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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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**G2 The Glacial Rift of the Frost Giant Jarl**

When we left our heroes, they should have cleared out the Quanch Giant steading in G1. Depending on the outcome of that effort, there may have been Quanch Giant survivors. If so, then some of them have fled to Jarl Grugnur’s stronghold in a glacial rift inside the mountains around Tai Shan. If not, then the Quanch Giants who are at the rift to meet the Jarl are from a different Quanch Giant clan.

The incentive for our Kung Fu heroes to venture into the rift are several. First of all, unlike the treasure from the Quanch Giant steading, they can keep whatever they find as payment for dealing with the giants. Secondly, by taking this route, they can enter Zik from a subterranean route that will ensure that their journey is undetected by the Void Walkers and soldiers that patrol the mountains of Tai Shan. And, finally, there is a growing concern that something very sinister is behind the growing threat of the giants and their banding together.

The characters have learned that their timing coincides with a meeting between the Quanch Giants, Frost Giants, Fire Giants, and even the Stone Giants are sending representatives. If the characters can disrupt this meeting, it will be a major setback to their efforts.

It would be very beneficial to read the introductory documents *Call of Kungfulhu Underdark Campaign* and *G1 The Steading of the Quanch Giant Chief* 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.

**THE GLACIAL RIFT OF THE FROST GIANT JARL**

The adventure begins very similarly to G1 in that the party has established and stocked a safe haven from which to maintain a base camp inside of a cave not too far from the entrance (demarcated on the map with a thick arrow at 300’ elevation at the north end of the rift). So long as the group doesn’t draw attention to this cave, it can be returned to for rest and recuperation.

There are numerous places where Frost Giants have created makeshift doors by moving huge boulders in front of openings. These are too large for one human to move, so it will be necessary to use the rules for Cooperative Rolls, see SWDE page 70. All of these are marked with a lower case “b” on the maps.

Another important element to this module is to ensure the players understand Giant culture and the Ordning. Giants adhere to a strict ranking system both within and without of their tribes and clans. Before beginning the module, give the players an intelligence briefing that can be from one of the courtiers of the Jade Mountains. In this briefing, the players learn that giants may only enter another giant’s realm if they have the appropriate permission, or pass. These passes are in the form of gifts made of precious metals and gems. It’s up to you and your group just how possession of these items affect the game. For example, does a human possessing a pass ensure
an audience with the Chief, Jarl, King, etc.? Or does it have to be a giant? Maybe in giant culture, if you can kill a giant and take their pass, then you have the right to an audience with the king who presented it. Like I said, there are numerous possibilities with this, so ensure your players have either complete knowledge, or at least a bonus on the roll, of the appearance and significance of the items in 8, 24, 25, and 26.

**UPPER AREAS**

Let’s begin with the changes that I felt were necessary. Remember to read G1 on how I recommend handling conversion of treasure. In the previous module, I removed higher ranking giants. In this module, it would make sense that several different giant representatives would be present since the Jarl is holding a council to discuss the banding together of several giant clans. I did reduce the number of Stone Giant envoys down to just two. BTW, if you don’t know the cultures of the giants, do yourself a favor and read about them. The most interesting to me is the Stone Giant. They’re views of the above ground world are pretty crazy. I also made one of the Yetis a Wild Card because I thought it would add flavor to have Yeti baddy.

Room 5: Ice Cavern – Replace the treasure on the party of frozen adventurers with a Worthwhile roll in SWFC, page 48.

Room 8: South Cavern – Note the armband pass.

Room 13: Ice Cavern – The Yeti Leader is a Wild Card and the treasure here can be listed as Worthwhile.

Room 24: Visitor’s Cave – Replace with Quanch Giants. Note passes.

Room 25: Visitor’s Cave – Reduce the number to 2 Stone Giants and note the crown.

Room 26: Special Visitor’s Cave – Note the statue.

Room 28: Snow Covered Dome of Ice – Replace treasure with roll on Rich table (SWFC, page 48).

**LOWER AREAS AND JARL’S CAVERNS**

There is a ridiculous amount of magic items in this level of the dungeon. We’ll be replacing most of it with rolls for treasure and magic; although I’ve converted them all for those who choose to use any or all of them. I would roll at least a few magic items at the end just because this is the first place where it would seem logical to have several amongst the treasure of the Jarl. We’ll be removing the two white dragons from 2. They just don’t make any sense because dragons and giants are bitter enemies. There’s no way they’d be living in such close proximity. We’ll also be replacing the Cloud Giant and Storm Giantess from 7 and 8.
Room 2: Vaulted Cavern – Replace White Dragons with 4 Ice Toads and change their treasure to a roll on the table for Worthwhile (SWFC, page 48).

Room 7: Guest Cavern – Replace Cloud Giant with 1 Frost Giant from another band of Frost Giants.

Room 8: Prison Cavern – Replace the Storm Giantess with 1 Quanch Giantess. This giant has been accused of being a spy and, with the right skills, may be mined for information that could help the party.

Room 20 & 21: Jarl’s Antecavern and Trophy Hall & Jarl’s Private Cavern – We’ll be replacing all of the magic items with just a few as rolled three times on the Treasure Trove and Magic Item Table (SWFC, page 48). Also, Jarl Gugnur and his Lady are both Wild Cards. One final note. There is no lever that magically transports anyone to the next module. The characters are going to have to hoof it there.
**BESTIARY**

**Giant, Frost**

Frost Giants grow anywhere from 18’ to 21’ tall. They appear as massive Vikings with a similar culture. They live exclusively in frigid, mountainous regions. They typically keep Polar Bears or Winter Wolves as pets. In Shan, Frost Giants are usually rare to encounter.

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d12+6, Vigor d12  
**Skills:** Fighting d8, Intimidation d10, Notice d4, Throwing d8  
**Pace:** 8, **Parry:** 6 (5 when using a Greataxe or Warhammer), **Toughness:** 15 (2)  
**Edges:** Sweep  
**Gear**  
- **Greataxe and Warhammer:** Frost Giants prefer either Greataxes (Str+d8, AP 1, Parry -1, Requires 2 hands) or Warhammers (Str+d8, Parry -1, Requires 2 hands).  
- **Iron Armor:** +2 Toughness.  
- **Rocks:** Range 3/6/12, Str+d6 Damage.  
**Special Abilities**  
- **Immunity:** Frost Giants are immune to cold and cold-based attacks.  
- **Large:** Attackers add +2 to their attack rolls when attacking a Frost Giant due to its large size.  
- **Size +5/+6:** Frost Giants are 18’-21’ tall.  
- **Weakness (Fire):** Frost Giants are vulnerable to fire-based attacks, taking +4 Damage from them.

**Giant, Fire**

Fire Giants thrive in the interior of mountains tapping into the volcanic activity of the deep and forging mighty weapons. They appear as humongous Dwarves and are about the same size as Frost Giants. Fire Giants rank higher than their Frost Giant cousins in the Ordning, due to their fierceness in combat and skills in weaponry. They typically keep Hydras or Hell Hounds as pets. In Shan, Fire Giants are usually rare to encounter.

**Attributes:** Agility d6, Smarts d6, Spirit d10, Strength d12+7, Vigor d12+1  
**Skills:** Fighting d8, Intimidation d10, Notice d6, Repair d10, Throwing d6  
**Pace:** 8, **Parry:** 6 (7 with shield), **Toughness:** 15 (2)  
**Edges:** Level Headed, Improved Sweep  
**Gear**  
- **Brass Armor:** +2 Toughness.  
- **Brass Shield:** Parry +1, Armor +2 to ranged shots.  
- **Giant Longsword:** Fire Giants prefer Giant Longswords (Str+d8, AP 2).  
- **Rocks:** Range 3/6/12, Str+d6 Damage.  
**Special Abilities**  
- **Immunity:** Fire Giants are immune to heat and all flame and fire-based attacks and effects.
• **Large**: Attackers add +2 to their attack rolls when attacking a Fire Giant due to its large size.

• **Size +5/+6**: Fire Giants are 18’-21’ tall.

• **Weakness (Cold)**: Fire Giants are vulnerable to cold attacks, taking +4 Damage from them.

### Giant, Quanch

Quanch Giants originally come from the mountains of Wikinrovia. They are used in Therwyndia to guard the Fortress of Osklabnidia and the area around Tai Shan.

**Attributes**: Agility d6, Smarts d4, Spirit d6, Strength d12+5, Vigor d10

**Skills**: Fighting d6, Intimidation d8, Notice d4, Throwing d6

**Pace**: 8, **Parry**: 5, **Toughness**: 12

**Edges**: Sweep

**Gear**: Quanch Giants prefer stone mauls (Str+d10).

**Special Abilities**

• **Large**: Attackers add +2 to their attack rolls when attacking a Quanch Giant due to its large size.

• **Size +4**: Quanch Giants are over 12’ tall.

### Giant, Stone

Stone Giants live deep in the interior of mountains where they practice carving artistic sculptures and feats of athleticism. They are more lithe compared to other giants, but they are quite graceful creatures. Even though Fire Giants rank beneath Frost Giants in the Ordning, they are peculiar creatures who prefer their isolation. Stone Giants are typically 14’-18’ tall. They’re incredibly adept at throwing rocks. In Shan, Stone Giants are usually extremely rare to encounter.

**Attributes**: Agility d6, Smarts d8, Spirit d6, Strength d12+6, Vigor d10

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

**Pace**: 8, **Parry**: 5, **Toughness**: 13 (2)

**Edges**: Sweep, Trademark Weapon (any boulder chosen by the giant)

**Gear**

• **Rocks**: Range 5/10/20, Str+d8 Damage.

• **Stalactite/Stalagmite Club**: Stone Giants take great pride in carving ornate clubs from stalactites and stalagmites (Str+d6).

**Special Abilities**

• **Armor +2**: Stone Giants have perfected armor made from leather with shales of stone inserted into them.

• **Large**: Attackers add +2 to their attack rolls when attacking a Stone Giant due to its large size.

• **Size +4/+5**: Stone Giants are 14’-18’ tall.
**Ice Toad**

Ice Toads are an intelligent race of toads that live in frigid climate. They have their own strange language and religion and love to collect treasure. They attack by using their tongues to grapple their prey and bite them. They also have a cold-radiating attack.

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

**Skills:** Fighting d6, Intimidation d6, Notice d4,

**Pace:** 7, **Parry:** 6, **Toughness:** 11 (1)

**Special Abilities**
- **Bite:** Str+d4
- **Cold Radiation:** This attack can only be made every other round. The toad uses a Medium Blast Template radiating from its body. Any creature that isn’t immune to cold-based attacks must make an Agility roll to clear the area or suffer 3d6 Damage.
- **Tongue Grapple:** It’s tongue has a Reach of 1 and requires an opposed Fighting roll to determine if its prey is caught. A Raise by the toad means its prey is also Shaken. Once entangled, the victim may make an opposed roll using either Strength or Agility. A success means the victim is free but the attempt consumed their Action. A Raise means the victim is free and may act normally. If the victim cannot free itself, the toad bites its victim. An entangled victim may try a different Action while entangled, but it is at a -4.

**Jarl Grugnur**

Grugnur wears a massive chain around his neck and fights using a massive, two-handed sword. If his enemies are out of reach and begin a barrage of ranged attacks, he will don his shield and fight with the chain jack.

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d12+6, Vigor d12

**Skills:** Fighting d8, Intimidation d10, Notice d4, Throwing d8

**Pace:** 8, **Parry:** 6 (5 when using two-handed sword), **Toughness:** 16 (3)

**Edges:** Sweep

**Gear**
- **Two Handed Sword +4:** Str+d10, -1 Parry, 2 Hands, +4 Damage.
- **Chain Jack:** Str+d6, Reach 1.
- **Shield +1/+4:** Shield +1 Toughness/+4 vs. ranged attacks.
- **Iron Armor:** +2 Toughness.
- **Rocks:** Range 3/6/12, Str+d6 Damage.

**Special Abilities**
- **Immunity:** Frost Giants are immune to cold and cold-based attacks.
- **Large:** Attackers add +2 to their attack rolls when attacking a Frost Giant due to its large size.
- **Size +5/+6:** Frost Giants are 18’-21’ tall.
- **Weakness (Fire):** Frost Giants are vulnerable to fire-based attacks, taking +4 Damage from them.
[WC] Jarl’s Lady - Vergna

Vergna wears a large, sabretooth cloak and fights with an iron mace. The two Winter Wolves, Sloker and Doker, are her pets and will obey her fighting commands.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+6, Vigor d12
Skills: Fighting d8, Intimidation d10, Notice d4, Throwing d8
Pace: 8, Parry: 6, Toughness: 15 (2)
Edges: Sweep

Gear
- Iron Mace: Str+d8
- Iron Armor: +2 Toughness.
- Rocks: Range 3/6/12, Str+d6 Damage

Special Abilities
- Immunity: Frost Giants are immune to cold and cold-based attacks.
- Large: Attackers add +2 to their attack rolls when attacking a Frost Giant due to its large size.
- Size +5/+6: Frost Giants are 18’-21’ tall.
- Weakness (Fire): Frost Giants are vulnerable to fire-based attacks, taking +4 Damage from them.

Ogre

Ogres are kin to orcs and lesser giants. They are often taken in by orc clans, who respect the dumb brutes for their savagery and strength. Orcs often pit their “pet” ogres in savage combats against their rivals’ ogres.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+3, Vigor d12
Skills: Fighting d8, Intimidation d8, Notice d4, Throwing d6
Pace: 7, Parry: 6, Toughness: 11 (1)
Edges: Sweep

Gear
- Weapons: Ogres typically attack with huge clubs, Str+d8.
- Armor +1: Ogres wear thick hides.

Special Abilities
- Size +3: Ogres are over 8’ tall.

Ogre Magi

Ogres Magi are slightly smarter than other ogres and use primitive, shamanistic powers.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+3, Vigor d12
Skills: Fighting d8, Intimidation d8, Notice d4, Throwing d6
Pace: 7, Parry: 6, Toughness: 11 (1)
Edges: Sweep
Gear

- **Weapons:** Ogres typically attack with huge clubs, Str+d8.
- **Armor +1:** Ogres wear thick hides.

Special Abilities

- **Powers 2:** Ogre Magi will typically know 2 Powers at Novice level and have 10 Power Points.
- **Size +3:** Ogres are over 8’ tall.

**Polar Bear**

Polar Bears are used by giants as guard beasts.

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

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

**Pace:** 8, **Parry:** 6, **Toughness:** 10

Special Abilities

- **Bear Hug:** Bears don’t actually “hug” their victims, but they do attempt to use their weight to pin their prey and rend it with their claws and teeth. A bear that hits with a raise has pinned his foe. The opponent may only attempt to escape the “hug” on his action, which requires a raise on an opposed Strength roll.
- **Claws:** Str+d6
- **Size +2:** Polar Bears can stand up to over 8’ tall and weigh over 1,000 pounds.

**Remorhaz**

Remorhazes are huge centipede-like creatures that are about 20’ long. They live in frigid environments but are able to generate intense, internal heat. They appear whitish-blue but glow red.

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

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

**Pace:** 8, **Parry:** 5, **Toughness:** 13 (2)

Special Abilities

- **Armor Carapace +2:** Remorhazes have thick exoskeletons.
- **Grapple:** It’s favored attack is to grapple opponents with its multiple legs and swallow them whole. Its prey must be at least one size smaller than them to do this. This is an opposed Strength roll. A Raise by the Remorhaz means its prey is also Shaken. Once entangled, the victim may make an opposed roll using either Strength or Agility. A success means the victim is free but the attempt consumed their Action. A Raise means the victim is free and may act normally. If the victim cannot free itself, the Remorhaz swallows the victim into its gizzard. A victim in its gizzard suffers 3d6 heat damage and may try to cut their way out from the inside. A successful wound inflicted from the inside of the gizzard means the victim has cut their way out. Grappled victims may try a different Action while entangled, but it is at a -4.
• **Large:** Attackers add +2 to their attack rolls when attacking a Remorhaz due to its large size.
• **Size +5:** They are 20’ long and can rear up to height of 8’ tall.

**Snow Leopard**

Snow Leopards are indigenous to arctic regions.

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

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

**Pace:** 8, **Parry:** 6, **Toughness:** 8

**Special Abilities**

- **Bite/Claw:** Str+d6
- **Fleet Footed:** Leopards roll a d10 when running.
- **Improved Frenzy:** Snow Leopards may make two attacks with no penalty.
- **Low Light Vision:** Cats ignore penalties for Dim and Dark lighting.
- **Pounce:** Snow Leopards often pounce on their prey to best bring their mass and claws to bear. It can leap 1d6” to gain +4 to its attack and damage. Its Parry is reduced by –2 until its next action when performing the maneuver however.
- **Size +1**

**White Pudding**

An amorphous blob, roughly thirty feet in diameter. They’re not massive creatures, but are spread out over a wide area.

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

**Skills:** Fighting d4, Notice d12, Stealth d10

**Pace:** 4, **Parry:** 5, **Toughness:** 9

**Special Abilities**

- **Acidic Touch:** White Puddings secrete a powerful acid that eats anything but stone. By making a Touch attack (+2 to Fighting), they inflict 2d8 damage. Any non-magical weapons or armor they come in contact with will most likely be ruined at the end of the round they touch it (or it touches them, in the case of weapons); on a 1-4 on d6, the item corrodes away to a smoking heap of goo.
- **Fearless:** White Pudding have no true intellect to speak of; they are thus immune to Fear, and cannot be Intimidated or Taunted.
- **Invulnerable:** Weapons and most spells do no damage against a pudding; they only cause it to split and reform (this happens whenever the pudding is Shaken). They can only be harmed by fire; torches, for example, do 1d10 damage to them. Fire-based spells do full damage.
- **Large:** Opponents get a +2 to all attack rolls against a pudding, due to its size.
- **Ooze:** White Puddings are amorphous creatures. As such, they get the following bonuses: +2 to recover from Shaken; no damage from called shots; immune to poison
and disease. They can’t be blinded or deafened, and ignore all lighting penalties. They have no facing to speak of, and those fighting them in groups are denied any Ganging Up bonuses. Puddings can squeeze themselves through openings as small as an inch across.

- **Slow:** White Puddings have a Pace of 4 and cannot run.
- **Size +4**
- **Wall Walker:** Puddings can move on walls and ceilings at their normal Pace.

Winter Wolf

Winter Wolves haunt artic climes, roaming the tundra in packs. Their thick fur is pure white, allowing them to blend in with the snow and ice.

**Attributes:** Agility d8, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8

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

**Pace:** 8, **Parry:** 5, **Toughness:** 7

**Special Abilities**

- **Bite:** Str+d6
- **Chill Bite:** The icy bite of a Winter Wolf can paralyze prey. Anyone Shaken or wounded must make a Vigor roll or be paralyzed for 1d6 rounds.
- **Fleet-Footed:** Winter Wolves roll d10 when running.
- **Go for the Throat:** Wolves instinctively go for an opponent’s soft spots. With a raise on its attack roll, it hits the target’s most weakly-armored location.
- **Immunity (Cold):** Winter Wolves take no damage from cold.
- **Size +1:** Winter Wolves stand over 5’ tall and are over 7’ long.

Yeti

A Yeti is a large ape-like creature that resembles an Abominable Snowman. Yetis have thick, white fur and clear eyelids that help shield their icy, blue eyes from frigid, blasting wind.

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

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

**Pace:** 8, **Parry:** 6, **Toughness:** 7

**Edges:** Beserk, Combat Reflexes

**Special Abilities**

- **Claw/Bite:** Str+d6
- **Fleet-Footed:** When running on all fours, Yetis have a Pace of 8 and roll a d8 for running.
- **Leaping:** Yetis can leap 3”, +1” with a Strength roll.
- **Low-light Vision:** They ignore penalties for Dim and Dark light.
[WC] Yeti Leader

This Yeti is slightly larger than the other Yetis and has managed to find a Frost Sword +3 that he uses to great effect.

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

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

**Pace:** 8, **Parry:** 6, **Toughness:** 7

**Edges:** Beserk, Combat Reflexes

**Gear**
- **Longsword of Frost:** Str+d8, +3 Damage, works as imbued with Smite Power (cold trapping)

**Special Abilities**
- **Claw/Bite:** Str+d6
- **Fleet-Footed:** When running on all fours, Yetis have a Pace of 8 and roll a d8 for running.
- **Leaping:** Yetis can leap 3”, +1” with a Strength roll.
- **Low-light Vision:** They ignore penalties for Dim and Dark light.
**MAGIC ITEMS**

Armor of Vulnerability – Armor -2 Toughness. This one would be fun to game because the player is led to believe that the Armor is +2 to Toughness when, in reality, it causes the person to lose 2 points of Toughness. How long will the player go on using the armor until they notice that it is easier for their character to get hit?

Battle Axe +1 – Battle Axe +3 Damage, SWFC page 52.

Black Chainmail +3 – Black Chainmail +3 Toughness.

Box of Holding – I couldn’t find a good corollary for this one in SWFC, but you can model it after a Type I Bag of Holding and say that the box has a fixed weight of 15 pounds no matter what’s in it. The extra-dimensional inside holds 150 pounds and is 30 cubic feet.

Crossbow of Speed – Crossbow of Fast Load, SWFC page 55.

Hammer, Thunderbolts – Hammer of either Edges burst or smite (thunderbolt trapping), SWFC page 53.

Iron Horn of Valhalla – This horn works as a Summon Ally spell at Veteran Rank. Use the stats for Mercenaries on pages 134 and 135 of SWFC. The horn can summon either 1 Viking Captain (Mercenary Captain) but replace 1 Edge with Berserk, 2 Veteran Vikings (Veteran Mercenaries) with their Edge replaced by Berserk, or 3 Common Vikings (Common Mercenaries) with no Edge. They can be summoned once per week and last for one hour or until Incapacitated, at which point they dissipate. Another alternative is the Horn of Heroes (SWFC page 73) which is pretty cool.

Necklace of Fireball Missiles – Necklace of Bolt (trapping fire), SWFC page 31.

Nolzur’s Marvelous Pigments – I love the name so let’s call it Nolzur’s Marvelous Chalks (8 sticks). See Window Chalk in SWFC page 78.

Oil, Slipperiness – This unguent requires 5 minutes to pour over the intended target. Once applied, it becomes clear and odorless. For one hour the oil confers the magic abilities of the Arcane Resistance Edge (SWDE page 35) and the Power of Speed (SWFC page 42).

Pearl of Wisdom – Bead of Knowledge (GM’s choice), SWFC page 62.

Potion, Cloud Giant Strength – Potion of Boost Strength With Raise (WR), SWFC page 79.

Potion, Delusion – Character incurs the Hindrance Delusional, SWDE page 30.

Potion, Diminution – Potion of Shrink, SWFC page 37.
Potion, Extra Healing – Potion of Healing With Raise (WR), SWFC page 79.

Potion, Fire Resistance – Potion of Elemental Protection (fire), SWFC page 79.

Potion, Frost Giant Control – Potion of Puppet with better effectiveness on Frost Giants, SWFC page 79.

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

Potion, Human Control – Potion of Puppet with better effectiveness on Humans, SWFC page 79.

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

Potion, Speed – Potion of either Speed or Quickness, SWFC page 79.

Potion, Storm Giant Strength – Potion of Boost Strength With Raise (WR), SWFC page 79.


Ring, Invisibility – Ring of Invisibility, SWFC page 80.

Ring, Three Wishes – I never liked this “Pandora’s Box” of a spell back when I was playing the original module and I still don’t use it now. If you want to convert it, go ahead and just read the D&D version but I couldn’t find a Wish spell in SWFC.

Scroll, Crystal Brittle – As an Elemental Manipulation Power, see SWFC page 35. The trapping for this version is crystal and only affects metallic objects transforming them into crystal for the duration of the spell.

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

Scroll, Curse – As a Curse Power, see SWFC page 30.

Scroll, Energy Drain – Scroll of Lower Trait, SWFC page 84.

Scroll, Exploding – As a Burst Power, see SWFC page 32.

Scroll, Protection from Elementals – Scroll of Environmental Protection, SWFC page 84.

Scroll, Protection from Magic – Scroll of Arcane Resistance, SWDE page 35.

Shield +1 – Shield +1 Toughness, SWFC page 49.
Shield +1/+4 vs. missiles – Shield +1 Toughness/+4 Toughness from ranged attacks, SWFC page 49.

Sword, Frost +3 – Sword of Smite (cold trapping) +3 Damage, SWFC page 53.

Sword, Giant Slaying +2 – Sword of Edge Giant Killer with +2 Damage, SWFC page 52.

Sword, Two-Handed +4 – Sword +4 Damage, SWFC page 52, although weapons typically don’t go beyond +3 in SWFC.

Wand, Cold – Wand of Elemental Manipulation (trapping ice and snow). It has 16 Power Points. SWFC page 35.

Wand, Paralyzation – Wand of Petrification, SWFC page 85.