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By David M. Garrett – My Philosophy: I’m a huge fan of Savage Worlds the game, the fantastic creators who dream up the awesome materials for Savage Worlds, and the die-hard fans who make up the community of Savages. I’m sharing by experiences of how I run my games and settings for free in the hopes that someone else out there might enjoy the kinds of pulpy stuff I’m running.

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## **D1 Descent into the Depths of the Earth**

It would be very beneficial to read the previous documents in this campaign, *Call of Kungfulhu Underdark Campaign*, *G1 The Steading of the Quanch Giant Chief*, *G2 The Glacial Rift of the Frost Giant Jarl*, *G3 Hall of the Fire Giant King*, and all of the other documents I've posted so that you understand my methods of converting from classic D&D to Savage Worlds. Also, I should mention that you'll need the original modules.

I'll reiterate that this is really two conversions: one more true to the pulpy, Savage Worlds of CoK and one more true to the original module. I've converted every magic item at the end of the document for those who want to run it truer to the original module.

I should also send a shout out to Steven Trustrum and Misfits Studios for a killer document I bought from their store on The Dark Elf. It is what I cross referenced with the D&D stats on Drow to make my own and I'll be drawing heavily from the New Edges and side bar on Dark Elf Poisons as we go along in our campaign. You'll need to spend the few bucks to get this document in order to learn the details presented therein.

### **DESCENT INTO THE DEPTHS OF THE EARTH**

#### **RANDOM MONSTER TABLES FOR PASSAGES**

Each monster presented in the first section of the module is listed in the Bestiary below. These random encounter tables will be used throughout the D-series modules so the Bestiary will be referenced in D2 and D3.

The stats for Ghosts and Ghouls are taken from RoC and conform to the Lovecraftian versions of the monsters instead of the more traditional D&D versions. In the Dreamlands, Ghouls and Ghosts are bitter enemies, but depending on the context of the Underdark encounters, Ghouls and Ghosts may be subservient to Drow or other creatures and be forced to fight alongside each other.

#### **NOTES ON THE DROW AND THE DROW PATROLS**

Drow society is a matriarchy. The females of Drow society hold a higher status than the males. The stats for a Drow can be used for either male or female, but just know that generally a female Drow has more power than a male Drow.

Drow are experts on using and concocting poisons found in the Underdark. The main poisons they use are Blood Mushroom, Dire Wart, Giant Spider Venom, and Trogstink. For the effects of these poisons you'll need to purchase the PDF called *Player Races: The Dark Elf* (MIS7006) from Misfit Studios. Seriously, it's less than two bucks.

Drow Fighters and Merchants are trained to ride Gwal Lizards as mounts. These tamed breeds of Subterranean Lizards have had their aggressiveness bred out of them, unlike the wild Gwal Lizards that may be randomly encountered in the Underdark.

### **ENCOUNTER AREA D3**

It should be noted that the Drow encountered in this area are among the majority of Drow that worship Atlach Nacha. They are from the houses of Despana and Alevel. Vlondril's pin in her hair should be changed to read "Atlach Nacha, Death Queen Mother" in Drowic runes.

Treasure for this area should be Worthwhile (SWFC page 48).

### **ENCOUNTER M12**

Note that the Silver Disc Brooch and Olive Green Cloak are items that will assist the party in moving through the Drow realms with far less hassle.

Treasure for this area should be Worthwhile (SWFC page 48).

### **CAVERNS AND WARRENS OF THE TROGLODYTES**

A good way to introduce more Cthulhu Mythos flavor into this encounter area is to have the Troglodytes worshipping Yig. Doing this provides a way to introduce several Troglodyte Shamans using the statistics from RoC page 139 for *The Favored of Yig* as Wild Cards in the same area as the Troglodyte Chief.

Cavern 6: Cave – Note Noquar pin.

Cavern 7: Sunken Cave – Treasure for the Lich Asberdies should be Treasure Trove with at least 2 or 3 magic items (SWFC page 48).

Cavern 15: 100' High Shelf – It may seem odd that the staff engraved with the Eilservs name is in this location when the Eilservs are rivals of the other Drow Houses in this area. There are a couple ways to game this, though. You could replace the name on the staff with a House that worships Atlach Nacha, or you could say that the political intrigues haven't yet seeped down to the lower levels of the Drow minions operating throughout much of the Underdark.

Cavern 25: Chief's Den – Make the treasure in this area a Worthwhile Treasure (SWFC page 48).

Cavern 32: Chief's Den – That's right, there a friggin' pair of contact lenses in the Shark idol! While it's a rather strange thing to find, it is pretty cool. I changed out the idol to

be a statue of Mother Hydra as this will foreshadow what's coming in D2. If rolling random treasure, make it Worthwhile Treasure (SWFC page 48).

Cavern 38: Trog Chief's Lair – Make the treasure Worthwhile (SWFC page 48).

## BESTIARY

### Ant, Giant

Giant ants are tough and adaptable, growing to around six feet in length.

**Attributes:** Agility d8, Smarts d4 (M), Spirit d10, Strength d12, Vigor d12+1

**Skills:** Fighting d6, Climbing d10, Survival d6, Tracking d8, Notice d8

**Pace:** 10; **Parry:** 5; **Toughness:** 10 (2)

#### **Special Abilities**

- **Armor +2:** Natural armor.
- **Bite:** Str+d6; Grab.
- **Sting:** Str+d6; Poison.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Mindless:** Immune to mind-affecting magic.
- **Fearless:** Immune to fear and Intimidation.
- **Flight:** Flying Pace of 6" and Climb 0.
- **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 4".
- **Immunity:** Mind-affecting effects.
- **Poison:** Sting inflicts poison if foe is Shaken or wounded.
- **Endurance:** +2 to Soak rolls.

### Beetle, Fire

These beetles are about two-foot long and glow with a fiery, red glow. The glowing abdomen can be removed and used as light source for 1d6 days.

**Attributes:** Agility d6, Smarts d4 (M), Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d4, Notice d4

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

#### **Special Abilities**

- **Bite:** Str+d4.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Mindless:** Immune to mind-affecting magic.
- **Fearless:** Immune to fear and Intimidation.
- **Flight:** Flying Pace of 6" and Climb -1.
- **Immunity:** Mind-affecting effects.
- **Size -1:** Reduces Toughness by -1.

## Beholder

A Beholder is a massive fleshy eyeball with a mouth full of sharp fangs and a crown of eyestalks.

**Attributes:** Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d12

**Skills:** Fighting d8, Intimidation d12+1, Knowledge (Arcana) d12+1, Repair d12+1, Survival d12+1, Notice d12+1, Stealth d12, Shooting d8

**Pace:** 1; **Parry:** 6; **Toughness:** 14 (4)

**Edges:** Level Headed, Marksman, Strong Willed, Trademark Weapon (ray)

### **Special Abilities**

- **Armor +4:** Tough flesh.
- **Bite:** Str+d6.
- **Anti-Magic Eye:** At the end of the creature's movement for the round, it may place a Cone Template to indicate where its anti-magic eye is looking. This automatically dispels and prevents any magic from being used within the cone, including the creature's own eye rays.
- **Eye Rays:** Shooting; range 12/24/48; RoF 5; Each victim can be targeted by a maximum of two rays per attack. After making the attack roll, choose one of the Eye Ray abilities for each successful hit. Only Eye Ray (Damage) can be chosen more than once per attack.
- **Barrage:** The creature draws two initiative cards due to Level Headed, and acts normally on the higher card. However, it can also use the lower initiative card to make a second attack with its Eye Rays as long as it isn't Shaken.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Flight:** Flying Pace of 4" and Climb 0.
- **Hardy:** A second Shaken result doesn't become a wound.
- **Immunity:** Gang Up bonuses.
- **Size +2:** Increases Toughness by +2.
- **Eye Ray (Sleep)** The victim must make a Spirit roll (at -2 on a raise) or fall asleep (and prone). They can be woken by an adjacent character as a normal action.
- **Eye Ray (Slow)** The victim must make a Spirit roll (at -2 on a raise) otherwise they can no longer move as a free action for the remainder of the scene.
- **Eye Ray (Charm)** The victim must make a Spirit roll (at -2 on a raise) otherwise they consider the creature a friend, and will attempt to help it (although this doesn't cause them to turn on their allies except as a last resort).
- **Eye Ray (Fear)** The victim must make a Fear check (at -2 on a raise).
- **Eye Ray (Telekinesis)** The victim must make a Spirit roll (at -2 on a raise) or be moved 2d6" in a direction of the creature's choice. If this causes the victim to be bashed into a solid object, they suffer the creature's Spirit+d6 as damage.
- **Eye Ray (Damage)** The victim suffers 2d8 damage. If the victim is incapacitated by the damage, the creature can choose to disintegrate or petrify them instead (but only a maximum of one of each per attack).

## Black Pudding

These vile terrors are black, amorphous blobs whose secretions are highly acidic. Their favorite tactic is to grapple their prey, subjecting them to constant attack.

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

**Skills:** Fighting d6

**Pace:** 2; **Parry:** 5; **Toughness:** 6

**Special Abilities:**

- **Acid:** Roll a d6 every time a weapon is used to strike a Black Pudding. On a 6, the weapon is dissolved by the acidic secretions.
- **Camouflage:** When lying still, Black Puddings gain +4 to Stealth rolls.
- **Envelope:** If a Black Pudding succeeds in a Fighting roll it has enveloped part of its target. Each round the victim remains enveloped, he suffers 2d6 damage. All equipment permanently loses 1 point of Toughness (Protection for armor) per round until it reaches zero, at which point it is destroyed. Trying to escape from a grapple requires a Strength roll at -6. A Black Pudding may only envelope one foe at a time, regardless of its size.
- **Pseudopod:** A Black Pudding can extend a single pseudopod out to 1". Damage 2d6.

## Bugbear

Bugbears are cousins of Goblins, but large and more powerful.

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10

**Skills:** Climbing d4, Fighting d8, Notice d6, Shooting d4, Stealth d10, Throwing d6

**Pace:** 6, **Parry:** 6, **Toughness:** 9 (1)

**Edges:** Alertness

**Gear**

- **Weapons:** Bugbears use a variety of weapons.
- **Armor +1:** Bugbears wrap themselves in hides and leather.

**Special Abilities**

- **Infravision:** Bugbears can see well in the dark; half lighting penalties (round up).
- **Size +1:** Bugbears are slightly larger than humans.

## [WC] Bugbear Captain (Grubblik)

Grubblik is the captain of the Bugbears inhabiting the Trog caverns. Grubblik fights with a shield and large mace.

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

**Skills:** Climbing d4, Fighting d10, Intimidation d8, Notice d6, Shooting d4, Stealth d18, Throwing d6

**Pace:** 6, **Parry:** 7, **Toughness:** 11 (2)

**Edges:** Alertness, Sweep

**Gear**

- **Weapons:** Grubblik fights with a huge mace; Str+d10.
- **Armor +1:** Bugbears wrap themselves in hides and leather.
- **Shield +1:** +1 Toughness

**Special Abilities**

- **Infravision:** Bugbears can see well in the dark; half lighting penalties (round up).
- **Size +1:** Bugbears are slightly larger than humans.

### [WC] Bugbear Captain's Son (Bruzblid)

Bruzblid is a veteran warrior who fights with sword and shield. He has a large key around his neck.

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

**Skills:** Climbing d4, Fighting d10, Intimidation d8, Notice d6, Shooting d4, Stealth d18, Throwing d6

**Pace:** 6, **Parry:** 7, **Toughness:** 11 (2)

**Edges:** Frenzy

#### **Gear**

- **Weapons:** Bruzblid fights with a sword; Str+d8.
- **Armor +1:** Bugbears wrap themselves in hides and leather.
- **Shield +1:** +1 Toughness

#### **Special Abilities**

- **Infravision:** Bugbears can see well in the dark; half lighting penalties (round up).
- **Size +1:** Bugbears are slightly larger than humans.

### [WC] Bugbear Sub-Chief (Ruddug)

Ruddug is a fierce warrior who fights with a huge sword.

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

**Skills:** Climbing d4, Fighting d10, Intimidation d8, Notice d6, Shooting d4, Stealth d18, Throwing d6

**Pace:** 6, **Parry:** 8, **Toughness:** 10 (1)

**Edges:** Berserk, Block

#### **Gear**

- **Weapons:** Bruzblid fights with a two-handed bastard sword; Str+d10; two hands.
- **Armor +1:** Bugbears wrap themselves in hides and leather.

#### **Special Abilities**

- **Infravision:** Bugbears can see well in the dark; half lighting penalties (round up).
- **Size +1:** Bugbears are slightly larger than humans.

### Bulette

Bulettes are fierce and cunning predators who burrow below the surface of the earth, their armored fin leaving a trail behind them, giving rise to their nickname of 'land shark'. They are solitary, and will eat practically anything, although they are particularly fond of halfling meat.

**Attributes:** Agility d8, Smarts d6 (A), Spirit d6, Strength d12+2, Vigor d12+1

**Skills:** Fighting d8, Tracking d10, Notice d10

**Pace:** 8; **Parry:** 6; **Toughness:** 17 (3)



**Edges:** Level Headed, Strong Willed, Trademark Weapon (bite)

### **Special Abilities**

- **Armor +3:** Tough scales.
- **Bite:** Str+d8.
- **Claws:** Str+d8.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Burrow:** Can burrow and reappear within 4".
- **Size +6:** Increases Toughness by +6.
- **Large:** -2 to attack medium-sized foes, they receive +2 to their attacks.

### **Drow Cleric**

The stats represent a low level Drow Cleric serving a higher ranking Drow.

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

**Skills:** Fighting d6, Knowledge (Poison) d6, Notice d6, Persuasion d6, Faith d8, Shooting d6, Stealth d8, Survival d6

**Charisma:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (2)

**Edges:** Arcane Background (Miracles), New Power, Unholy Warrior

**Powers:** 3 of the following: blind, burst, conceal arcana, curse, damage field, drain power points, draining touch, elemental manipulation, fear, fly (levitation), healing, and obscure

**Power Points:** 10

### **Gear**

- Chainmail +1 Toughness
- Buckler +1 Toughness
- Shortsword +1 Damage (Str+d6+1)
- Dagger +1 Damage (Str+d4+1)
- Hand Crossbow with poisoned arrows (Range: 16/32/64, Damage: 2d6, AP 2, 1 action to reload)

### **Special Abilities**

- **Elemental Manipulation:** Drow innately can create faerie fire, a violet glow that illuminates all objects in a MBT around their person. This gives Drow a +1 in combat to trait tests because it helps them to target their opponents.
- **Frail:** Drow are frailer than their above ground kinsmen and receive a -1 to Toughness.
- **Infravision:** Drow suffer no penalties for darkness and dim lighting due to their eyes

having adapted to amplify light. If no light is present at all, Drow suffer half the penalty.

- **Light Sensitivity:** Normal lighting conditions for most above ground creatures cause a -2 to all Trait rolls requiring vision. This penalty increases to -4 when lighting is bright.
- **Obscure:** All Drow can innately create a field of darkness at will, as per the Obscure Power. Drow have 10 Power Points solely dedicated to this power. They recharge 1 point per hour and this is unaffected by Rapid Recharge. Other Power Points can't be used for this power. This ability uses Smarts as its Arcane Skill.
- **Poisons:** Drow are masters of drugs and toxins. They typically coat their blades and crossbow bolts with natural and artificial poisons.
- **Racial Enemy:** Drow detest their above ground, Elven cousins and suffer a -4 to Charisma when dealing with them.

### [WC] Drow Evil High Priestess of Atlach Nacha (Vlondril)

Vlondril is charged with commanding the outpost in area D3.

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

**Skills:** Fighting d8, Knowledge (Poison) d6, Notice d6, Persuasion d6, Faith d10, Shooting d6, Stealth d8, Survival d6

**Charisma:** 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (3)

**Edges:** Arcane Background (Miracles), New Power, Unholy Warrior

**Powers:** blind, curse, damage field, drain power points, draining touch, elemental manipulation, fear, fly (levitation), and obscure

**Power Points:** 25

#### **Gear**

- Chainmail +2 Toughness
- Buckler +1 Toughness
- Longsword +2 Damage (Str+d8+2)
- Dagger +1 Damage (Str+d4+1)
- Wand that casts Luminous Vaporizing Liquid (6 shots). Each bauble functions as a grenade (5/10/20; 2d6 Damage; MBT; coats victim providing attackers with +2 to all combat trait tests).
- Lurker Cloak: Allows possessor to shapeshift into a Lurker once per day. Vlondril uses the cloak to escape should the outpost be overtaken.

#### **Special Abilities**

- **Elemental Manipulation:** Drow innately can create faerie fire, a violet glow that illuminates all objects in a MBT around their person. This gives Drow a +1 in combat to trait tests because it helps them to target their opponents.
- **Frail:** Drow are frailer than their above ground kinsmen and receive a -1 to Toughness.
- **Infra-vision:** Drow suffer no penalties for darkness and dim lighting due to their eyes having adapted to amplify light. If no light is present at all, Drow suffer half the penalty.
- **Light Sensitivity:** Normal lighting conditions for most above ground creatures cause a -2 to all Trait rolls requiring vision. This penalty increases to -4 when lighting is bright.

- **Obscure:** All Drow can innately create a field of darkness at will, as per the Obscure Power. Drow have 10 Power Points solely dedicated to this power. They recharge 1 point per hour and this is unaffected by Rapid Recharge. Other Power Points can't be used for this power. This ability uses Smarts as its Arcane Skill.
- **Poisons:** Drow are masters of drugs and toxins. They typically coat their blades and crossbow bolts with natural and artificial poisons.
- **Racial Enemy:** Drow detest their above ground, Elven cousins and suffer a -4 to Charisma when dealing with them.

### Drow Fighter

The stats represent a low level Drow fighter serving a higher ranking Drow.

**Attributes:** Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6

**Skills:** Climbing d8, Fighting d10, Intimidation d6, Knowledge (Poison) d6, Notice d6, Persuasion d6, Riding d4, Shooting d8, Stealth d8, Survival d6, Tracking d8

**Charisma:** 0; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (3)

**Edges:** Combat Reflexes, Block

#### **Gear**

- Chain Hauberk +3 Toughness
- Longsword +1 Damage (Str+d8+1)
- Dagger +1 Damage (Str+d4+1)
- Hand Crossbow with poisoned arrows (Range: 16/32/64, Damage: 2d6, AP 2, 1 action to reload)

#### **Special Abilities**

- **Elemental Manipulation:** Drow innately can create faerie fire, a violet glow that illuminates all objects in a MBT around their person. This gives Drow a +1 in combat to trait tests because it helps them to target their opponents.
- **Frail:** Drow are frailer than their above ground kinsmen and receive a -1 to Toughness.
- **Infravision:** Drow suffer no penalties for darkness and dim lighting due to their eyes having adapted to amplify light. If no light is present at all, Drow suffer half the penalty.
- **Light Sensitivity:** Normal lighting conditions for most above ground creatures cause a -2 to all Trait rolls requiring vision. This penalty increases to -4 when lighting is bright.
- **Obscure:** All Drow can innately create a field of darkness at will, as per the Obscure Power. Drow have 10 Power Points solely dedicated to this power. They recharge 1 point per hour and this is unaffected by Rapid Recharge. Other Power Points can't be used for this power. This ability uses Smarts as its Arcane Skill.
- **Poisons:** Drow are masters of drugs and toxins. They typically coat their blades and crossbow bolts with natural and artificial poisons.
- **Racial Enemy:** Drow detest their above ground, Elven cousins and suffer a -4 to Charisma when dealing with them.

## Drow Fighter/Magic User

The stats represent a low level Drow Fighter/Magic User serving a higher ranking Drow.

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

**Skills:** Fighting d8, Knowledge (Poison) d6, Notice d6, Persuasion d6, Shooting d6, Spellcasting d8, Stealth d8, Survival d6

**Charisma:** 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (2)

**Edges:** Arcane Background (Magic), New Power

**Powers:** 3 of the following: analyze foe, bolt, detect arcana, dispel, elemental manipulation, entangle, fly (levitation), mirror self, obscure, slow, slumber, speak language

**Power Points:** 10

### **Gear**

- Chainmail +1 Toughness
- Buckler +1 Toughness
- Shortsword +1 Damage (Str+d6+1)
- Dagger +1 Damage (Str+d4+1)
- Hand Crossbow with poisoned arrows (Range: 16/32/64, Damage: 2d6, AP 2, 1 action to reload)

### **Special Abilities**

- **Elemental Manipulation:** Drow innately can create faerie fire, a violet glow that illuminates all objects in a MBT around their person. This gives Drow a +1 in combat to trait tests because it helps them to target their opponents.
- **Frail:** Drow are frailer than their above ground kinsmen and receive a -1 to Toughness.
- **Infravision:** Drow suffer no penalties for darkness and dim lighting due to their eyes having adapted to amplify light. If no light is present at all, Drow suffer half the penalty.
- **Light Sensitivity:** Normal lighting conditions for most above ground creatures cause a -2 to all Trait rolls requiring vision. This penalty increases to -4 when lighting is bright.
- **Obscure:** All Drow can innately create a field of darkness at will, as per the Obscure Power. Drow have 10 Power Points solely dedicated to this power. They recharge 1 point per hour and this is unaffected by Rapid Recharge. Other Power Points can't be used for this power. This ability uses Smarts as its Arcane Skill.
- **Poisons:** Drow are masters of drugs and toxins. They typically coat their blades and crossbow bolts with natural and artificial poisons.
- **Racial Enemy:** Drow detest their above ground, Elven cousins and suffer a -4 to Charisma when dealing with them.

## Drow Merchant

The stats represent a Drow Merchant found in the Underdark.

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

**Skills:** Fighting d6, Knowledge (Poison) d6, Notice d6, Persuasion d6, Riding d6, Faith d6, Shooting d6, Stealth d8, Survival d6

**Charisma:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (2)

**Edges:** Arcane Background (Miracles)

**Powers:** beast friend, detect arcana, entangle

**Power Points:** 10

#### **Gear**

- Chainmail +1 Toughness
- Buckler +1 Toughness
- Shortsword +1 Damage (Str+d6+1)
- Dagger +1 Damage (Str+d4+1)
- Hand Crossbow with poisoned arrows (Range: 16/32/64, Damage: 2d6, AP 2, 1 action to reload)

#### **Special Abilities**

- **Elemental Manipulation:** Drow innately can create faerie fire, a violet glow that illuminates all objects in a MBT around their person. This gives Drow a +1 in combat to trait tests because it helps them to target their opponents.
- **Frail:** Drow are frailer than their above ground kinsmen and receive a -1 to Toughness.
- **Infra-vision:** Drow suffer no penalties for darkness and dim lighting due to their eyes having adapted to amplify light. If no light is present at all, Drow suffer half the penalty.
- **Light Sensitivity:** Normal lighting conditions for most above ground creatures cause a -2 to all Trait rolls requiring vision. This penalty increases to -4 when lighting is bright.
- **Obscure:** All Drow can innately create a field of darkness at will, as per the Obscure Power. Drow have 10 Power Points solely dedicated to this power. They recharge 1 point per hour and this is unaffected by Rapid Recharge. Other Power Points can't be used for this power. This ability uses Smarts as its Arcane Skill.
- **Poisons:** Drow are masters of drugs and toxins. They typically coat their blades and crossbow bolts with natural and artificial poisons.
- **Racial Enemy:** Drow detest their above ground, Elven cousins and suffer a -4 to Charisma when dealing with them.

### **Fungi, Violet**

Violet Fungi typically coexist with Shriekers. They have long tentacles that they use to grapple their opponents.

**Attributes:** Agility d6, Smarts d4 (M), Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d4, Notice d4

**Pace:** 1; **Parry:** 4; **Toughness:** 5 (1)

**Tactics:** Use rules for grappling. Typically they have 1d4 tentacles.

#### **Special Abilities**

- **Armor +1:** Natural armor.
- **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").
- **Mindless:** Immune to mind-affecting magic.
- **Fearless:** Immune to fear and Intimidation.

- **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.
- **Immunity:** Sonic.
- **Size -1:** Reduces Toughness by -1.

## Gargoyle

Most gargoyles are lifeless statues used to impress or decorate, but some have been given magical life to serve as guardians. Whether they serve good or evil depends upon their controller's whim.

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d10

**Skills:** Fighting d10, Intimidation d8, Notice d6, Stealth d8

**Pace:** 3; **Parry:** 7; **Toughness:** 11 (4)

### **Special Abilities:**

- **Armor +4:** Body of stone.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Immune to poison and disease.
- **Fearless:** Stone gargoyles are immune to fear and Intimidation.
- **Bite/Claws:** Str+d6.
- **Camouflage:** Stone gargoyles receive +2 to Stealth rolls to blend in with normal, decorative gargoyles on buildings.
- **Flight:** Flying Pace of 10" and an Acceleration of 4".
- **Plunge:** Gargoyles can literally drop like a rock. Any gargoyle that falls at least 4" to attack may add +4 to its damage.

## Gas Spore

A Gas Spore looks like and mimics the movement of a Beholder, however, when it is struck it explodes into a cloud of spores. A person in the presence of the cloud must make a Vigor roll each round they are in the cloud area (LBT). Failure means the person is infected and immediately they lose one die type of Vigor. Each day that a person is infected they must make another Vigor roll or lose another die type of Vigor. When the victim losses less that d4 of Vigor, they die and 1d6 more Gas Spores will be born from the corpse.

## Ghast

These foul, semi-human hybrids dwell in the dark recesses of the earth, deep in the underworld where sunlight never shines. These savages are cannibalistic, even feeding on each other from time to time, but band together for raids against Gugs or Ghouls. They have noseless faces, hoofed feet, and kangaroo-like legs. They are used frequently as mounts by corrupt cavern

dwellers.

**Attributes:** Agility d8, Smarts d4, Spirit d6, Strength d12+2, Vigor d8

**Skills:** Fighting d6, Notice d6, Stealth d12

**Pace:** 8; **Parry:** 5; **Toughness:** 7 (1)

**Terror:** -2; **Mental Anguish:** Spirit+d6

#### **Special Abilities**

- **Armor +1:** Ghosts have tough skin.
- **Bite/Claw:** Str+d6.
- **Fleet Footed:** Ghosts have a d10 running die, due to their powerful legs.

### Ghoul

Ghouls live in tunnels beneath graveyards in both the waking world and the Dreamlands. They have canine features, a moldy odor, rubbery skin, and disgusting habits—especially that of feeding upon the flesh of man. They generally possess the means to travel back to the Crag of the Ghouls in the Dreamlands, where they often share their repast. Whether this is through a

**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d12, Vigor d8

**Skills:** Fighting d6, Climbing d12, Notice d6, Stealth d12

**Pace:** 8; **Parry:** 5; **Toughness:** 7 (1)

**Terror:** -2; **Mental Anguish:** Spirit+d6

#### **Special Abilities**

- **Armor +1:** Ghouls have thick hide.
- **Bite/Claw:** Str + d6.
- **Burrowing 6”:** Ghouls can dig through soft earth and unworked stone allowing them to disappear and reappear on the following action anywhere within 6”.
- **Infection:** Any character suffering a wound from a Ghoul must make an immediate Vigor roll. Success indicates he is fine. Failure grants him an immediate level of Fatigue. A Critical Failure indicates the character is infected. Infected characters usually have d6 months before the transformation is complete (and the character becomes unplayable). Details on removing this infection can be located in certain old tomes, as well as through negotiation with Ghoul bands.
- **Spells:** Ghouls with a d10 Smarts or greater know a d4 spells chosen by the GM.

### Gray Ooze

A Gray Ooze is an amorphous blob that secretes acid. It attacks by forming itself into a snake-like shape.

**Attributes:** Agility d4, Smarts d4 (M), Spirit d4, Strength d10, Vigor d12+3

**Skills:** Fighting d6

**Pace:** 2; **Parry:** 5; **Toughness:** 9

#### **Special Abilities**

- **Slam:** Str+d6; +2 acid damage; Constrict.
- **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Mindless:** Immune to mind-affecting magic.
- **Fearless:** Immune to fear and Intimidation.
- **Amorphous:** Doesn't suffer additional damage from raises or called shots.
- **Immunities:** Fire, cold, sleep, poison, shapechanging, paralysis and Gang Up bonuses.

### Green Slime

This creature looks like...well, like slime! Its acidic touch eats away inanimate objects, and turns any flesh it contacts into more slime. The slime itself isn't really a living opponent, so it should be treated more as an environmental hazard rather than a monster. Contact with the slime will immediately begin to dissolve any metal or wood it contacts; if it's not burned or frozen off within 3 rounds, the items will be rendered useless, and will be completely dissolved in 6 rounds. Any cold or fire based magic will destroy it utterly, or flames equivalent to a normal torch (though these will damage the victim as well, of course!). If the slime isn't removed from living flesh in 3 rounds, the target must begin making Vigor saves each round or take 2d6 damage as they're turned into slime themselves.

### Hieracosphinx

A species of Sphinx with a hawk head and wings.

**Attributes:** Agility d8, Smarts d4, Spirit d8, Strength d12, Vigor d8

**Skills:** Fighting d8, Notice d12

**Pace:** 6; **Parry:** 6; **Toughness:** 10 (2)

**Edges:** Sweep

#### **Special Abilities**

- **Armor +2:** Natural armor.
- **Bite:** Str+d6.
- **Claws:** Str+d6.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Pounce:** +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.
- **Flight:** Flying Pace of 12" and Climb -1.
- **Size +2:** Nine feet long; Toughness +2.

### Jermlaine

These small (about 1' tall) cave dwellers look like tiny humanoids with brownish-gray skin that is mottled and wrinkly. They attack from hiding, striking quickly and moving away over and over,



harrying their opponents with sneaky tactics. They are mischievous and enjoy sabotaging adventurers' gear.

**Attributes:** Agility d10, Smarts d6, Spirit d6, Strength d4, Vigor d6

**Skills:** Climb d8, Fighting d4, Notice d6, Taunt d6, Shooting d8, Stealth d10, Throwing d8

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

#### **Gear**

- **Darts:** 3/6/12, 1d4 damage. With a raise on their Shooting roll, the dart hits the target in their least armored spot. The darts are typically poisoned; the target must make a Vigor check or take a level of Fatigue. This effect wears off after 1 hour.
- **Small Bow:** 10/20/40, 1d6 damage.
- **Small Javelin:** 3/6/12, Str+d4 damage. These are small, light throwing spears, useless in melee.

#### **Special Abilities**

- **Cowardly:** Jermlaines will only initiate an attack when they outnumber their targets by at least 2-to-1. If they're reduced to even odds, make a Spirit roll for them at -2 each round; failure means they run.
- **Cunning:** Jermlaine's get a +2 to all their Stealth and Taunt rolls, so long as they outnumber their opponents.
- **Darkvision:** They halve all lighting penalties.
- **Size -2**

### **[WC] Lich (Asberdies)**

Liches are those foul beings who have "lived" for centuries, refining and honing their mastery of the dark arts. Asberdies has no aspirations of conquest and enjoys his solitude, but will attack anyone he senses has any magical powers out of curiosity.

**Attributes:** Agility d6, Smarts d12+2, Spirit d12, Strength d10, Vigor d10

**Skills:** Fighting d10, Intimidation d12, Knowledge (Battle) d10, Knowledge (Occult) d12+2, Notice d10, Spellcasting d12

**Pace:** 6; **Parry:** 7; **Toughness:** 15 (6)

**Gear:** Magic armor (+6), bane greatsword (Str+d10+1).

#### **Special Abilities**

- **Death Touch:** Liches drain the lives of those around them with a touch. Instead of a normal attack, a Lich may make a touch attack. Every raise on its Fighting roll automatically inflicts one wound to its target. An Incapacitated victim must make a final Vigor roll or join the ranks of the damned as a zombie 1d4 rounds later.
- **Fear:** Anyone seeing the creature must make a Fear test.
- **Immunity:** Liches can only be harmed by magical attacks.
- **Leader of the Damned:** Non Wild Card undead within 5" add +1 to recover from being Shaken and +1 to Fighting damage rolls.
- **Spells:** Liches have 65 Power Points and know most every spell available.
- **Transfer Essence:** A Liche may transfer its essence to any Extra undead within 5". This

requires a Spellcasting roll and uses 5 Power Points. On a success, the old body crumbles to dust and the new body becomes a Liche.

- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.
- **Zombie:** Liches are necromancers first and foremost. The undead they raise are permanent, so they are usually surrounded by 4d10 skeletons or zombies as they choose. Some Liches have entire armies of the undead at their disposal.

### Lizard, Gwal (Subterranean Lizard)

These large lizards are aggressive and like to drop down on their victims from above.

**Attributes:** Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d6

**Skills:** Climbing d10, Fighting d8, Notice d6, Stealth d8

**Pace:** 6, **Parry:** 6, **Toughness:** 6 (1)

#### **Special Abilities**

- **Armor +1:** Scaly hide.
- **Bite:** Str+d6
- **Wall-Walking:** Gwal Lizards can move on all but the smoothest vertical surfaces with ease and can move upside down with a Climbing roll.
- **Sprint:** Gwal Lizards move at a Pace of 6 normally, but roll a d8 for running.

### Lurker Above

Lurkers camouflage themselves as cavern terrain and unfurl into a manta ray-like shape to sail down and attack their prey.

**Attributes:** Agility d6, Smarts d6 (A), Spirit d8, Strength d12+4, Vigor d12

**Skills:** Fighting d8, Climbing d12+1, Tracking d10, Notice d10, Stealth d8

**Pace:** 2; **Parry:** 6; **Toughness:** 19 (3)

**Edges:** Combat Reflexes, Level Headed

#### **Special Abilities**

- **Armor +3:** Natural armor.
- **Slam:** Str+d8; Constrict.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Blindsense:** Can sense and approximately pinpoint things within 2", attacks using blindsense are made at -2.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Flight:** Flying Pace of 8" and Climb -1.
- **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 1".

- **Amorphous:** Doesn't suffer additional damage from raises or called shots.
- **Weakness:** Light sensitive.
- **Energy Resistances:** -2 damage from cold and fire.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by either piercing or slashing weapons.
- **Size +8:** Increases Toughness by +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

### Mind Flayer

Mind Flayers are purple-skinned, octopus headed beings who use Psionic powers.

**Attributes:** Agility d8, Smarts d12, Spirit d10, Strength d6, Vigor d6

**Skills:** Fighting d8, Intimidation d10, Persuasion d10, Repair d10, Notice d10, Stealth d10, Psionics d12

**Charisma:** +2; **Pace:** 6; **Parry:** 6; **Toughness:** 6 (1)

**Edges:** Arcane Background (Psionics), Frenzy, Improved Frenzy, Level Headed

**Powers:** Banish (plane shift self), Flight (levitate), Mind Reading, Puppet, Stun (mind blast cone)

#### **Special Abilities**

- **Armor +1:** Spongy purple flesh.
- **Tentacles:** Str+d6; Reach 1"; Grab.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armor against offensive magic.

### Mold, Brown

Brown Mold is an environmental hazard that can be found in various sizes (Small, Medium, or Large Burst Templates). Brown Mold feeds off of the heat in the environment, especially from living creatures. The area around Brown Mold patches will be noticeably colder. Attacking Brown Mold with fire or heat-based weapons will feed it and cause the patch to swell with vibrancy. Cold-based attacks kill the mold taking 1 round per 1" of coverage.

Brown Molds expel spores that cause Fatigue giving the mold more time to extract heat from its victims. The effective range of the spore cloud is twice the size of the mold patch. Each round a person is in the effective range of the mold, they automatically suffer Fatigue, Exhaustion, and finally, Incapacitation unless they move out of the area (See SWDE section on Fatigue). It takes 3 hours per level of Fatigue to recover from ingesting the spores.

## Mold, Yellow

Yellow Mold is, like corrosive slime, an environmental hazard rather than a true monster. It can be found in patches of varying sizes (Small, Medium, or Large Burst Template), always underground, and usually scattered with bones and bits of stone and metal. A hero approaching a Yellow Mold must make a Notice roll to spot the Mold in time to avoid the nasty consequences of stepping into it. The Notice roll is modified by lighting conditions and other circumstances, as usual. Any flesh, wood, leather, or other organic material that comes in contact with the mold is attacked by a digestive enzyme doing 2d6 damage each round you're in the mold and for 1d4 rounds after you've left. (It takes only one round for the enzyme to eat through a pair of boots and start attacking your feet!)

The mold can be killed with fire; you can clear away a 1" section of it each round with a torch, and a Blast spell of sufficient size will wipe it out entirely. When burned, there's a 1 in 6 chance the mold will release its one defense mechanism: a massive cloud of spores. These spread out in a radius around the mold (1" for Small, 2" for Medium, 4" for Large); anyone caught in the cloud must make a Vigor roll each round they're inside or take a level of Fatigue. Those reduced below Incapacitated choke to death.

## Nightmare

Nightmares are demonic steeds. They are black as night, with fiery hooves and eyes. They only accept evil riders, throwing off and stomping those of good heart.

**Attributes:** Agility d6, Smarts d6(A), Spirit d6, Strength d12+4, Vigor d10

**Skills:** Fighting d8, Notice d8

**Pace:** 10; **Parry:** 6; **Toughness:** 10 or 13 (3)

**Gear:** Some necromancers give their nightmares barding (+3)

### **Special Abilities**

- **Brave:** Nightmares are not prone to fright and gain +2 to Fear checks.
- **Fleet Footed:** Nightmares roll a d8 for their running die. Nightmares run just above the surface of the ground and do not suffer movement penalties for Difficult Terrain.
- **Kick:** Str+d6.
- **Size +3:** Nightmares weigh between 800 and 1000 pounds.

## Ochre Jelly

These creatures are about 15' in diameter and about 6" thick but can squeeze through narrow cracks and crannies. They attack by enveloping and squeezing their prey. They ooze acid from their bodies.

**Attributes:** Agility d4, Smarts d4 (M), Spirit d4, Strength d8, Vigor d12+2

**Skills:** Fighting d6, Climbing d10

**Pace: 2; Parry: 5; Toughness: 11**

#### **Special Abilities**

- **Slam:** Str+d6; +2 acid damage; Constrict.
- **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").
- **Split:** If hit with a raise by a slashing weapon, this creature splits into two halves, each with -2 Toughness. The halves can act independently, but cannot be split again. They can reconnect if left alone for a few minutes.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Mindless:** Immune to mind-affecting magic.
- **Fearless:** Immune to fear and Intimidation.
- **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 2".
- **Amorphous:** Doesn't suffer additional damage from raises or called shots.
- **Immunities:** Electricity, sleep, poison, shapechanging, paralysis, Gang Up bonuses and mind-affecting effects.
- **Size +2:** Increases Toughness by +2.

#### **Phase Spider**

Phase Spiders hunt on the Material Plane but have the ability to hide on the Ethereal Plane and phase suddenly back to the Material Plane to attack.

**Attributes:** Agility d10, Smarts d4, Spirit d6, Strength d12+1, Vigor d10

**Skills:** Fighting d6, Climbing d12+1, Notice d6, Stealth d8

**Pace: 8; Parry: 5; Toughness: 11 (2)**

**Edges:** Level Headed

#### **Special Abilities**

- **Armor +2:** Fur.
- **Bite:** Str+d6; Poison; Grab.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 4".
- **Poison:** Bite inflicts poison if foe is Shaken or wounded.
- **Size +2:** Eight feet long; Toughness +2.

#### **Piercer**

These camouflaged creatures appear as stalactites so long as they remain motionless. They wait for prey to walk beneath them and then drop on them to attack.

**Attributes:** Agility d6, Smarts d4 (A), Spirit d6, Strength d12+5, Vigor d8

**Skills:** Fighting d8, Climbing d12, Notice d10, Stealth d12

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

#### **Special Abilities**

- **Bite:** Str+d6.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Drop:** Piercers gain a +3 to their attack when first dropping on their prey.
- **Wall Walker:** Piercers can move on any surface at its normal Pace.

### **Purple Worm**

Purple Worms are gigantic worms that grow up to 80' long. They have a huge stinger on their tail.

**Attributes:** Agility d4, Smarts d4 (A), Spirit d4, Strength d12+5, Vigor d12+3

**Skills:** Fighting d12, Swimming d12+1, Notice d12+1

**Pace: 4; Parry: 8; Toughness: 24 (5)**

#### **Special Abilities**

- **Armor +5:** Natural armor.
- **Bite:** Str+d8; Grab.
- **Sting:** Str+d8; Poison.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Swallow:** After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.
- **Burrow:** Can burrow and reappear within 4".
- **Natural Swimmer:** Swimming Pace of 6", and +2 to resist drowning.
- **Poison:** Sting inflicts poison if foe is Shaken or wounded.
- **Size +10:** Increases Toughness by +10.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

### **Roper**

A Roper appears as part of the natural formations of a cave, looking essentially like a stalagmite with tentacles.

**Attributes:** Agility d6, Smarts d6, Spirit d10, Strength d12+5, Vigor d12+4

**Skills:** Fighting d8, Climbing d12+4, Notice d12+3, Stealth d12+1, Throwing d6

**Pace:** 2; **Parry:** 6; **Toughness:** 18 (4)

**Gear:** Strands (Throwing; range 3/6/12; Str+d6; Strength)

### **Special Abilities**

- **Armor +4:** Natural armor.
- **Bite:** Str+d8.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armor against offensive magic.
- **Immunity:** Electricity.
- **Weakness:** Fire (double damage).
- **Energy Resistance:** -2 damage from cold.
- **Size +4:** Nine feet tall; Toughness +4.
- **Large:** -2 to attack medium-sized foes, they receive +2 to their attacks.

### **Rust Monster**

A Rust Monster is a crab-like creature with a long tail. It eats metal objects destroying them upon touching them with its long antennae.

**Attributes:** Agility d10, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d8, Climbing d8, Tracking d10, Notice d10

**Pace:** 8; **Parry:** 6; **Toughness:** 7 (2)

### **Special Abilities**

- **Armor +2:** Natural armor.
- **Bite:** Str+d6.
- **Antennae Touch:** Str+d6; Rust.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 2".

### **Shadow**

These incorporeal creatures lurk in dark places and prey on living beings by draining their life force.

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

**Skills:** Fighting d4, Notice d8, Stealth d8

**Pace:** -; **Parry:** 4; **Toughness:** 7

**Edges:** Dodge

### **Special Abilities**

- **Incorporeal Touch:** Victims must make a Strength roll or suffer a level of Fatigue.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Ethereal:** Intangible and can only be hurt by magical attacks.

- **Create Spawn:** Anything slain by this creature is doomed to become one as well.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Flight:** Flying Pace of 8" and Climb 1.
- **Immunities:** Sleep, paralysis, mind-affecting effects, aging, bleeding and death magic.

### Shambling Mound

Shamblers are sentient plants that appear as a mound of rotting vegetation.

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d12+1, Vigor d10

**Skills:** Fighting d6, Swimming d10, Notice d10, Stealth d8

**Pace:** 4; **Parry:** 5; **Toughness:** 12 (3)

**Edges:** Frenzy, Quick, Sweep, Strong Willed, Trademark Weapon (slam)

#### **Special Abilities**

- **Armor +3:** Natural armor.
- **Slams:** Str+d6; Constrict.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.
- **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.
- **Immunity:** Electricity.
- **Energy Resistance:** -2 damage from fire.
- **Size +2:** Nine feet tall; Toughness +2.

### Shrieker

Shriekers are a purple fungus that coexist with violet fungi. They emit a sound that attracts prey and the two species work together to kill their prey.

**Attributes:** Agility d6, Smarts d4 (M), Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d4, Notice d4

**Pace:** 1; **Parry:** 4; **Toughness:** 5 (1)

**Tactics:** No melee attacks

#### **Special Abilities**

- **Armor +1:** Natural armor.
- **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").
- **Mindless:** Immune to mind-affecting magic.
- **Fearless:** Immune to fear and Intimidation.
- **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.



- **Immunity:** Sonic.
- **Size -1:** Reduces Toughness by -1.

### Slithering Tracker

These creatures look like a slime trail but are fierce predators that attack as a snake and cause paralysis.

**Attributes:** Agility d12, Smarts d6, Spirit d6, Strength d10, Vigor d12+2

**Skills:** Fighting d6, Climbing d10, Notice d8, Stealth d12+1

**Pace:** 2; **Parry:** 5; **Toughness:** 8

**Edges:** Frenzy

#### **Special Abilities**

- **Slams:** Str+d4; Grab; Paralysis.
- **Blindsense:** Can sense and approximately pinpoint things within 12", attacks using blindsense are made at -2.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 2".
- **Amorphous:** Doesn't suffer additional damage from raises or called shots.
- **Immunities:** Sleep, poison, shapechanging, paralysis, Gang Up bonuses and mind-affecting effects.
- **Paralysis:** Victims must make a Vigor roll or be paralyzed until they next draw a Joker or hearts for initiative.
- **Size -1:** Reduces Toughness by -1.

### Slug, Giant

Their mottled green skin drips with foul ichor and leaves a slimy trail wherever it goes. Unlike normal slugs, however, they have vast, round mouths full of needlelike teeth surrounded by a mass of writhing tentacles.

**Attributes:** Agility d6, Smarts d4(A), Spirit d10, Strength d12+10, Vigor d10

**Skills:** Fighting d6, Intimidation d10, Notice d10, Stealth d6

**Pace:** 6; **Parry:** 5; **Toughness:** 19 (4)

#### **Special Abilities**

- **Armor +4:** Thick layers of fat.
- **Bite:** Str+d8
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Huge:** Attackers add +4 to their Fighting or Shooting rolls when attacking a worm due to its size.
- **Size +8:** Giant Slugs are usually well over 30' long and 10' or more in diameter.
- **Slam:** Giant Slugs attempt to rise up and crush their prey beneath their massive bodies. This is an opposed roll of the creature's Fighting versus the target's Agility. If the slug wins, the victim suffers 4d6 damage.

•**Tentacles:** A Giant Slug may make up to four attacks each round. On a raise, the creature has grappled the victim. An entangled victim may only attempt an opposed Strength roll each round to escape. Once grappled, the Giant Slug does its Strength damage automatically by rending with its teeth. A victim killed by a Giant Slug's tentacles is devoured and dissolved within a few hours.

## Spiders, Giant

If not specifically stated which variety of Giant Spider is encountered, roll 1d4 from the following types.

### Black Widow

Widows aren't the largest of the giant spiders, but their venom is particularly potent.

**Attributes:** Agility d10, Smarts d6 (A), Spirit d8, Strength d12, Vigor d8

**Skills:** Fighting d10, Guts d8, Notice d10, Stealth d8

**Pace:** 6; **Parry:** 7; **Toughness:** 6

**Edges:** Quick

#### **Special Abilities**

- **Bite:** Str+d6.
- **Fear:** Opponents make a Fear roll when first encountering.
- **Venom (-4):** If the giant Black Widow gets at least a Shaken result with his Bite, it injects the target with poison. Make a Vigor roll at -4; if you fail, you take 2d10 damage and a level of Fatigue. If you succeed, you only take the Fatigue level. After 2d6 minutes, make another Vigor roll at -4; if you fail, you die. If you succeed, you take another Fatigue level. Lost Fatigue returns at 1 level per day of rest.
- **Web:** Widows are web spinners. Roll character Notice against the spider Stealth to notice the web and avoid it. Anything in the web must cut or break their way free (Toughness 9). Webbed characters can still fight, but all physical actions are at -4.

### Brown Recluse (Fiddleback)

Fiddlebacks are lurking spiders; they hunt by hiding in a darkened area and waiting for their prey to come close. Their venom slowly eats away at flesh, stripping it down to the bone unless healed.

**Attributes:** Agility d8, Smarts d4 (A), Spirit d10, Strength d12+2, Vigor d8

**Skills:** Fighting d10, Guts d10, Intimidation d10, Notice d10, Stealth d12

**Pace:** 6; **Parry:** 7; **Toughness:** 10

#### **Special Abilities**

- **Bite:** Str+d8.
- **Large:** Opponents get a +2 to attack rolls.
- **Size +4**

- **Venom (-2):** if the giant Fiddleback gets at least a Shaken result with his Bite, it injects the target with its horrible poison. Make a Vigor roll at -2; if you fail, you take 2d8 damage and 2 levels of Fatigue. If you succeed, you only take the Fatigue level. Either way, the poison must be removed within an hour, and the wound thoroughly cleaned (a Greater Healing spell will accomplish this, as well as a Healing roll at -2, but because so much flesh must be removed to get out the poison it inflicts a Wound at the same time!). If not removed, the area will rapidly begin to rot, and after 12 hours of excruciating pain, use the Injury table to determine the result of the poison damage. Lost Fatigue returns at 1 level per day of rest.

### Tarantula

As if the other giant spiders weren't big enough, giant tarantulas are truly monstrous creatures.

**Attributes:** Agility d6, Smarts d6 (A), Spirit d12, Strength d12+6, Vigor d10

**Skills:** Fighting d10, Guts d12, Notice d8

**Pace:** 6; **Parry:** 7; **Toughness:** 13

#### **Special Abilities**

- **Bite:** Str+d8.
- **Large:** Opponents get a +2 to attack rolls.
- **Size +6**
- **Venom (-2):** if the giant Tarantula gets at least a Shaken result with his Bite, it injects the target with its poison. Make a Vigor roll at -2; if you fail, you take 2 levels of Fatigue. If you succeed, you only take the Fatigue level, or none with a Raise. Lost Fatigue returns at 1 level per day of rest.

### Trapdoor Spider

These spiders hide just beneath the surface of the earth, springing up when prey (i.e., anything smaller than them!) comes within easy reach.

**Attributes:** Agility d10, Smarts d6 (A), Spirit d10, Strength d12+1, Vigor d8

**Skills:** Fighting d8, Guts d10, Notice d12, Stealth d10

**Pace:** 6; **Parry:** 6; **Toughness:** 7

**Edges:** Quick

#### **Special Abilities**

- **Bite:** Str+d6.
- **Burst of Speed:** Trapdoor spiders move at a normal Pace, but when running roll a d12.
- **Hide:** While in their holes and remaining motionless, you take a -4 to Notice rolls trying to spot them.
- **Size +1**

## Trapper

A Trapper is akin to a Lurker, except they camouflage themselves as cavern floor terrain and attack from beneath.

**Attributes:** Agility d6, Smarts d4 (M), Spirit d4, Strength d12+4, Vigor d12+2

**Skills:** Fighting d8, Stealth d8

**Pace:** 2; **Parry:** 6; **Toughness:** 19 (2)

### **Special Abilities**

- **Armor +2:** Natural armor.
- **Slam:** Str+d8; +2 acid damage.
- **Blindsight:** Ignore sight-based penalties and gaze attacks (range 12").
- **Mindless:** Immune to mind-affecting magic.
- **Fearless:** Immune to fear and Intimidation.
- **Amorphous:** Doesn't suffer additional damage from raises or called shots.
- **Immunities:** Sleep, poison, shapechanging, paralysis and Gang Up bonuses.
- **Physical Resistance:** -2 damage from physical attacks, except those caused by slashing weapons.
- **Size +8:** Increases Toughness by +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

## Troglodyte

Bizarre fish/lizard/human hybrids, troglodytes are equally at home in deep water and underground.

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

**Skills:** Fighting d8, Intimidation d6, Notice d8, Shooting d6, Swimming d8, Throwing d8

**Pace:** 6, **Parry:** 6, **Toughness:** 7 (1)

**Gear:** Trogs will use swords (Str+d6 damage) or short spears (range 5/10/20, Str+d4 damage) in most situations. Out of the water, they'll also use short bows (range 10/20/40, 2d6 damage).

### **Special Abilities**

- **Aquatic:** Trogs swim at Pace 8 and can breathe both air and water.
- **Armor +1:** Tough Scales.
- **Bite/Claw:** Str+d4
- **Horrid Stench:** Trogs give off a terribly rotted-fish smell; it ruins their ability to sneak up on victims, but it does tend to make them ill. Make a Vigor roll when you come within 3" of a troglodyte. Failure means you are violently ill: you're Shaken and take a Fatigue level. Success means you just take the Fatigue level; with a Raise there's no effect. Lost Fatigue returns with 5 minutes of fresh air.

## [WC] Troglodyte (Syrzan)

Syrzan is a huge Trog who has a hot temper. He will try to move the battle into the cavern where his two Wyverns, Orvo and Ssorvo (the larger one), are stabled.

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

**Skills:** Fighting d8, Intimidation d6, Notice d8, Shooting d6, Swimming d8, Throwing d8

**Pace:** 6, **Parry:** 6, **Toughness:** 7 (1)

**Edges:** Berserk, No Mercy, Improved Trademark Weapon (Flail)

**Gear**

- Bastard Sword (Str+d8+2)
- Flail (Str+d8+2); +2 to Fighting
- Javelins (Str+d6)

**Special Abilities**

- **Aquatic:** Troggs swim at Pace 8 and can breathe both air and water.
- **Armor +1:** Tough Scales.
- **Bite/Claw:** Str+d4
- **Horrid Stench:** Troggs give off a terribly rotted-fish smell; it ruins their ability to sneak up on victims, but it does tend to make them ill. Make a Vigor roll when you come within 3" of a troglodyte. Failure means you are violently ill: you're Shaken and take a Fatigue level. Success means you just take the Fatigue level; with a Raise there's no effect. Lost Fatigue returns with 5 minutes of fresh air.

**Troll**

Trolls are large creatures that prefer to live in swampy regions. They have the ability to regenerate damage and they are terrified of fire.

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

**Skills:** Fighting d8, Intimidation d10, Notice d6, Swim d6, Throwing d6

**Pace:** 7; **Parry:** 6; **Toughness:** 10 (1)

**Gear:** Spiked clubs (Str+d8)

**Special Abilities**

- **Armor +1:** Rubbery hide.
- **Claws:** Str+d4.
- **Infravision:** Trolls halve penalties for bad lighting when attacking living targets (round down).
- **Regeneration (Fast):** Trolls roll to regenerate each round. Fire stops their regeneration, as does cutting off their heads.
- **Size +2:** Trolls are tall, lanky creatures over 8' tall.

**[WC] Troll Chief (Kazko)**

Kazko is an enormous Troll that fights with a huge, iron club.

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

**Skills:** Fighting d10, Intimidation d10, Notice d6, Swim d6, Throwing d8

**Pace:** 7; **Parry:** 8; **Toughness:** 10 (1)

**Edges:** Block, Sweep

**Gear:** Iron club (Str+d10+2)

### **Special Abilities**

**Armor +1:** Rubbery hide.

**Claws:** Str+d4.

**Infravision:** Trolls halve penalties for bad lighting when attacking living targets (round down).

**Regeneration (Fast):** Trolls roll to regenerate each round. Fire stops their regeneration, as does cutting off their heads.

**Size +2:** Kazko is over 9' tall.

### **Umber Hulk**

Umber Hulks are 8' tall beasts that look like a cross between a gorilla and a beetle. They can burrow through earth at remarkable speeds.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d12+2, Vigor d12

**Skills:** Fighting d8, Climbing d12+1, Notice d10

**Pace:** 4; **Parry:** 6; **Toughness:** 13 (2)

**Edges:** Ambidextrous, Frenzy

**Tactics:** Two Weapons

### **Special Abilities**

- **Armor +2:** Natural armor.
- **Claws:** Str+d8.
- **Bite:** Str+d8.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.
- **Burrow:** Can burrow and reappear within 4".
- **Hardy:** A second Shaken result doesn't become a wound.
- **Gaze Attack:** All creatures within 12" must make a Spirit roll to resist.
- **Endurance:** +2 to Soak rolls.
- **Size +3:** Increases Toughness by +3.

### **Vampire, Hopping (Jiangshi)**

Also known as the hopping vampire due to the unnatural method of their movement, these oriental vampires have long claws, long fangs, and feed off a person's life force rather than blood.

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d12, Vigor d10

**Skills:** Fighting d8, Notice d8, Stealth d10

**Pace:** 6, **Parry:** 6, **Toughness:** 9

### **Special Abilities**

- **Bite/Claws:** Str+d6
- **Breath Sense:** Hopping vampires, even in complete darkness, can sense the breath of the living. Anyone wanting to hold their breath in an effort to "hide" from the Jiangshi must make a Vigor roll at the beginning of each round. A person can hold their breath for a number of rounds equal to their Vigor die before Fatigue sets in. After two rounds of

Fatigue, the person passes out and begins to breath autonomously while they are unconscious and Incapacitated.

- **Cure:** A victim of a Jiangshi bite (and survives the attack) isn't necessarily doomed. The cure involves snake venom and sticky rice, blended by a Taoist mushi. A victim may not stop moving until they are cured. If he or she does, their blood congeals and they will turn into a Jiangshi. See the rule for Sleep in *Savage Worlds Deluxe Explorer's Edition*.
- **Extended Jump:** A hopping vampire may extend the distance they hop using a run Action.
- **Jump:** In addition to hopping horizontally, a Jiangshi can move half its Pace vertically as well.
- **Sire:** Each time a victim is wounded by a hopping vampire must make a Vigor roll or transform into a Jiangshi after 1d4 days.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison; does not suffer wound penalties.
- **Weakness (Prayer):** Prayers written on rice paper can be attached to the vampire to render it immobile. The attacker must make a Called Shot to the head (-4) to plant the parchment. On a success, the vampire is rendered immobile by the prayer (Parry reduced to 2).
- **Weakness (Rice):** Sticky rice sprinkled on the floor burns the feet on a vampire. Each round it stands on the rice, even if only for a moment, it suffers 2d4 damage.

## Wererats

Wererats are the least powerful, but most clever, of the lycanthropes, and are the most likely to ally themselves with more powerful creatures of evil.

**Attributes:** Agility d10, Smarts d8, Spirit d6, Strength d6, Vigor d8

**Skills:** Climbing d10, Fighting d8, Guts d6, Notice d8

**Pace:** 6; **Parry:** 6; **Vigor:** 6

**Edges:** Quick

**Gear:** Dagger: Str+d4. Sometimes poisoned (make a Vigor roll or take 1 automatic wound).

**Special Abilities:**

- **Bite/Claw:** Str+d4.
- **Immunity:** Wererats are immune to poison and disease.
- **Infection:** Anyone slain by a wererat has a 50% of returning to life as one.
- **Low-light Vision:** Wererats halve all lighting penalties.
- **Swarm Form:** Wererats can turn into a swarm of rats with a Smart roll. In this form they're effectively Incorporeal: they can pass through walls by crawling through any available nooks and crannies, can't attack, and can only be harmed by area effect attacks. They can move up and down walls as with the Wall Walker ability while in this form. They can remain in this form for 3 rounds.

## Wyvern

Wyverns resemble small, two-legged dragons. They have no fiery breath, but possess long necks, sharp teeth, and a poisonous sting in their tail. Some wyverns have wings (Flight: 6"; Climb 3").

**Attributes:** Agility d8, Smarts d6(A), Spirit d8, Strength d12+2, Vigor d10

**Skills:** Climbing d6, Fighting d8, Intimidation d8, Notice d8

**Pace:** 6; **Parry:** 6; **Toughness:** 12 (2)

### **Special Abilities:**

- **Armor +2:** Thick scales.
- **Bite/Sting:** Str+d6, Reach 1.
- **Improved Frenzy:** Wyverns may make bite and sting attack in the same round at no penalty.
- **Poison:** Anyone Shaken or wounded by a sting attack must make a Vigor roll at -2 or be paralyzed for 1d6 rounds.
- **Quick:** Wyverns move with exceptional speed. They redraw action cards of 5 or lower.
- **Size +3:** Wyverns weigh around 1500 pounds.

## Xorn

Xorns are barrel-shaped beings about 5' tall. They have three eyes, three legs and three eyes spaced equally around its body. Its mouth is on top of its head. Xorns don't eat meat; instead, they eat metal, earth, gems, and magical items.

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

**Skills:** Fighting d8, Intimidation d10, Survival d10, Notice d12, Stealth d10

**Pace:** 4; **Parry:** 6; **Toughness:** 10 (3)

**Edges:** Sweep

### **Special Abilities**

- **Armor +3:** Natural armor.
- **Bite:** Str+d6.
- **Claws:** Str+d6.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Tremorsense:** Can sense and accurately pinpoint anything within 12" that's in contact with the ground.
- **Extraplanar:** Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Burrow:** Can burrow and reappear within 4".
- **Immunities:** Fire, cold and Gang Up bonuses.
- **Energy Resistance:** -2 damage from electricity.
- **Physical Resistance:** -2 damage from physical attacks, except those caused by bludgeoning weapons.
- **Endurance:** +2 to Soak rolls.



## MAGIC ITEMS

Death Lance – This lance functions like a spear when its magical properties aren't being used (Str+d6; Parry +1; Reach 1; 2 Hands). It has 6 charges that have the dual effects of Blast and Lower Trait.

Dust of Sneezing and Choking – This dust, when thrown into the air, creates a LBT-sized cloud of powder that causes all creatures within the template to begin coughing and sneezing uncontrollably. Anyone in the cloud is automatically Shaken and must begin each of their turns making a Vigor roll or remain Shaken or become Shaken again. The effects last for 3d4 rounds.

Javelin of Lightning – Javelins of either Edges *burst* or *smite* (lightning trapping), SWFC page 53.

Jug of Alchemy – This jug is light and feels empty even though it makes sloshing sounds when shaken. Once per day the possessor may name a liquid from the following list and produce from the jug the amount of said liquid: acid/8 ounces; poison/half ounce; beer/4gallons; honey/1gallon, mayonnaise/2 gallons; oil/1 quart; vinegar/2 gallons; fresh water/8 gallons; salt water/12gallons; wine/1 gallon.

Portable Hole – This hole is a piece of thin fabric 6' in diameter that can be folded up and carried around. When it is unfolded and placed on a surface, it creates a hole into extradimensional space that is 6' wide and 10' deep. Anything placed inside of it can be transported with no weight encumbrance. If a Bag of Holding or a Box of Holding is placed in the hole, a rift is formed in the Astral Plane that destroys both items and all their contents. If the Portable Hole is placed inside a Bag of Holding or a Box of Holding, it instead opens a doorway to the Astral Plane that sucks in everything within a 10' radius. All the items are strewn across the Astral Plane, too.

Potion, Extra Healing – Potion of Healing With Raise (WR), SWFC page 79.

Potion, Healing – Potion of Healing, SWFC page 79.

Potion, Longevity – Drinking this potion reduces your age by 1d6+6 years to a minimum of 13 years. There is a cumulative 10% chance each time a Potion of Longevity is drunk that the Potion will add 1d6+6 years instead.

Potion, Plant Control – This allows the imbiber to control 1 plant or plant-based creature for 3 rounds.

Potion, Polymorph Self – Potion of Shape Change (Novice), SWFC page 79.

Ring, Protection +3 – Ring of Protection +3, SWFC page 80.

Rope of Entanglement – A rope that obeys a command to shoot forward and acts as the trapping for and Entangle spell, SWFC page 36.

Scarab of Death – This pin, when placed on a person, burrows through their clothing and flesh until it burrows through the victim’s heart and kills them. It only takes 1 round to do this unless armor is worn, in which case it takes 2 rounds. An Agility roll must be made. A success means the person pried the scarab from their flesh but they take 2d6 Damage. A Raise means no damage is taken. Failure results in death. The Scarab is contained in a magic box that prevents it from attacking as long as it’s contained in the box.

Scarab of Protection from Evil Clerics – This pin, when worn, gives the wearer extra protection from any spells cast by an evil Cleric. This is done by giving the evil Cleric a -2 to all trait tests used to cast magic at the wearer.

Scroll, Charm Plants – This spell causes all plants or plant-based creatures to behave in a friendly, non-aggressive manner towards the caster for 3 rounds. The range is a LBT area around the caster.

Scroll, Conjure Animals (Bear) – As the Power Summon Ally for 1 Bear, SWFC page 43.

Scroll, Cure Critical Wounds – Scroll of Greater Healing, SWFC page 84.

Scroll, Cure Light Wounds – Scroll of Healing, SWFC page 84.

Scroll, Find Traps – For 3 hours the caster gains a +2 on all Notice rolls when searching for traps.

Scroll, Heat – Scroll of Elemental Manipulation (Heat), SWFC page 84.

Scroll, Knock – This spell can be used to unlock one lock that has been secured by either normal or magical locks, clasps, and shackles.

Scroll, Minor Globe of Invulnerability – This spell nullifies any Novice-level spell directed towards the caster for 3 rounds in a MBT around the caster.

Scroll, Neutralize Poison – Removes the effects of poison in any creature that drinks it.

Scroll, Protection from Demons – This spell creates a MBT-sized sphere that prevents 1d10 Demons from entering the sphere for 1d10 rounds.

Scroll, Protection from Undead – This spell creates a MBT-sized sphere that prevents 1d10 Undead from entering the sphere for 1d10 rounds.

Scroll, Stone Tell – This spell can be directed at any small section of stone or rock and for 3 rounds, the stone will come to life and answer questions about who or what has taken place before the stone. It can also be used to reveal details about what lies beneath or beyond the section of stone for a radius of a MBT.

Scroll, Stone to Flesh – This spell restores any creature that has been petrified or turned to stone back to life. The person must make a Vigor roll successfully to survive the process.

Scroll, Symbol (Fear) – Scroll of Fear, SWFC page 84.

Scroll, Tongues – Scroll of Speak Languages, SWFC page 84.

Scroll, Wall of Ice – Scroll of Barrier, SWFC page 84.

Staff of Striking – This magical staff can be used as a normal staff (Str+d4; Parry +1; Reach 1; 2 Hands). It has 10 charges of magic. Each charge adds 1d6 points of Damage and up to 3 charges can be used at a time. Each dawn the staff gains 1d6+4 charges back (but never more than 10). Any time the staff runs out of its daily charges, roll 1d20; a 1 means the staff becomes a normal, non-magical staff.