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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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D3 Vault of the Drow

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*, *D1 Descent into the Depths of the Earth*, *D2 Shrine of the Koi Toa* 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.

A shout out should go to Richard Woolcock for his Zadmar conversions. I've found myself going back to his D&D conversions for monsters over and over again.

The map of the Dreamlands that I found was created by Jason Thompson. I ordered the full-size poster and framed it. When I set out to convert the G and D-series modules, I had no idea that he had also created a visual walk-through of a group of adventurers going through D3. I would have ordered it, too, but it wasn't for sale. There is a link to the high resolution version, however. I took that file to Staples and had a huge poster printed and framed it, too. Both posters make great pieces for the gaming group to visually explore.

<http://dnd.wizards.com/articles/features/vault-drow-walkthrough-poster>

VAULT OF THE DROW

The module picks up immediately after D2 so there is no real need for any preliminary set up.

ENCOUNTER AREA Q²49

This is the first area where the characters encounter a fortified Drow outpost. Hopefully the players have begun to piece together how the various Drow items that they've found along the way provide them with a sort of passport into the Drow realm they are about to enter. If not, the Sifu may want to serve them up a softball so they can begin to formulate a plan of how they are going to fabricate a story of why they are traveling through Drow country. Otherwise, there is little chance of their survival if they plan to fight everything they encounter.

ENCOUNTER AREA R²47

The module doesn't delve into the backgrounds of Silussa and Belgos, so it is unknown what their motives really are. This gives the Sifu the opportunity to fabricate some information that could either help or hinder the party. For example, is Belgos living outside of Drow society because he has become an enemy of the political families? Maybe he is an ally of one or the other factions of Cthulhu and Atlach Nacha.

ENCOUNTER AREA U²48

Big, deadly spiders!

VAULT OF THE DROW

There is a lot of territory to cover in this sandbox area for the party. Spend a good amount of effort on describing the otherworldliness of the Vault and how the illumination is described. Seriously, the description that Gygax wrote on page 11 of the module is one of his better writings. The party needs to formulate a clear plan of what exactly they are trying to accomplish once they enter the Vault. The general atmosphere among the Drow, especially in the city of Erelhei-Cinlu, is that there is a huge dispute brewing between the two opposing power bases of Cthulhu and Atlach Nacha. The Atlach Nacha faction is feeling quite anxious because they believe that Atlach Nacha is near to completing her web which will usher in the apocalypse.

THE GREAT FANE OF ATLACH NACHA

The motive for taking on the Fane should be tied to the overall anxiousness the followers of Atlach Nacha are feeling with the encroaching apocalypse.

Bestiary

Balor – Type VI Demon

These creatures are 14' tall and resemble a Balrog from TLoTR.

Attributes: Agility d12+3, Smarts d12+2, Spirit d12+2, Strength d12+5, Vigor d12+5

Skills: Fighting d12+2, Intimidation d12+5, Knowledge (History) d12+4, Knowledge (Nobility) d12+4, Knowledge (Religion) d12+4, Knowledge (Planes) d12+4, Persuasion d12+5, Notice d12+7, Stealth d12+3, Spellcasting d12

Pace: 8; **Parry:** 9; **Toughness:** 18 (4)

Gear: Vorpah unholy longsword (Str+d8), vorpah flaming whip (Str+d4; Reach 1"; +2 fire damage; Entangle)

Edges: Ambidextrous, Arcane Background (Magic), Combat Reflexes, Level Headed, Sweep, Strong Willed, Two-Fisted, Trademark Weapon (longsword)

Powers: Blast (fire storm), Dispel, Puppet, Summon Ally, Telekinesis, Teleport

Tactics: Two Weapons

Special Abilities

- **Armor +4:** Flesh.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- **Extraplanar:** Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Death Throes:** Immediately after being incapacitated, this creature makes an attack against all adjacent targets (as if using Improved Sweep).
- **Flaming Aura:** Anyone attacking the creature with unarmed or natural weapons suffers 2d6 fire damage.
- **Unholy Aura:** Attacks, damage, spells and opposed rolls from Good creatures suffer a -2 penalty.
- **Flight:** Flying Pace of 18" and Climb 2.
- **Arcane Resistance:** +6 to resist opposed magic, and +6 armour against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- **Immunities:** Electricity, fire and poison.
- **Energy Resistances:** -2 damage from acid and cold.
- **Physical Resistance:** -4 damage from physical attacks, except from those that are both cold iron and good.
- **Size +4:** Fourteen feet tall; Toughness +4.
- **Large:** -2 to attack medium-sized foes, they receive +2 to their attacks.

[WC] Charinida – High Priestess of Atlach Nacha

Charinida is a very powerful opponent.

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

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, damage field, drain power points, fear, fly, havoc, lower trait, obscure

Power Points: 30

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

Special Abilities

- **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.

Daemon – Nycadaemon and Mezzodaemon

Rather than creating stats for these two daemons, I found it better to pull up the stats on Zadmar's Monster Finder using the Keyword "Daemon" and having a whole bunch to choose from.

<http://www.godwars2.org/SavageWorlds/monster.html>

Efreeti

Eternal foes of the djinn, the efreeti are elemental spirits of fire. They can be summoned to serve as powerful bodyguards and assassins, though they will make every attempt to twist and subvert the commands of their master.

Attributes: Agility d10, Smarts d8, Spirit d12+3, Strength d12+3, Vigor d12

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

Pace: 6; **Parry:** 7; **Toughness:** 15 (4)

Special Abilities

- **Invulnerability:** Efreeti are immune to all attacks save those from magic or magical/blessed weapons.
- **Armor +4:** Body of semisolid flame and smoke.
- **Size +3**
- **Punch:** Strength damage.
- **Flight:** Efreeti have a Flying Pace of 15", with an Acceleration of 5".
- **Pillar of Fire:** As a normal action, an efreeti can transform itself into a pillar of flame. Place a Small Burst Template in place of the Efreeti; anything touching the template takes 2d10 damage and must check to see if it catches fire. The efreeti can maintain this form for 3 rounds; after it changes back, it cannot assume this form again for ten minutes.
- **Wall of Fire:** Three times a day, as a normal action, an efreeti can summon up a wall of fire as per the Barrier spell. The wall is 10" in length and lasts for 3 rounds.

Glabrezu – Type III Demon

These huge demons are bipedal but have four arms. Two arms are massive and end in claws, while the other two arms are normal humanoid arms.

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

Skills: Fighting d10, Intimidation d12+2, Knowledge (History) d12+1, Knowledge (Local) d12+1, Persuasion d12+2, Notice d12+3, Stealth d8, Spellcasting d10

Charisma: +4; **Pace:** 8; **Parry:** 7; **Toughness:** 23 (5)

Edges: Arcane Background (Magic), Frenzy, Sweep, Improved Sweep

Powers: Confusion, Disguise (illusion), Dispel, Summon Ally, Teleport

Special Abilities

- **Armour +5:** Demonic flesh.
- **Pincers:** Str+d8.
- **Claws:** Str+d8.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- **Extraplanar:** Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Arcane Resistance:** +4 to resist opposed magic, and +4 armor against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- **Immunities:** Electricity and poison.
- **Energy Resistances:** -2 damage from acid, cold and fire.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by good weapons.
- **Size +8:** Eighteen feet tall; Toughness +8.

- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

Hezrou – Type II Demon

These demons are massive, toad-like monsters that are bipedal.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12+3, Vigor d12+4

Skills: Fighting d10, Intimidation d12, Climbing d12+2, Knowledge (Arcana) d12, Repair d12, Swimming d12+4, Notice d12+2, Stealth d8, Spellcasting d8

Pace: 6; **Parry:** 7; **Toughness:** 18 (4)

Edges: Arcane Background (Magic), Level Headed, Sweep, Improved Sweep

Powers: Intangibility (gaseous form), Summon Ally, Teleport

Special Abilities

- **Armor +4:** Scaly flesh.
- **Bite:** Str+d8; Grab.
- **Claws:** Str+d8; Grab.
- **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.
- **Grab:** Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.
- **Amphibious:** Swimming Pace of 16", and cannot drown, but can also breathe air and survive indefinitely on land.
- **Arcane Resistance:** +4 to resist opposed magic, and +4 armor against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- **Immunities:** Electricity and poison.
- **Energy Resistances:** -2 damage from acid, cold and fire.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by good weapons.
- **Size +4:** Increases Toughness by +4.
- **Large:** -2 to attack medium-sized foes, they receive +2 to their attacks.

Marilith – Type V Demon

These demons appear as females with multiple arms. From the waist down they appear as a massive snake.

Attributes: Agility d12, Smarts d12, Spirit d12, Strength d12+3, Vigor d12+4

Skills: Fighting d12, Intimidation d12+3, Knowledge (Engineering) d12+1, Persuasion d12+3, Notice d12+5, Stealth d12+1, Spellcasting d12

Pace: 8; **Parry:** 8; **Toughness:** 18 (4)

Gear: Longsword (Str+d8), longswords (Str+d8)

Edges: Ambidextrous, Arcane Background (Magic), Combat Reflexes, Two-Fisted, Trademark Weapon (longsword)

Powers: Barrier (whirling blades), Summon Ally, Telekinesis, Teleport

Tactics: Two Weapons

Special Abilities

- **Armor +4:** Demonic flesh.
- **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.
- **Unholy Aura:** Attacks, damage, spells and opposed rolls from Good creatures suffer a -2 penalty.
- **Constrict:** Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armor against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- **Immunities:** Electricity and poison.
- **Energy Resistances:** -2 damage from acid, cold and fire.
- **Physical Resistance:** -3 damage from physical attacks, except from those that are both cold iron and good.
- **Size +4:** Nine feet tall; Toughness +4.
- **Large:** -2 to attack medium-sized foes, they receive +2 to their attacks.

Nalfeshnee – Type IV Demon

These demons appear as fat, bipedal boars with small demon wings.

Attributes: Agility d6, Smarts d12+2, Spirit d12+2, Strength d12+4, Vigor d12+4

Skills: Fighting d12, Intimidation d12+1, Knowledge (Arcana) d12+2, Knowledge (Planes) d12+2, Persuasion d12+2, Repair d12+2, Notice d12+5, Stealth d10, Spellcasting d12

Pace: 6; **Parry:** 8; **Toughness:** 22 (4)

Edges: Arcane Background (Magic), Level Headed, Sweep, Strong Willed

Powers: Blast (lightning storm), Dispel, Slow, Summon Ally, Teleport

Special Abilities

- **Armor +4:** Demonic flesh.
- **Bite:** Str+d8.
- **Claws:** Str+d8.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- **Extraplanar:** Not native to the material plane, and can be targeted by Banish.
- **Outsider:** Doesn't eat, drink or sleep, cannot be resurrected.
- **Unholy Aura:** Attacks, damage, spells and opposed rolls from Good creatures suffer a -2 penalty.
- **Flight:** Flying Pace of 8" and Climb -1.
- **Arcane Resistance:** +5 to resist opposed magic, and +5 armor against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.

- **Immunities:** Electricity and poison.
- **Energy Resistances:** -2 damage from acid, cold and fire.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by good weapons.
- **Size +8:** Twenty feet tall; Toughness +8.
- **Huge:** -4 to attack medium-sized foes, they receive +4 to their attacks.

[WC] Succubus - Silussa

A succubus appears as a beautiful woman with huge wings, horns, and a long tail. Silussa is particularly seductive and gorgeous.

Attributes: Agility d10, Smarts d12, Spirit d8, Strength d6, Vigor d12+1

Skills: Fighting d10, Intimidation d12, Knowledge (Local) d12, Persuasion d12+1, Notice d12+2, Stealth d12, Spellcasting d12

Charisma: +4; **Pace:** 6; **Parry:** 7; **Toughness:** 10 (2)

Edges: Arcane Background (Magic), Combat Reflexes, Frenzy, Strong Willed

Powers: Intangibility, Mind Reading, Puppet, Puppet (living humanoids only), Speak Language, Summon Ally, Teleport

Special Abilities

- **Armor +2:** Demonic flesh.
- **Claws:** Str+d6.
- **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.
- **Flight:** Flying Pace of 10" and Climb 0.
- **Arcane Resistance:** +3 to resist opposed magic, and +3 armor against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- **Change Form:** Can assume an alternate form as a normal action.
- **Immunities:** Electricity, fire and poison.
- **Energy Resistances:** -2 damage from acid and cold.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by either cold iron or good weapons.

[WC] Vampire Lord – Belgos

Belgos is a particularly powerful vampire being both Vampire and Drow.

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

Skills: Fighting d12, Intimidation d12, Persuasion d10, Spellcasting d10, Stealth d10, Streetwise d10 **Cha:** +2; **Pace:** 6; **Parry:** 8; **Toughness:** 12 (2) **Gear:** Antique armor (+2), large cursed weapon (Str+d10)

Special Abilities

- **Arcane Background (Magic):** Vampire lords have 30 Power Points and know the *deflection* (bat swarm), *detect/conceal arcana* (concentration), *puppet* (penetrating gaze), *obscure* (mist), and *telekinesis* (wave of the hand) powers.
- **Bite:** Str+d8.
- **Fear -2:** Seeing a vampire lord provokes a Fear check at -2.
- **Sire:** Anyone Incapacitated but not killed by a vampire lord must make a Spirit roll or rise as a vampire count (or in some cases a Nosferatu) in 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.
- **Wall Walker:** Vampire lords can walk up vertical or inverted surfaces at normal Pace.
- **Weakness (Garlic):** These vampires suffer a -2 penalty to Fighting attacks against anyone who carries garlic.
- **Weakness (Sunlight):** Vampire lords catch re if their skin is exposed to sunlight. After that they suffer 2d10 damage per round. Armor does not protect.
- **Weakness (Unwelcome Guest):** These vampires cannot enter a home unless invited.
- **Weakness (Wood):** Vampire lords suffer +4 damage from wooden

Vrock – Type I Demon

These demons look like large, humanoid vultures.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+1, Vigor d12+3

Skills: Fighting d8, Intimidation d12, Knowledge (Planes) d12, Repair d12, Survival d12, Notice d12+2, Stealth d10, Spellcasting d8

Charisma: +1; **Pace:** 6; **Parry:** 6; **Toughness:** 14 (3)

Edges: Arcane Background (Magic), Combat Reflexes, Frenzy, Level Headed, Quick, Sweep

Powers: Summon Ally, Telekinesis, Teleport

Special Abilities

- **Armor +3:** Feathers.
- **Claws:** Str+d6.
- **Bite:** Str+d6.
- **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.
- **Spores:** Cone Template; victims must make a Vigor roll or suffer Fatigue.
- **Flight:** Flying Pace of 10" and Climb 0.
- **Arcane Resistance:** +4 to resist opposed magic, and +4 armor against offensive magic.
- **Evil:** Affected by powers and abilities that work on evil creatures.
- **Immunities:** Electricity and poison.
- **Energy Resistances:** -2 damage from acid, cold and fire.
- **Physical Resistance:** -3 damage from physical attacks, except those caused by good weapons.
- **Size +2:** Eight feet tall; Toughness +2.

Magic Items

Amulet Versus Crystal Balls and ESP – Renders the possessor protection against enemies using crystal balls or ESP.

Bag of Tricks (gray) – This bag weighs a half pound and contains a small, furry ball. Once per day the ball can be cast upon the ground where it transforms into an animal that obeys the caster's commands. Roll 1d8 for results: 1=weasel, 2=giant rat, 3=badger, 4=boar, 5=panther, 6=giant badger, 7=dire wolf, and 8=giant elk.

Boots, Speed – Boots of Speed, SWFC page 59.

Crossbow of Accuracy – Crossbow +2 Shooting, SWFC page 55.

Cube of Force – Each side has a rune that activates a different type of invisible barrier. The barrier is always 15 cubic feet centered on the possessor of the cube. The cube has 36 charges and regains 1d20 charges per day. The duration is 3 rounds. The side, function and cost in charges is as follows: 1=gasses, winds and fog can't pass through barrier-1 charge, 2=non-living matter can't pass through the barrier-2 charges, 3=living matter can't pass through the barrier-3charges, 4=magic effects and spells can't pass through the barrier-4 charges, 5=nothing can pass through the barrier-5 charges, and 6=deactivation of the barrier.

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.

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.

Earth Elemental Stone – Once per day this stone can be placed on the ground and given a command word to summon an Earth Elemental as the spell Summon Ally, SWFC page 43. The stats for Earth Elementals are in the SWFC, page 116.

Efreet Bottle – Once per day the Efreeti in the bottle can be summoned for 10 minutes to assist the possessor of the bottle. Stats for an Efreeti is given above.

Fire Elemental Gem – Once per day this gem can be given a command word to summon a Fire Elemental as the spell Summon Ally, SWFC page 43. The stats for Fire Elementals are in the SWFC, page 116.

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

D3 Vault of the Drow version 1; 10 Apr 2017

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

Oil of Etherealness – It takes 10 minutes to apply the oil to a human sized creature. Once applied, the oil gives the person the benefits of the Power of Intangibility. See SWFC page 39.

Periapt of Proof Versus Poison – This silver pendant grants the wearer immunity to poison.

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

Poisonous Cloak – This cloak can be handled without any adverse effect, but when donned, it poisons the wearer. The victim must make a Vigor roll or die.

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

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

Potion, Flying – Potion of Fly, SWFC page 79.

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

Potion, Invulnerability – Potion of Boost Vigor, which raises Toughness. See SWFC page 79.

Ring of Anti-Venom (20 charges) – This ring spends a charge to render the wearer immune to venom.

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

Ring, Protection +1 – Ring of Protection +1, SWFC page 80.

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

Ring of Regeneration – Ring of Healing, SWFC page 80.

Ring of Spell Storing (knock, polymorph self, animate dead, maze)

Ring of Water Walking – Ring of Water Walking, SWFC page 80.

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

Rod, Rulership – Staff of Puppetry, SWFC page 85.

Scroll, Charm Monster – Scroll of Puppet, SWFC page 84.

Scroll, Hold Portal – This Power magically seals any doorway or portal and can only be opened by dispelling the Power.

Scroll, Invisible Stalker – This Power can summon an Air Elemental as the spell Summon Ally, SWFC page 43. The stats for Air Elementals are in the SWFC, page 115.

Scroll, Lightning Bolt – Scroll of Bolt, trapping Lightning, SWFC page 84.

Scroll, Passwall – This Power creates a 5' passage through stone, wood, or any like substance (not metal).

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 Elementals – Scroll of Environmental Protection, SWFC page 84.

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

Snake Staff (Hooded Cobra) – Viper Wand, SWFC page 85.

Staff of Healing – Wand of Healing, SWFC page 85.

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.

Staff of Withering – This staff functions like a quarterstaff in normal melee. It also has 4 magical charges that can be spent to inflict an additional 3d4 damage. When a victim is hit by a charge they must make a Vigor roll. Failure incurs 1 level of Fatigue that lasts for 1 hour. The staff regains 1d4 charges per day.

Sword, Cold – Upon command the sword becomes sheathed in frost and inflicts an additional 1d6 damage.

Talisman of Lawfulness – Any creature that isn't of the Lawful alignment takes 4d6 damage when touched by this amulet.

Tentacle Rod, Greater – This 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.

Tentacle Rod, Lesser – 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.

Wand, Enemy Detection – As Power Analyze Foe, SWFC page 28.

Wand, Fear – As Power Fear, SWFC page 36.

Wand, Lightning Bolts – As Power Bolt with Lightning trapping, SWFC page 31.

Wand, Missiles– As Power Bolt, SWFC page 31.

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

Wand, Polymorph – As Power Shape Change, SWFC page 41.

Wand, Spider (50 charges, rope of entanglement) – As Power Entangle, SWFC page 36.

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.

Wings of Flying – This magic items appears as a normal cloak but upon command, the cloak transforms into a pair of wings giving the wearer the Power Fly, SWFC page 37.