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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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## **G3 Hall of the Fire Giant King**

Our heroes have completed their eradication of the Quanch Giants and the Frost Giants. In the process, they have learned of a complicated web of vile schemes that include the Giants, Drow, and Void Walkers. Just how much the players know is rather fragmented, but they will certainly learn more details in *G3 Hall of the Fire Giant King*.

It would be very beneficial to read the introductory documents *Call of Kungfulhu Underdark Campaign*, *G1 The Steading of the Quanch Giant Chief*, and *G2 The Glacial Rift of the Frost Giant Jarl* 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.

### **HALL OF THE FIRE GIANT KING**

The adventure begins very similarly to G1 and G2 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. In this case, the entrance is two, huge, obsidian "valves". I take that to mean, doors that open via some complicated device.

#### **LEVEL #1**

I replaced the Rakshasas in Room 17 with a mix of 3 Void Walkers. Use a mix from the document I posted on The Order of Hyshu for templates to use. This means that the door to this room isn't barred. Also, any time there are Gnolls, they are automatically replaced with Kara Barak from the Bone Chewer Clan.

Room 5: Queen Frupy's Chamber – We'll replace the 2 Giant Weasels with 2 Hellhounds. Also, Frupy's treasure would be Rich. See SWFC page 48.

Room 9: King Snurre's Treasure Cave – Use Treasure Trove, SWFC page 48, and include 3-4 magic items.

Room 12: Advisor's Chamber – Replace Gnolls with Kara Barak and give Obmi a treasure rated as Worthwhile, SWFC page 48.

Room 17: Guest Chamber – Replace Rakshasas with 3 Void Walkers.

## LEVEL #2

You'll need to read the document that accompanies this conversion (*CoK Campaign Status G3*) for the details on the prisoners in this level and details about the Temple of the Eye.

Room 3: Visitor's Chamber – Replace the 4 Stone Giants with 4 Fire Giants.

Room 4: Storage Room – Replace with Quanch Giants.

Room 7: Torture Chamber – I made these two brutes Wild Cards. Their stats are below.

Cell 1c – Replace with Princess Nerra of the Hua Shan court.

Cell 2c – Replace with Princess Nerra's 8 body guards.

Cell 5c – Replace with human NPCs. In the campaign I'm running, I wanted to include a Ninja and a Ronin created from Iron Dynasty. I'll include their character sheets with this release separately. The Ronin's name is Akijo Mitsune and he has fled Konoyo. I'll leave the backstory as to why for you to create. The Ninja's name is Kiko and she was hired to follow Akijo, determine where and why he was heading to Shan, and possibly assassinate him. However, the two were captured and imprisoned. This should make some dynamic tension in the party and provide two really cool warriors to help the party out.

Cell 7c – Replace with Kara Barak.

Cell 10c – Replace with Kara Barak.

Cell 14c – Replace with Fire Wu Gomi.

Room G: Guard Room: Note that this is the first time the players will have encountered Drow Blades. This is a good opportunity to describe how alien they are to the party.

Room 8: Secret Room – Replace with treasure of Rich, SWFC page 48.

Room 10: Temple of the Eye – Have character make Fear rolls when entering this place.

Room 12: Drow Cleric's Area – The Wall of Tentacles is a good time to use the *Realms of Cthulhu* rules on grappling tentacles. I wouldn't get too wrapped up (another great pun) with the tentacles only being able to be damaged by magic. I would, however, make anyone using water-based magic or Water Chi do only half damage since Cthulhu is a water-based deity.

Note too that this will be the first time the characters have encountered Drow. Drow aren't a part of the Common Knowledge of the surface world of Shan.

Room 14: Guest Chamber – Replace the 2 Cloud Giants with 2 Fire Giants from a different Fire Giant clan.

Rooms 16 & 17: Thrall Pens – Replace with Kara Barak.

### **LEVEL #3**

When I first saw that there was an illusion of a Red Dragon in Cavern 6, I said well, at least it's not a real one . . . and then I got to Cavern 7 where there is a real one. I just shook my head and said, "Gary, Gary, Gary". We're going to remove both the illusionary and the real one. Remember that Giants hate Dragons and anything to do with them other than killing them and taking their stuff. Why would there be a Dragon laired *inside* of a Fir Giant fortress? It makes absolutely no sense. I'm also going to be removing Nedylene from Cavern 16. Having two opposing Drow factions so close together just adds needless confusion to this module. Instead, the 8 Drow in Cavern 16 will be loyal to Eclavdra. Nedylene is listed in D3, but doesn't have any real role. Maybe she'll play a more prominent role when the time comes, but I'm removing her from G3.

Cavern 6: Great Vaulted Cavern – Remove the illusion and just have the Gorgon as a guard in this room.

Cavern 7: Treasure Trove Cave – Remove the Red Dragon and place a Worthwhile treasure here as the treasure the Gorgon guards (SWFC page 48).

Cavern 16: Small Cavern – Remove Nedylene and have the Drow warriors be loyal to the rest of the Drow under Eclavdra's command.

## BESTIARY

### Chimera

Chimeras are fierce creatures with the fore-body of a lion, the hindquarters of a goat, the wings of a dragon, and the heads of all three creatures.

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

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

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

#### **Special Abilities**

- **Armor +1:** Thick, tough hide.
- **Bite/Horns/Claws:** Str+d4
- **Fear:** Chimeras are fearsome creatures to behold, and force a Fear check when initiating combat
- **Fire Breathing:** A Chimera's dragon head can belch forth fire, using the Cone Template. Anyone in the area must make an Agility roll at -2 or take 2d8 damage, and must check to see if they catch fire. A Chimera can't use the Sweep ability and breathe fire in the same round, however she can do another melee attack without penalty, using horns or claws.
- **Improved Sweep:** Chimeras can attack any adjacent opponents, with a combination of biting, ramming with its goat head and claws, at no penalty.
- **Flight:** Chimeras are capable of winged flight, at a pace of 10", with a 2" acceleration (their massive bodies make it difficult for them to become initially airborne).
- **Size +3**
- **Three Headed:** The Chimera's three heads afford it the following bonuses; it gets a +2 to all Notice rolls, a +2 to recover from Shaken, and called shots to the head do no additional damage. However, a called shot to the head which results in at least 1 wound will kill that head, though the creature suffers no particular ill effects from this. Destroying all three heads kills the creature.

### Drow Curate

The stats represent a low level, male Drow Unholy Warrior serving a higher ranking Drow Cleric.

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

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

**Charisma:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5 (1)

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

**Powers:** burst, fear, and obscure

**Power Points:** 10

**Gear:** Tentacle Rod – this device has 3 long tentacles that serve as a sort of whip. Treat the attack as Automatic Fire so that each tentacle utilizes its own Fighting die. If all 3 tentacles hit successfully, add an additional d6 on top of any extra damage for Raises (Str+d6, Reach 1). They

also wear Drow-made garments that provide a +1 to Toughness.

### **Special Abilities**

- **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] Eclavdra the Evil High Priestess**

Eclavdra has been the one behind all of the Giant mischief. She is a fairly powerful Wild Card.

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

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

**Charisma:** 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (2)

**Edges:** Arcane Background (Miracles), Fervor, Inspire, New Power x4, Unholy Warrior

**Powers:** curse, drain power points, fear, havoc, lower trait, obscure

**Power Points:** 20

**Gear:** Tentacle Rod – Eclavdra's device has 6 long tentacles that serve as a sort of whip. Treat the attack as Automatic Fire so that each tentacle utilizes its own Fighting die. If all 6 tentacles hit successfully, add an additional d6 on top of any extra damage for Raises (Str+d6, Reach 1). She also wears Drow-made garments that provide a +2 to Toughness.

### **Special Abilities**

- **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.

## Ettin

Ettins are about the same size as Quanch Giants except they have two heads. Each head is capable of controlling each arm separately, thus increasing their attacks. If one head is Incapacitated, or even cut off, the Ettin may still survive, but they lose their Edge. Since they have two heads, they make very good lookouts.

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

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

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

**Edges:** Two-Fisted

**Gear:** Ettins will usually fight with a combination of complementary weapons such as two swords or a spear and a net.

### **Special Abilities**

- **Large:** Attackers add +2 to their attack rolls when attacking an Ettin due to its large size.
- **Size +4:** Ettins are over 12' tall.
- **Two Heads:** It requires two Called Shots to the head to Incapacitate an Ettin.

## 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.

## Gorgon

Gorgons appear as large bull-like creatures with metallic, scale-like hide and a powerful breath weapon.

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

**Skills:** Fighting d8, Tracking d12+1, Notice d12+1

**Pace:** 6; **Parry:** 6; **Toughness:** 15 (3)

#### **Special Abilities**

- **Armor +3:** Natural armor.
- **Horn:** Str+d6.
- **Hooves:** Str+d4.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **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.
- **Gore:** +4 damage if move 6" or more in straight line before attacking.
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer breath damage. The Gorgon's breath can turn living creatures to stone. All creatures not making their Agility rolls must make a Vigor roll. Successful Vigor rolls result in 2d8 Damage. A failure causes 3d8 damage and a Critical Failure results in turning to stone.
- **Size +3:** Six feet tall; Toughness +3.

#### **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.

#### **Hellhound**

Hellhounds are monstrous dogs, often with black skin which steams from the heat of the beast's demonic blood. Their eyes burn with demonic fire and their teeth are oversized, protruding from their jaw at all angles. Certain demons often keep them as pets, though they may also be found in the company of necromancers and other evil wizards.

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

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

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

#### **Special Abilities**

- **Bite:** Str+d6
- **Fear:** Anyone who sees a Hellhound must make a Fear check.
- **Fleet Footed:** Hellhounds use a d10 for running.
- **Go for the Throat:** If a Hellhound gets a Raise on its attack roll, it strikes its opponent's least protected area.
- **Immunity (Fire):** Hellhounds take damage from fire.
- **Terrible Wounds:** The jagged teeth of a hellhound inflict terrible wounds, which do not heal quickly. Healing rolls, including magical and natural healing, are subject to a -2 penalty on top of any wound penalties.

#### **Kara Barak**

These creatures are black furred, gnoll-like humanoids with heads that look like hyenas. Kara Barak means "black dog" in Shanese. They are cruel and eat most creatures they kill. They are also scavengers and will eat the kills of other creatures too. In larger groups, they typically have a large beast such as an ogre, troll, or giant to help them fight.

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

**Skills:** Fighting d8, Intimidation d8, Notice d8, Shooting d8, Stealth d6, Tracking d6

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

#### **Gear:**

- **Armor:** Boiled leather (+1 Toughness) and Medium Shield (+1 Parry)
- **Weapons:** Typically, Kara Barak have swords, axes, spears, bows, or crossbows.

#### **Special Abilities**

- **Low Light Vision:** Kara Barak ignore penalties for Dim and Dark Lighting
- **Scent:** Kara Barak get a +2 to Notice and Tracking rolls due to their sharp sense of smell.

#### **[WC] King Snurre**

King Snurre is a huge Fire Giant who is always accompanied by his two Hellhounds, Grindy and Madeye. He is over 20' tall and wears black iron armor and a necklace of skulls around his neck. He fights with a huge, two-handed sword with flames along its blade. He also wears a dragon hide cloak.

**Attributes:** Agility d6, Smarts d6, Spirit d10, Strength d12+7, Vigor d12+1

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

**Pace:** 8, **Parry:** 6 (7 with shield), **Toughness:** 15 (2)

**Edges:** Level Headed, Improved Sweep

#### **Gear**

- **Black Iron Armor:** +2 Toughness.
- **Dragon Hide Cloak:** This garment reduces damage from cold-based attacks by 50%.

- **Two-Handed Longsword +4:** +4 to Fighting. Besides the stats for the sword (Str+d10+6 fire damage, AP 2), it also gives a 1 in 6 chance of catching someone on fire, see SWDE page 101.
- **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.

#### **[WC] King's Torturer – Trivus**

Trivus is a wicked Fire Giant who gets his jollies from torturing and abusing any and all creatures the King gives him permission to. He wields a huge sword and will try to trap his opponents in the iron maiden sitting nearby.

**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.

#### **Lizard, Fire**

Fire Lizards are sometimes known as False Dragons because they resemble a Red Dragon but lack wings and the intelligence of a Dragon.

**Attributes:** Agility d6, Smarts d6 (A), Spirit d6, Strength d12+3, Vigor d12+1

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

**Pace:** 6; **Parry:** 7; **Toughness:** 17 (2)

#### **Special Abilities**

- **Armor +2:** 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").
- **Breath Weapon:** All targets within a Cone Template must make an Agility roll at -2 or suffer 2d10 fire damage.
- **Immunity:** Fire.
- **Weakness:** Cold (double damage).
- **Size +7:** Thirty feet long; Toughness +7.
- **Large:** -2 to attack medium-sized foes, they receive +2 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.

### [WC] Obmi

Obmi has been Snurre's advisor for 25 years after he was taken as a slave for five years. He is a deceitful Dwarf.

**Attributes:** Agility d6, Smarts d8, Spirit d6, Strength d10 (due to Gauntlets), Vigor d8

**Skills:** Climbing d6, Fighting d8, Knowledge (Stonecraft) d6, Intimidation d6, Notice d6, Stealth d6, Throwing d8

**Pace:** 5; **Parry:** 7; **Toughness:** 10 (4)

**Hindrances:** Greedy (minor), Loyal (Snurre)

**Edges:** Improved Dodge, Improved Extraction

**Gear:** Armor (+2 Toughness), Shield (+2 Toughness), Battle Axe (Str+d8+1), Hammer (Str+d8+3)

#### **Special Abilities:**

- **Gauntlets of Ogre Power:** These give Obmi a boost of one die type on his Strength.

- **Low Light Vision:** Dwarves ignore penalties for Dim and Dark lighting.
- **Ring of Invisibility:** As the Power (SWFC page 39).

### 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.

### Pyrohydra

This version of the Hydra is also a multi-headed beast. It breathes fire rather than having the ability to grow new heads to replace ones lost in combat like other hydras.

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

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

**Pace:** 5; **Parry:** 5; **Toughness:** 13 (2)

#### **Special Abilities:**

- **Armor +2:** Scaly hide.
- **Bite:** Str+d6, Reach 1.
- **Fiery Breath:** Pyrohydras breathe fire using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d10 damage and must check to see if they catch fire. Individual heads may not attack with bite in the round they breathe fire.
- **Multiple Heads:** Pyrohydras have five heads. Each head may make a Fighting roll in a round without incurring a multi-action penalty, though no more than three heads may attack a single target, regardless of its size. Every head has 1 wound and is severed if it is Incapacitated. Damage caused to heads does not affect the Pyrohydra, though it dies when the last head is severed.
- **Size +5:** Pyrohydras are large creatures. Most weigh over 10,000 pounds.

### [WC] Queen Frupy

Frupy is a huge, ugly brute who is cunning in combat. She has two pet Hellhounds named Slag and Ironjaw. Frupy wears Black Dragon armor and uses a huge iron scepter as a mace.

**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**

- **Black Dragon Armor:** +2 Toughness.
- **Iron Scepter:** Str+d8
- **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.

#### **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.

#### **[WC] Royal Headsman – Olvad the Grim**

Olvad is a surly Fire Giant who thrills in lopping off heads and appendages. He wields a huge headman's axe and will try to throw his opponents down the well nearby.

**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.
- **Headsmen's Axe:** Olvad's axe is a non-magical +2 axe (Str+d8+2, 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.

**Salamander**

Salamanders are salamander-like, humanoid hybrids that are fire-based creatures of some intelligence.

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

**Skills:** Fighting d8, Intimidation d10, Knowledge (Planes) d10, Repair d12+1, Notice d12, Stealth d10

**Pace:** 4; **Parry:** 7; **Toughness:** 10 (2)

**Gear:** Spear (Str+d6; Reach 1"; Parry +1; +2 fire damage)

**Edges:** Sweep

**Special Abilities**

- **Armor +2:** Fiery-red scales.
- **Tail Slap:** Str+d6; +2 fire damage; Constrict.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Extraplanar:** Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Flaming Aura:** Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Immunity:** Fire.
- **Weakness:** Cold (double damage).
- **Physical Resistance:** -3 damage from physical attacks, except those caused by magical weapons.

**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.

#### **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.

## MAGIC ITEMS

Amulet of the Planes – This item works essentially like the Power Banish (SWFC page 29) except there is an inherent risk of a person failing to transport to the desired plane and location on that plane they wish to travel to. Unskilled Arcane users also run the risk of traveling to the wrong plane as well. The GM should adjust difficulty according to the user's level of Arcane Background.

Armor +2 – Armor +2 Toughness, SWFC page 49.

Arrow +1 – Arrow +1 Damage, SWFC page 54.

Axe +1 – Axe +1 Damage, SWFC page 52.

Axe +2 – Axe +2 Damage, SWFC page 52.

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

Demon Staff – This staff casts the Powers Fear (SWFC, page 36) and Summon Ally (SWFC, page 43) as Novice level. The summoned creature will only be a Demon (GM's choice) from the selection beginning on page 109 of SWFC.

Dragon Hide Cloak – Reduces cold-based damage by 50%.

Gauntlets of Ogre Power – As the Power of Boost Trait, SWFC page 31.

Hammer +3 – Hammer +3 Damage, SWFC page 52.

Hellhound Hide – This garment confers the Ability of Immunity to Fire as the same as the Ability of a Hellhound.

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

Longbow +1 – Longbow +1 Shooting, SWFC page 55.

Morning Star +1 – Morning Star +1 Damage, SWFC page 52.

Philter, Love – The imbiber is affected as the Power Puppet for 1 hour (trapping love), SWFC page 40.

Philter, Persuasion – The imbiber is affect as the Power Puppet for 1 hour (trapping gullible), SWFC page 40.

Pipes of the Sewers – The possessor must cast Detect Arcana to learn how to play the right tune to summon a Rat Swarm (Horror Companion, page 111). The tune must be played continuously

to command telepathically and maintain control of the rats. If playing is ceased, the rats disperse. This would be fun to play just to have the rats appear and dance a little jig while the party is hanging out around the campfire.

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

Potion, Diminution – Potion of Shrink, SWFC page 37.

Potion, ESP – As Power Mind Reading, SWFC page 40.

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

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

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

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

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

Potion, Mammal Control – Potion of Puppet with better effectiveness on Mammals, 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, Undead Control – Potion of Puppet with better effectiveness on Undead, SWFC page 79.

Ring, Contrariness (Spell Turning) – I rolled on a table I found online for the Spell Turning aspect. This ring really has two magical properties, one a positive spell and one a curse. Spell Turning can be replaced by the Edge of Arcane Resistance (SWDE page 35) and the Contrariness part is just a nasty roll playing device that makes the character disagree with any plans the party tries to make. The character can't be tricked into harming themselves. The ring and the curse lasts until the player has it magically removed. I thought the article "The 20 Most WTF Magical Items in Dungeons & Dragons" was funny because it was #1 on the list. The entire list is a must read! <http://io9.gizmodo.com/the-20-weirdest-dungeons-dragons-magical-items-1596482305>

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

Ring, Invisibility – As the Power Invisibility, SWFC page 39.

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

Ring, Shooting Stars – As the Powers Light and Elemental Manipulation (Fire), SWFC pages 35 & 40.

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.

Ring, Water Elemental Command – As the Power Summon Ally at Novice Rank, SWFC page 43. Can only summon a Water Elemental, SWFC page 116.

Rod, Cancellation – As the Power Drain Power Points, SWFC page 35.

Scroll, Continual Darkness – Scroll of Obscure, SWFC page 84.

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

Scroll, Detect Lie – As the Power Mind Reading, SWFC page 40.

Scroll, Gate – This a very powerful item that I wouldn’t have in a game unless it served a very specific piece of the plot. In CoK, gates to other planes are rare. The D&D item creates and gate and allows players to call beings through the gate as well.

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

Scroll, Restoration – This spell restores any lost levels of Attributes, Skills, or Power Points due to magical means.

Scroll, True Seeing – This spell allows the caster to see through darkness as well as see anything obscured, disguised, or hid by any Arcane method.

Scroll, Unholy Word – As the Power Lower Trait, but only affects non-evil beings, SWFC page 31.

Scroll, Word of Recall – This spell teleports the caster back to their home, lair, or stronghold when a specific word is uttered.

Shield +2 – Shield +2 Toughness, SWFC page 49.

Shield -2, Missile Attraction – This shield appears as a Shield +2, but is actually a cursed Shield -2 to Toughness.

Sword -2, Cursed – This sword appears as a Sword +2, but is actually a cursed Sword -2 to Fighting.

Sword, Two-Handed +4 hit/+6 dmg – Snurre’s sword is +4 to Fighting. Besides the stats for the sword (Str+d10+6 fire damage, AP 2), it also gives a 1 in 6 chance of catching someone on fire, see SWDE page 101.

Symbol of Persuasion – Everyone within the radius of the spell caster’s Smarts must make an opposed Spirit roll to the casters Arcane skill or they become affected as the Power Puppet for 1 hour; 2 hours with a raise. See SWFC page 40.

Tome of Clear Thought – Spending 2 weeks studying the system of logic in this magical tome has the effect of raising the character’s Smarts by 1 die type.

Wand, Viscid Globbs – This Drow-made device shoots globs that restrain opponents. It has 20 Power Points and works like the Power Entangle, SWFC page 36.

Wizard Eye – This device, when activated, works like the Power Farsight, SWFC page 36. It is an orb that floats and can also be used for scouting. It has a Pace equal to the caster and cannot stray beyond the caster’s Smarts x2.