

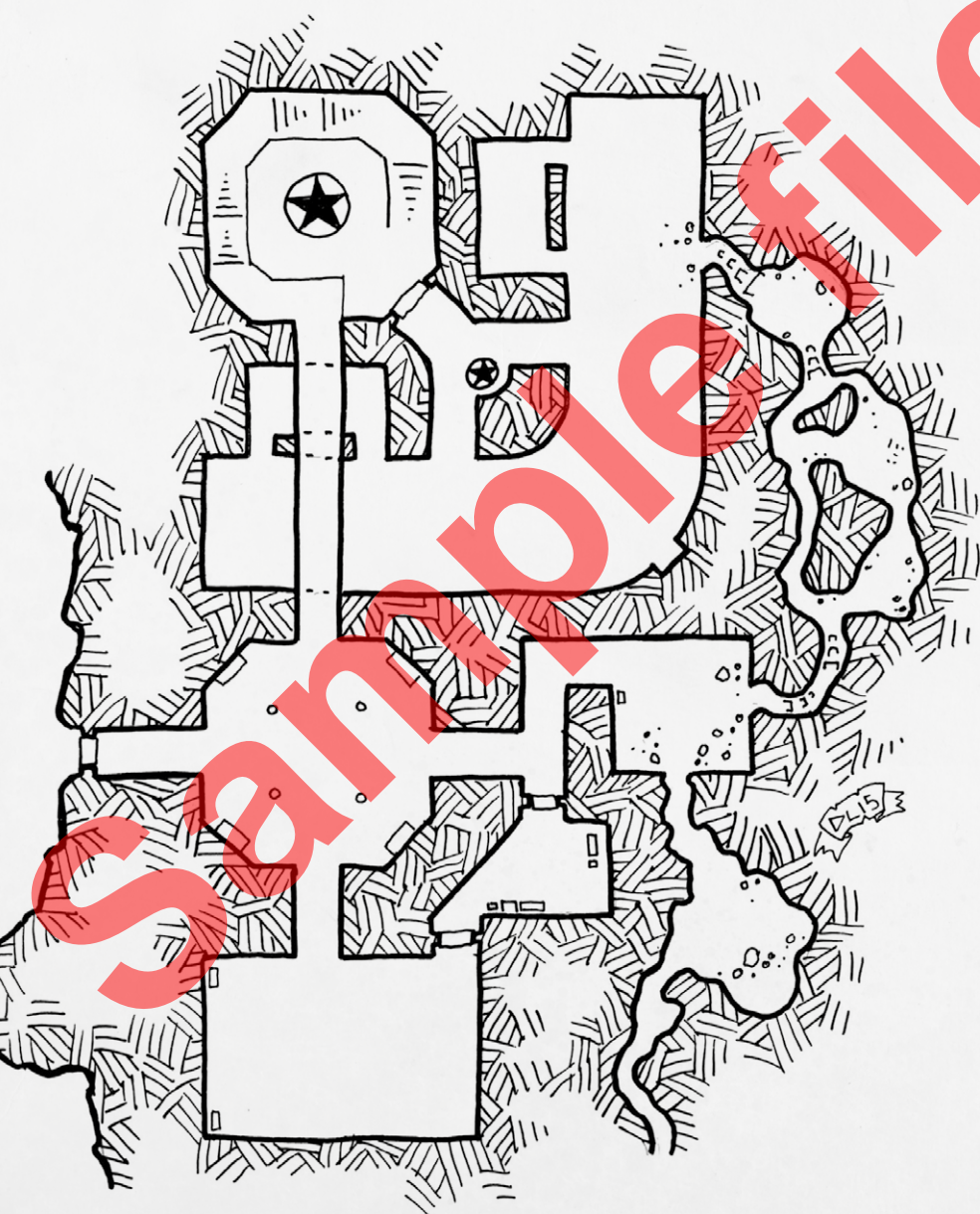


GIUSEPPE ROTONDO

# Seven Deadly Dungeons







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by  
Giuseppe Rotondo

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A GG studio production

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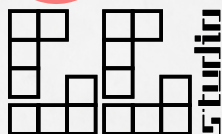
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# Introduction

Welcome to a world of legendary heroes and daring feats or, more probably, to a dishonorable story of ill-fated treasure hunters who'll soon bite off more than they can chew... unless they manage to return home with enough gold to carouse wildly until their next expedition!

Gold & Glory is not your usual Savage Setting in that it is not really a setting at all, and it doesn't want to be one.

Gold & Glory is a method, and a toolbox, to enjoy the Fast, Furious and Fun rules of Savage Worlds in a game of classic dungeon exploration.

The spirit of the rules and subsystems presented in this book owes much to the innovative ideas and analyses produced by the RPG Old School Renaissance community, and as such it may feel strange or, on the contrary, appear very familiar, depending on your familiarity with that community. In both cases, we hope you'll find it a useful addition to your Savage Worlds games.

While adventure generators are a Savage Worlds staple, the random character generation you'll find in the following pages might seem unorthodox and, with its uneven and unbalanced outcomes, bizarre. We hope, however, that what it might (necessarily!) lack in balance, it will make up for in sheer fun!

In the same spirit, the Dungeon Deck system and the self-generating dungeons have been designed to provide the fastest game set-up you could dream of. The Experience and Arcane Backgrounds rules too are designed with the goal of producing fast play with a classic vibe.

All is aimed at quick adventure, so go on and start creating your character!





# Character Creation

*“They call him the Unyielding because he is so stubborn he refuses to die whatever the wound, the enemy, or the trap, but I wish he sometimes yielded to common sense...”*

*Sheda the Inscrutable*

You can create your character following the standard Savage Worlds rules, or you can use the Wild Draw Character Creation.

## Standard Character Creation

You can always follow the Savage Worlds standard character creation rules. If you do, however, keep in mind the following rules.

**Races:** Races available are Dwarf, Elf, Half-elf, Half-folk, Half-orc and Human (or at least these are the classic races you get if you use the Wild Draw Character Creation - for other races, just make sure the GM says it's ok).

**Skills:** Keep in mind that outdoor skills such as Riding or Survival are relatively less useful if you plan to basically raid dungeons!

**Hindrances:** All Hindrances are available except Greedy and Poor.

**Edges:** All Edges are available except Noble and Rich.

**Arcane Backgrounds:** Arcane Backgrounds are limited to Magic and Miracles, and have special Setting Rules.

**Starting Money:** Characters created following the standard Savage Worlds rules only have 250 silver to buy their starting gear. Tough, eh? Well that's to match the probably poor gear random characters get. You want better gear? Get into the dungeon and find some!

## Wild Draw Character Creation

Use this method if you want your hero to be ready in a breeze. The following steps generate a random character, complete with Edges, Hindrances, and starting equipment. The end result won't always be balanced - this is intentional, and part of the fun!

If you follow this method you automatically gain the following special Edge:

### In the Hands of Destiny

**Requirements:** Novice, Randomly created characters only

When you roll snake eyes, you cannot use a Benny to reroll, but you gain a Benny that you can use later.

#### Step 1: Draw Three Cards

Draw three cards and place them face up in front of you. Well, that was fast!





## RANDOM CHARACTER SEX?

While this really has no effect on the game, some players love to randomly determine this, and others hate it, so do as you wish, really: ignore this result if you don't like the idea, or stick to it if you find it fun.

### Step 2: Suits are Sex, Race, Class

The color of the **FIRST CARD** determines your character's sex:

Black Card	Male
Red Card	Female
Joker	Choose freely

The **SECOND CARD** determines your character's race:

Spades	Human
Hearts	Half-folk
Diamonds	Dwarf
Clubs	Elf
Red Joker	Half-orc
Black Joker	Half-elf

**Humans:** You don't receive the usual free Edge (but see Base Attributes below).

**Other Races:** Apply the appropriate racial abilities from standard Savage Worlds rules.

**Base Attributes:** All your Attributes begin as d6. Attributes that are increased by racial traits begin as d8 (such as a Dwarf's Vigor). Humans freely choose one attribute and increase it to d8. Note that you can choose which Attribute to increase based on your class, so check the third card now!