, the concoction explodes before use, causing damage to the user.

**Smokes.** Almost any Power can be transformed into smoke. Smoke is stored in small vials sealed with wax which must be opened or smashed on the ground to be activated (vials can be thrown as normal). A smoke concoction affects any target in a Small Burst Template. As a drawback, opposed rolls to resist its effects are made with a +1 bonus due to the fact that the chemicals are very much diluted.

**Venom-based.** Venom-based concoctions are very subtle, but don't affect non-living targets. For example, a venom based *blast* can't be used to destroy a door.

## EXAMPLES OF LOTUSMASTERY TRAPPINGS

**Boost Trait (Strength) (Black Khav).** Black Khav or Wild Khav is a dangerous drug, a favorite among Jalizaran thugs before committing a crime. It is a mix of impure Khav, sewer water, and other disgusting waste. Any individual taking Black Khav develops the Bloodthirsty Hindrance for 2d4 hours.

**Burst (Purple Lotus of Pain).** This dangerous powder, made to be thrown at targets, is a strong acid that corrodes skin, lungs or other organic materials when in contact with them.

**Dispel (Gray Lotus of Panacea).** This sweet potion can eliminate almost all the effects of other Lotus concoctions and foul magic, if drunk in time.

**Lower Trait (Smarts) (Wine of the Merchant).** An odorless and tasteless liquid. The merchants from Jalizar mix it with wine and give it to potential customers during transactions.

**Slow (Pale Smoke of Numbness).** This pale smoke, made with Lotus from the swamps, is strangely cold. Contact with it causes a feeling of numbness in the arms and legs. The smoke affects all targets within a Small Burst Template, but opposed rolls to resist its effects are made at +1.

**Slumber (Golden Candle of Sweet Dreams).** These yellow candles are made with the purest wax mixed with Golden Lotus and other exotic materials. They are used both by those who suffer from insomnia and by thieves and burglars to knock out guards. A candle affects any target within a Medium Burst Template, costs 20 Moons in raw materials, and usually takes effect one hour after being lit. It also grants very nice dreams.

**Smite (Yellow Lotus of the Demons).** When poured onto a weapon's blade, this foul-smelling liquid covers it in a persistent flame.

**Warrior's gift (Berserk) (Blood Lotus of the Savannah Warriors).** A foul-tasting potion made by the Lotusmasters of the Ivory Savannah Tribes before a major battle.

## IMPROVISING A LOTUS BAG

A character who loses his Lotus Bag during an adventure is in serious trouble. If he is in a civilized land, he can buy another (see Gear) but it requires 2d4 hours to find and is considered a Rare Item (Streetwise roll required).

If away from civilization, the Lotusmaster can improvise a new Bag, restocking with what he can find. Each attempt requires 1d4 hours and a Survival (-2) or Lotusmastery (-4) roll.

For each success and raise the Lotusmaster gains a Lotus Supply Token (up to a maximum of two), and the effectiveness of the Lotusmaster depends on how many Tokens he has, as per the table below.

### LOTUS SUPPLY TABLE

LOTUS SUPPLY TOKENS	EFFECTS
0	No Lotusmastery possible
1	-2 To Lotusmastery rolls. Power Points reduced to 50%
2	-1 To Lotusmastery rolls. Power Points reduced to 75%
3	Full power, Lotus Bag restored.

## SORCERY

**Arcane Skill:** Sorcery (Smarts)

**Starting Power Points:** 10

**Starting Powers:** 2

**Available Powers:** *armor, barrier, beast friend, blast, boost/lower trait, bolt, confusion, darksight, deflection, disguise, drain power points, draining touch\*, detect/conceal arcana, divination, entangle, fear, havoc, intangibility, invisibility, obscure, puppet, slumber, smite, speak language, stun, summon ally.*

Sorcery is a very dangerous type of magic. The sorcerer, through arcane invocations and unholy rites, asks the intervention of forgotten divinities and powers that man isn't meant to know.

These entities are usually generous toward the sorcerer, but they are also very demanding. Many of those who meddle with dark magic end up with their minds destroyed and their souls eaten by