

d20™ System Conversion of:

Secret of the Slavers Stockade

An ESD copy of the above product can be obtained from: [ESD A2 Secret of the Slavers Stockade](#)

This material was converted by: [Scott Metzger](#) and is hosted at EN World and [Yo Yo Dyne Technologies](#) in compliance with Wizards of the Coast, Inc. ESD Conversion Agreement v1.0.

Revision History:

Note: This conversion was done before the monster manual was available; thus I used the conversion guide on the monsters that WOTC had not releases stats for.

Update 12/29 - Added Worg stats from MM. Changed Markessa's armor so that it is protection from arrows.

Added Strength and magic bonus to Icar's Great Sword.

Changed the Goblins in 18c from 2nd level to 1st level. This will still be a very difficult encounter. Almost killed my players, I had changed the Worgs when I got the MM and didn't notice how tough they were.

Update 1/19/01 - Changed link to Scott Greene's web sight for the Boggle conversion.

Update 5/1/02 - Comply with WOTC [ESD Conversion Agreement](#)

 Made sure all statblocks were from the SRD.

 Used Scott Greene's conversion of the Haunt - wahoo Scott Greene

 Changed Markessa's armor to use activated

 Changed Markessa's skill points around.

 Gave Markessa my Create Wondrous Creature feat.

 Icar increased Wis to 19 so that he qualified for Blindsight 5-foot radius, reduced Int by 2 and Cha by 2

PDF and HTML versions of this document can be found at: <http://yoyodyne.virtualave.net/>

Leaders

Markessa Elf Wizard 5/Fighter 1

CR 6; Wiz 5/Ftr 1; HD 5d4+15 + 1d10+3; HP 40; Init +4; Spd 30 ft;

AC 18 (+4 for magic +1 **studded leather** , use **activated Protection from Arrows**, + 4 for dex, standard action to activate the protection as if the spell was cast from a 3rd level caster e.g. 30 minutes and 30 pts damage);

Atks +8/+8 melee (1d6+3, +1 **shortsword of speed**), or +8 ranged (1d4+2 dart);

SV Fort +8, Ref +5, Will +5; Str 14, Dex 18, Con 17, Int 16, Wis 12, Cha 14.

skills: Knowledge (Arcana) +12 (+9 ranks, +3 ability), Knowledge (Nature) +12 (+9 ranks, +3 ability), Intuit Direction +5.5,

Wilderness Lore +5.5, Jump +6, Spellcraft +7, Speak Language (Common), Speak Language (Draconic), Speak Language (Elven), Speak Language (Giant), Speak Language (Goblin)

Feats: Create Wondrous Creature, Endurance, Great Fortitude, Spell Focus(Evocation), Weapon Finesse(shortsword)

15% arcane spell failure from her armor, +3 Spell DC from Intelligence

0 level: Resistance, Prestidigitation, Ghost Sound, Open/Close

1st Level: Magic Missile, Protection from Good, Shocking Grasp, Endure Elements

2nd Level: Darkness, Scare, Locate Object

3rd Level: Lightning Bolt (+2 DC), Halt Undead

see end of document for details on Create Wondrous Creature

Icar Level 7 Fighter

CR 7, HD 7d10+14, HP 60; Init +3; Spd 20 ft, AC 17 (+7 Half Plate);

Atks +12/+10 melee (2d6+7, 19-20, +1 **Greatsword**),

SV Fort +7, Ref +5, Will +8; Str 17, Dex 16, Con 15, Int 12, Wis 19, Cha 14;

skills: Listen +19, Intuit Direction +9, Intimidate +7, Climb +9 (-7 check penalty), Craft (Wood Carving) +2, Jump +4 (-7 check penalty), Swim +4, Diplomacy +2.5

Feats: Blind-Fight, Skill Knack(Listen), Cosmopolitan (Listen), **Dodge**, Iron Will, Weapon Focus(Greatsword), Blindsight 5-foot radius, Weapon Specialization (Greatsword)

Languages: Common, Goblin

Note: he has a **Ring of Elemental Fire Resistance Major**, Cosmopolitan can be found in the Forgotten Realms Campaign Setting and Blindsight 5-foot radius can be found in Sword and Fist, see end of document for details on Skill Knack

Executioner Ogre note: bumped his str up to avg. for an Ogre, Gave him the Improved disarm feat as per description in module and bumped up his Int so that it was min for Improved Disarm.

CR 2; Large Giant(9' tall), HD 4d8+8; HP 25; Init +1(dex), Spd 30 ft;

AC 18 (-1 size, +1 dex, +5 natural, +3 hide);

Atk +8 melee (Bastard Sword 1d10+5, 19-20),

SV Fort +6, Ref +2, Will +2; Str 21; Int 13; Wis 12; Dex 12; Con 14; Cha 6;

Feats: Weapon Focus(Bastard Sword), Expertise, Improved Disarm

Gulyet Goblin Wizard 3/ Cleric 2 note put his +1 into Int so he can cast 2nd level spells

CR 5, HD 3d4+3 + 2d8+2; HP 19; Init +0; Spd 20;

AC 16 (+1 Size, +1 **Chain Shirt**); Atk +4 melee (1d8+1 x2, +1 **Morningstar**);

SV Fort +4, Ref +1, Will +6; Str 10, Int 12, Wis 12, Dex 10, Con 12, Cha 4;

skills: +2 Move Silently, +3 Knowledge (Monster Lore), +7 Concentration, +1 Climb, +0 Tumble, +2 Knowledge(Arcane), +5 Profession (Slaver);

Feats: Silent Spell, Skill Focus (Monster Lore)

*Wizard Spells (20% arcane spell failure)*4,3,1 4, 3+1

0 Level(4): Light, Prestidigitation, Open/Close, Daze

1st Level(3): Hypnotism, Message, Shield

2nd Level(1): Invisibility

Cleric Spells War & Fire Domains

0 Level(4): Read Magic(x2), Mending

1st Level(3+1): Burning Hands, Endure Elements(Heat), Cure Light Wounds, Obscuring Mist

Winter Wolf CR 3; Medium Animal(6ft long); HD 6d8+12; HP 42; Init +4(Dex); Spd 50 ft;

AC: 16 (+4 Dex, +2 natural); Atk: +9 melee (1d6+1 Bite); SA trip; SQ scent;

AL N; SV Fort +9, Ref +11, Will +5; Str 13, Dex 20, Con 15, Int 2, Wis 12, Cha 6;

Skills: Hide +5, Listen +6, Move Silently +6, Spot +4, Wilderness Lore +4;

Feats: Weapon Finesse(Bite).

SA - Trip (Ex): A wolf that makes a successful bite attack can attempt to trip its opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt is unsuccessful, the victim cannot react to trip the wolf.

SQ - Scent: Wolves can detect opponents within 30 ft by smell. If it is downwind, the range increases to 60 ft; if upwind, the range decreases to 15 ft. Wolves can also follow a trail with a successful Wisdom check. Fresh trails are DC 10 for this purpose and increase by 2 for every hour the trail ages.

Note: I used the Wolves in Dead of Winter as the basis for these stats.

Blackthorn CR 8; Large Giant or 7' tall humanoid; AC 16 (+5 natural, +1 Dex); HD 5d8+15; HP 53; Init +5;

Atks +8 melee (GreatAxe 1d12+7 x3); Reach 10'; Spd 30'/40' fly;

SV Fort +7, Ref +2, Will +3; Str 20; Dex 12; Con 16, Int 14, Wis 15, Cha 16;

skills: +6 concentration, +5 Listen, +4 spellcraft, +5 Spot;

Feats: Improved Initiative, Weapon Proficiency(GreatAxe).

Spell Like Abilities: Fly(12 turns), Invisibility, Darkness, Polymorph to a human or bipedal form, Regenerate 5 hp per melee round. Once Per day: Charm Person, Sleep, Gaseous form, Cone of Cold; Assume 9th level Wizard ability.

Hill Fort Wandering Monsters

Hobgoblin Patrol CR 1/2; Medium Humanoid (6ft tall); HD 1d8+1; hp 6 each; Init +1(dex), Spd 30 ft;

AC 15 (+1 Dex, +3 studded leather, +1 small shield);

Atks +0 melee (1d8, longsword) or +1 ranged (1d6, javelin) or +1 ranged (d6 x3 short bow);

AL LE; SV Fort +3, Ref +1, Will +0, Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

skills: Hide +1, Listen +4, Spot +4. Hobgoblins receive +4 racial bonus to Move Silently checks. *Feats:* Alertness

Leader: As above except where noted: CR 2; 1st level Fighter; HD 1d8+3 + 1d10+3; hp 15; AC Atks +5 melee (1d8 +4, longsword) or +4 javelin (1d6+4); SV Fort +7, Ref +3, Will +2; Str 18, Dex 16, Con 16; *skills as above plus* Climb +8, Swim +4, Open Lock +4, Jump +5; *Feats:* Ambidexterity, Blind-Fight;

Note: I just rolled his stats randomly and added the +2 Dex and +2 Con as per DMG.

Hobgoblin Shaman *note:* I just made him a Cleric level 5 since that is the minimum level to cast level 3 spells.

As Hobgoblin except as noted. CR 6; HD 1d8 +2 +5d8+10, hp 38,

AC 13 (-1 Dex, +3 studded leather, +1 small shield); Atks +4 melee (1d6+1, light mace),

SV Fort: +8, Ref 0, Will +7; Str 13, Dex 9, Con 15, Int 9, Wis 16, Cha 10,

skills: spell craft +5, Concentration +3, Scry +0,

Feats: Run, Silent Spell, *Domains:* Fire and Magic,

Spells: 0 lvl(5): Detect Magic(x2), Inflict Minor Wounds, Read Magic, Virtue;

1st level(4+1): Burning Hands(domain), Cure light wounds, Remove Fear, Magic Stone, Command;

2nd level(3+1): Produce Flame(domain), Augury, Speak with Animals, Bull's Strength;

3rd level(2+1): Dispel Magic(domain), Bestow Curse, Invisible Purge.

War Dogs

Dog, Riding Medium-Size Animal; CR 1; HD 2d8+4 (13 hp);

Init +2 (Dex); Spd 40 ft.;

AC 16 (+2 Dex, +4 natural); Atks Bite +3 melee; Dmg Bite 1d6+3;

SQ Scent; AL N; SV Fort +5, Ref +5, Will +1

Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Skills: Listen +5, Spot +5, Swim +5

Carnivorous Apes

Ape Large Animal; CR 3; HD 5d8+10 (32 hp);

Init +2 (Dex); Spd 30 ft., climb 15 ft.; Face/Reach 5 ft. by 5 ft./10 ft;

AC 15 (-1 size, +2 Dex, +4 natural); Atks 2 claws +8 melee, bite +3 melee; Dmg Claw 1d6+6, bite 1d8+3;

SA Rend 2d6+12; SQ Scent; AL N; SV Fort +6, Ref +6, Will +5

Str 22, Dex 15, Con 14, Int 2, Wis 12, Cha 7

Skills: Climb +14, Move Silently +9, Spot +9

Gnolls

CR 1; Medium Humanoid (7 1/2 feet tall); HD 2d8+2; HP 11; Init +0; Spd 20 ft (scale mail);

AC 17 (+1 natural, +4 scale mail, +2 large shield); Atks +3 melee (1d8 + 2 battleaxe); SQ darkvision 60 ft;

AL CE; SV Fort +4, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 1, Cha 8;

skills: Listen +3, Spot +3.

Feats: Power Attack

Gnoll Leader: as per Gnoll + 1st level Fighter CR 2; HD 2d8+3 + 1d10+3; HP 27; Init +2; AC 19 (as above +2 dex); Atks: +7 (1d8 +6 battleaxe or 1d6+6 Nunchaku); SV Fort +8, Ref +2, Will +1;

skills: Jump +10;

Feats: Alertness, Exotic Weapon Proficiency (Nunchaku)

Escaped Slave

CR 1/2; Human; AC 10; MV: 30; HP 6; Atks +0

Key to The Hill Fort

2c. Stairs.

Trip Wires are a DC 15 Search check; give a +3 to check if searcher has low light vision or a bright source of light.

CR 1 trap.

2d. Room over the Gate.

DC 15 Spot check to get the feeling of being watched.

2e. East Guard Post.

Use a DC 20 will save instead of the save vs. spells.

2f. East Walkway.

Haunt CR 4, HD 5d12; HP 32; Init +4, Spd 20 ft, fly 30 ft;

AC 14 (+2 Dex, +2 deflection); Atk +4 melee incorporeal touch (1d3 temporary dex damage);

SA Dexterity damage, malevolence, strangle; SQ alternate form, undead, incorporeal, vulnerability, immunity to turning, reform body;

AL LG; SV Fort +1, Ref +3, Will +6;

Str -, Dex 15, Con -, Int -, Wis 14, Cha 14

Dexterity Damage (Su): The touch of a haunt deals 1d3 points of temporary Dexterity damage to a living foe. A creature reduced to Dexterity 0 by a haunt is attacked by the haunt's malevolence ability

Malevolence (Su): The haunt can use this ability once per round, and only does so against a foe whose Dexterity has been reduced to 0. This ability is similar to *magic jar* as cast by a 10th-level sorcerer except that it does not require a receptacle. The victim receives a Will save (DC 17) to avoid. If the attack succeeds the haunt vanishes into the opponent's body and the host's Dexterity returns to normal.

The haunt uses the host's body to complete the task that binds it to the Material Plane. Once the task is completed, the haunt leaves the host and fades away forever. When the haunt leaves the host, the victim's Dexterity is 3. Lost Dexterity points are regained at the rate of 1 point per hour. If the material body is slain while the haunt is contained in it, the creature haunts the area where its host was slain.

Strangle (Su): If an opponent possessed by the haunt (i.e., one the haunt has successfully used its malevolence against) has an alignment opposite to that of the haunt, the creature attempts to strangle the victim using the victim's own hands. Unless precautions are taken to restrain the possessed victim's hands, they immediately reach for the throat and begin strangling the haunt-possessed body. An opponent takes 1d4 points of damage each round until his hands are forcibly restrained (Strength check at a DC equal to the victim's Strength), the haunt is ejected from the body, or the victim dies. The victim cannot hold his breath while being strangled in this manner.

Alternate Form (Su): A haunt's natural form is that of a translucent image appearing much as the person did in life. As a standard action, it can assume one other form. A haunt can alter its form so as to appear as a luminescent ball of light (possibly being mistaken for a will-o-wisp in this form). It cannot use its Dexterity damage attack or its malevolence attack in this form and loses its incorporeality. The haunt gains a +1 size bonus to its AC while in this form.

A haunt remains in one form until it chooses to assume a new one. A change in form cannot be dispelled.

Vulnerability (Ex): A haunt can be forcibly ejected from a host if *hold person* is cast on the victim and the haunt fails its Will save. A *dispel evil* instantly ejects the haunt and slays it forever.

Immunity to Turning (Ex): A haunt cannot be turned or rebuked.

Reform Body (Su): A haunt that is slain reforms at full strength in one week. A haunt slain by *dispel evil* does not reform.

Note: to get the XP the characters should help the Haunt out.

4. Winch Room

Each lock is DC 20.

5. Outer Courtyard:

Anhkheg CR 3; Large Beast; AC 18(-1 size, +9 natural ; Spd 30'/20' burrow; HD 3d10+9; HP 28;

Atks +6 melee (2d6+7 bite); Face/Reach 5 ft. by 10 ft./5 ft.;

SA Improved grab, acid, spit acid; SQ Tremorsense;

Saves: Fort +6, Ref +3, Will +2;

Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6;

Skills: Listen +4

Improved Grab (Ex): To use this ability, the ankheg must hit with its bite attack. If it gets a hold, it deals automatic bite damage each round the hold is maintained. If the ankheg is damaged after grabbing its prey, it retreats backward down its tunnel at burrowing speed, dragging the victim with it.

Acid (Ex): Acidic enzymes drip from an ankheg's mouth each round it maintains a hold. It automatically deals 1d4 points of acid damage each round in addition to bite damage.

Spit Acid (Ex): Stream of acid 5 feet high, 5 feet wide, and 30 feet long, once every 6 hours; damage 4d4, Reflex half DC 14. One such attack depletes the ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time.

Ankhegs do not use this ability unless they are desperate or frustrated. They most often spit acid when reduced to fewer than half their hit points or when they have not successfully grabbed an opponent.

Tremorsense (Ex): Ankhegs can automatically sense the location of anything within 60 feet that is in contact with the ground.

12. The Parade Ground:

Boggle CR 3; Small Aberration; HD 4d8+4; Hp 22; Init +2; Spd 20 ft, climb 10 ft; AC 15 (+1 size, +2 Dex, +2 natural);

Face/Reach 5 ft by 5ft/5ft (10 ft elongated); Atk 2 Claws (+5, 1d3+1), bite (+0, 1d3);

SA Rake 1d3+1; SQ DR 5/piercing, oily secretion, scent, elongation, slippery, dimensiondoor, fire resistance 10, spider climb, darkvision 60 ft

AL CN; SV Fort +2, Ref +6, Will +4;

Str 12, Dex 15, Con 13, Int 7, Wis 11, Cha 7

Skills: Climb +9, Escape Artist +26, Hide +10, Listen +6, Pick Pocket +10, Spot +10

Feats: Alertness

Rake (Ex): If a boggle drops on its prey from the ceiling during the first round of combat, it can attack with its front and rear claws (+5 melee) for 1d3+1 points of damage each.

Elongation (Ex): A boggle can stretch its body and limbs up to twice its original size thereby increasing its reach to 10 feet.

Oily Secretion (Ex): A boggle's skin constantly secretes oil that acts as a permanent *oil of slipperiness* (**DMG**, page 191).

A boggle may excrete the oil onto the floor in a 5-foot square as a standard action. A creature entering the area or standing in the area must succeed at a Reflex save (DC 15) or slip and fall. A successful save allows movement at half speed across the surface. Creatures remaining in the area covered with this oil must make a new save each round or slip and fall.

The boggle can move freely across a surface covered with this oil. The oil is non-flammable.

Slippery (Ex): The oily secretion from their skin makes a boggle difficult to grapple or snare. Webs, magic or otherwise, do not affect boggles, and they can usually wriggle free from most other forms of confinement.

Dimension Door (Su): Three times per day as the spell cast by an 8th-level sorcerer (to a max range of 30 feet).

A favorite tactic of the boggle is to use the various holes in the walls of its lair (boggle holes) to *dimension door* its hands and arms. This allows the boggle to stand in one place, reach into a hole, and attack a creature within 10 feet of any boggle hole and up to 30 feet away from the boggle.

Any creature wishing to attack the hands and arms can do so against AC 17.

Spider Climb (Su) : Boggles are affected by a permanent *spider climb* effect. This is an inherent ability and cannot be dispelled.

13. The Inner Courtyard:

Oak Door, DC 20 lock; DC 25 strength check to break it down (two characters can work at once , use one roll but add the STR bonuses for each character, always at least +1 for the second character).

17a. The Bear:

DC 20 Reflex save or take 1d6 damage from the 'bear'.

Again DC 20 Reflex save for the rotating wall.

This is a CR 1 trap.

21b. Trapped Corridor:

DC 25 Reflex save to avoid falling in pit.

DC 10 Search check to find the pit; No way to disable it other than triggering it.

DC 20 Search check to find the nearly invisible wire.

23 Store Room

DC 20 lock. DC 15 to break door down.

25. Room of Slaves.

Cloaker CR 5; Large Aberration; HD 6d8+18; Hp 54; Init +7 (+3 Dex, +4 Improved Initiative); Spd 10 ft., fly 40 ft. (average);

AC 19 (-1 size, +3 Dex, +7 natural); Atk Tail slap +8 melee (1d6+5), bite +3 melee (1d4+2);

Face/Reach: 5 ft. by 5 ft./10 ft. (5 ft. with bite); SA Moan, engulf; SQ Shadow shift;

AL CN; SV Fort +5, Ref +5, Will +7;

Str 21, Dex 16, Con 17, Int 14, Wis 15, Cha 15.

Skills: Hide +12, Listen +11, Move Silently +12, Spot +11;

Feats: Alertness, Improved Initiative.

Moan (Ex): A cloaker can emit a dangerous subsonic moan instead of biting. By changing the frequency, the cloaker may cause one of four effects. Cloakers are immune to these sonic, mind-affecting attacks. Unless noted otherwise, creatures who successfully save against these effects cannot be affected by the same moan effect from the same cloaker for one day.

Unnerve: All within an 80-foot spread automatically suffer a -2 morale penalty to attack and damage rolls. Those forced to hear the moan for more than 6 consecutive rounds must succeed at a Will save (DC 15) or enter a trance, unable to attack or defend themselves until the moaning stops. Even on a success, they must repeat the save in each round the moaning continues.

Fear: All those within a 30-foot spread must succeed at a Will save (DC 15) or flee in terror for 2 rounds.

Nausea: Everyone in a 30-foot cone must succeed at a Fortitude save (DC 15) or be overcome by nausea and weakness. Affected characters fall to the ground and are unable to take any actions, including defending themselves, for 1d4+1 rounds.

Stupor: A single creature within 30 feet of the cloaker must succeed at a Fortitude save (DC 15) or be affected as though by a hold person spell for 5 rounds. Even after a successful save, the creature must repeat the save if the cloaker uses this effect again.

Engulf (Ex): A cloaker can try to wrap a Medium-size or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it gets a hold, it bites the engulfed victim with a +4 attack bonus. It can still use its whip like tail to strike at other targets. Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

Shadow Shift (Su): Cloakers can manipulate shadows. This ability is effective only in shadowy areas and has several possible effects.

Obscure Vision: The cloaker gains onequarter concealment (10% miss chance) for 1d4 rounds.

Dancing Images: This duplicates a mirror image spell cast by a 6th-level sorcerer.

Silent Image: This duplicates a silent image spell cast by a 6th-level sorcerer.

Cloak of Protection +2 is now a Cloak of Resistance +2.

35. The KitchenEL 9.3

3 Wereboar Medium-Size Shapechanger; CR 3; HD 3d8+9 (22 hp);

Init +0; +4 (Improve; Spd 30 ft.; 40 ft. as boar; Face/Reach 5 ft. by 5 ft./5 ft.;

AC 17 (-1 size, +1 Dex, +3 natural) as hybrid;; Atks +0 melee throwing axe(1d6, range 10 ft); gore +4 melee as boar(1d8+3);

SA Ferocity, curse of lycanthropy as boar or hybrid; SQ Boar empathy; plus scent, damage reduction 15/silver as boar; AL ; SV Fort +8, Ref +3, Will +3

Str 15, Dex 11, Con 17, Int 10, Wis 10, Cha 10

Skills: Listen +15, Search +8, Spot +12 as boar2

Feats: Blind-Fight, Improved Initiative as boar3

Ferocity (Ex): A wereboar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

8 Hobgoblins CR 1/2; Medium Humanoid (6ft tall); HD 1d8+1; hp 6 each; Init +1(dex), Spd 30 ft;

AC 15 (+1 Dex, +3 studded leather, +1 small shield);

Atks +0 melee (1d8, longsword) or +1 ranged (1d6, throwing axe, range 10 ft) or +0 melee (1d6, x3 hand axe)

AL LE; SV Fort +3, Ref +1, Will +0, Str 11, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

skills: Hide +1, Listen +4, Spot +4. Hobgoblins receive +4 racial bonus to Move Silently checks.

Feats: Alertness

Alchemists fire (1d6 direct hit, 1 pt splash, range 10 ft)

Dungeon Level

Dungeon Level Wandering Monsters

Dire Rat Small Animal; CR 1/3; HD 1d8+1 (5 hp);

Init +3 (Dex); Spd 40 ft., climb 20 ft.;

AC 15 (+1 size, +3 Dex, +1 natural); Atks Bite +4 melee; Dmg Bite 1d4;

SA Disease; SQ Scent; AL ; SV Fort +3, Ref +5, Will +3

Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4

Skills: Climb +11, Hide +11, Hide +9, Move Silently +6

Feats: Weapon Finesse (bite)

Advanced Dire RatSmall Animal; CR 1/2; HD 2d8+2 (10 hp);

Init +3 (Dex); Spd 40 ft., climb 20 ft.;

AC 15 (+1 size, +3 Dex, +1 natural); Atks Bite +4 melee; Dmg Bite 1d4;
SA Disease; SQ Scent; AL ; SV Fort +3, Ref +5, Will +3
Str 10, Dex 17, Con 12, Int 1, Wis 12, Cha 4
Skills: Climb +11, Hide +11, Hide +9, Move Silently +6
Feats: Weapon Finesse (bite)

Baby Boggle see above except CR 1; AC 13(+1 size, +2 natural); Spd 30'; HD 2d8; HP 14; Atks +2/+2/+2 melee (1 claw, 1 claw, 1 bite).

Goblin CR 1/4; HD 1d8; HP 4; Initiative +1(Dex); Spd 30'; AC 15 (+1 size, +1 dex, +3 studded leather);
Atks +0 melee (1d6-1 x3 Half Spear); SQ Darkvision 60';
Fort +0, Ref +3, Will +0;
Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8;
skills: Hide +6, Listen +3, Move Silently +5, Spot +3;
Feats Alertness.

Witch doctor & patrol see Goblin above and Gulyet at the beginning.

Wolves CR 1; Medium Animal (6 ft long); HD 2d8+4; HP 13; Init +2(dex); Spd 50'; AC 14 (+2 dex, +2 natural);
Atk +3 melee (1d6+1 bite); SA trip; SQ scent;
AL N; SV Fort +5; Ref +5; Will +1;
Str 13; Dex 15; Con 15; Int 2; Wis 12; Cha 6.
Skills: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +4;
Feats: Weapon Finess(Bite).

SA - Trip (Ex): A wolf that makes a successful bite attack can attempt to trip its opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt is unsuccessful, the victim cannot react to trip the wolf.

SQ - Scent: Wolves can detect opponents within 30 ft by smell. If it is downwind, the range increases to 60 ft; if upwind, the range decreases to 15 ft. Wolves can also follow a trail with a successful Wisdom check. Fresh trails are DC 10 for this purpose and increase by 2 for every hour the trail ages.

Note: I used the Wolves in Dead of Winter stats.

Haunt

See 2f above.

2. Entry Hall

Use DC 15 Fort Save instead of save vs Petrification.

3. Abandoned Guardroom.

DC 10 Search to find the Concealed door.

4. ParlorEL 4

2 Spider (Monstrous), Large Large Vermin; CR 2; HD 4d8+4 (22 hp);

Init +3 (Dex); Spd 30 ft., climb 20 ft. (40 ft.); Face/Reach 10 ft. by 10 ft./5 f;

AC 14 (-1 size, +3 Dex, +2 natural); Atks Bite +4 melee; Dmg Bite 1d8+3 and poison;

SA Poison, web; SQ Vermin; AL ; SV Fort +5, Ref +4, Will +1

Str 15, Dex 17, Con 12, Int 0, Wis 10, Cha 2

Skills: Climb +14, Hide +6, Jump +2*, Spot +7*

Feats: -

Poison (Ex): 1d6 Str (Fort vs DC 16)

7. Log Trap.

Covered Pit Trap CR 1; DC 20 Reflex save avoids; Search DC 20; Disable Device DC 20.

Log Trap CR 2; DC 20 Reflex save if climbing the wall.

8. Boggle Lair

See Boggle entry at end. Hp 21, 24

12. Torture Chamber

DC 20 reflex save to avoid the chandelier oil.

16 Goblins CR 1/4; HD 1d8; HP 6; Initiative +1(Dex); Spd 30'; AC 15 (+1 size, +1 dex, +3 studded leather);

Atks +0 melee (shortsword 1d6-1), +2 ranged (sling 1d4-1); SQ Darkvision 60';

Fort +0, Ref +3, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8;
skills: Hide +6, Listen +3, Move Silently +5, Spot +3; *Feats* Alertness.

a. Observation Post

Bugbears CR 2; AC 14 (+3 Natural, +1 Dex); MV 30'; HD 3d8+3; HP 17, 19;

Atks +5 melee (1d10+2 x3 Halberd); SV Fort +1, Ref +3, Will +1;

Str 14; Dex 12; Con 12; Int 10; Wis 10; Cha 8;

Skills Climb +2, Hide +2, Listen +1, Move Silently +2, Spot +1; *Feats*: Alertness, Weapon Proficiency

b. Walled Up Alcove.

Wolf CR 1; Medium Animal (6 ft long); HD 2d8+4; HP 13; Init +2(dex); Spd 50'; AC 14 (+2 dex, +2 natural);

Atk +4 melee (1d6 bite); SA trip; SQ scent;

AL N; SV Fort +5; Ref +5; Will +1;

Str 10(-3 disease); Dex 15; Con 15; Int 2; Wis 12; Cha 6.

Skills: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +4; *Feats*: Weapon Finesse(Bite).

SA - Trip (Ex): A wolf that makes a successful bite attack can attempt to trip its opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt is unsuccessful, the victim cannot react to trip the wolf.

SQ - Scent: Wolves can detect opponents within 30 ft by smell. If it is downwind, the range increases to 60 ft; if upwind, the range decreases to 15 ft. Wolves can also follow a trail with a successful Wisdom check. Fresh trails are DC 10 for this purpose and increase by 2 for every hour the trail ages.

This wolf is infected with the Red Ache disease (DMG p. 75; DC 15; 1d3 day incubation; 1d6 Str).

c. Worg Dens

Worg Medium Size Magical Beast, HD 4d0+8, HP 30, Init +2(dex), Spd 50 ft, AC 14 (+2 Dex, +2 natural),

Atk Bite +7 melee (1d6+4), SA Trip as free action when hit, SQ Scent,

SV Fort +6, Ref +6, Will +3,

Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10,

Skills Hide +7, Listen +9, Move Silently +7, Spot +9, Wilderness Lore +2, *Feats* Alertness, CR 2.

14. The Chasm.

Jumping from pinnacle to pinnacle is a DC 15 Balance check (+5 for slippery already added in). CR 1 obstacle.

16. Beehives

CR 1 obstacle.

18a. The Corridor.

DC 20 Spot check to notice the net hidden in the ceiling, CR 1 trap.

The goblin makes a ranged touch attack against each character within the area of the net. If the attack is successful, the target is entangled. An entangled creature suffers -2 on attack rolls and a -4 penalty on effective Dexterity. The entangled creature can only move at half speed and cannot charge or run. If the entangled creature attempts to cast a spell, it must succeed at a Concentration check (DC 15) or be unable to cast the spell.

The entangled creature can escape with an Escape Artist check (DC 20) that is a full-round action. The net has 5 hit points and can be burst with a Strength check (DC 25, also a full-round action), this only frees one creature.

18c. Elite Goblin Barracks

Warning this is an EL 9.9. You may want to reduce the numbers to 6 & 6, which still gives a 8.7

9 Goblin Fighter Lvl 1; CR 2; HD 1d10+2; HP 8, leader 12; Initiative +2(Dex); Spd 30'; AC 16 (+1 size, +2 dex, +3 studded leather);

Atks +2 melee (1d6+1 x3 light lance, x2 when on Worg), +2 (1d8+1 morning star); SQ Darkvision 60';

Fort +5, Ref +2, Will +0;

Str 13, Dex 14, Con 14, Int 11, Wis 10, Cha 7;

skills: Intuit Direction +3, Handle Animal -1, Hide +6, Listen +3, Swim +3, Move Silently +5, Spot +3; *Feats* Alertness

Note: the leader has a +1 **Battleaxe** (+3,1d8+2 melee damage for him). I changed the +1 Halberd to a battleaxe since a goblin can't wield a Halberd).

9 WorgsMedium Size Magical Beast, HD 4d10+8, HP 30, Init +2(dex), Spd 50 ft, AC 14 (+2 Dex, +2 natural),

Atk Bite +7 melee (1d6+4), SA Trip as free action when hit, SQ Scent,

SV Fort +6, Ref +6, Will +3,

Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10,

Skills Hide +7, Listen +9, Move Silently +7, Spot +9, Wilderness Lore +2, *Feats* Alertness, CR 2.

21. Watchworg Post

WorgsMedium Size Magical Beast, HD 4d10+8, HP 30, Init +2(dex), Spd 50 ft, AC 14 (+2 Dex, +2 natural),

Atk Bite +7 melee (1d6+4), SA Trip as free action when hit, SQ Scent,

SV Fort +6, Ref +6, Will +3,

Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10,

Skills Hide +7, Listen +9, Move Silently +7, Spot +9, Wilderness Lore +2, *Feats* Alertness, CR 2.

22. Markessa's Laboratory

Markessa Elf Wizard 5/Fighter 1

CR 6; Wiz 5/Ftr 1; HD 5d4+15 + 1d10+3; HP 40; Init +4; Spd 30 ft;

AC 18 (+4 for magic +1 **studded leather**, use activated **Protection from Arrows**, + 4 for dex, standard action to activate the protection as if the spell was cast from a 3rd level caster e.g. 30 minutes and 30 pts damage);

Atks +8/+8 melee (1d6+3, +1 **shortsword of speed**), or +8 ranged (1d4+2 dart);

SV Fort +8, Ref +5, Will +5; Str 14, Dex 18, Con 17, Int 16, Wis 12, Cha 14.

skills: Knowledge (Arcana) +12 (+9 ranks, +3 ability), Knowledge (Nature) +12 (+9 ranks, +3 ability), Intuit Direction +5.5, Wilderness Lore +5.5, Jump +6, Spellcraft +7, Speak Language (Common), Speak Language (Draconic), Speak Language (Elven), Speak Language (Giant), Speak Language (Goblin)

Feats: Create Wondrous Creature, Endurance, Great Fortitude, Spell Focus(Evocation), Weapon Finess(shortsword)

15% arcane spell failure from her armor, +3 Spell DC from Intelligence

0 level: Resistance, Prestidigitation, Ghost Sound, Open/Close

1st Level: Magic Missile, Protection from Good, Shocking Grasp, Endure Elements

2nd Level: Darkness, Scare, Locate Object

3rd Level: Lightning Bolt (+2 DC), Halt Undead

Warning Owlbears are considerably tougher in 3e. You may want to use only one Owlbear. This is an EL 8.7 with 2 Owlbears and an EL 8.1 with 1 Owlbear.

2 Owlbears CR 4; Large beast (8' tall); HD 5d10+20; HP 47; Init +1(Dex); Spd 30'; AC 15(-1 size, +1 Dex, +5 natural); Atks +7 melee(1d6+5 [x2], claws), +2 melee (1d8+2 bite); Face 5 ft x 10 ft; SA improved grab; SQ scent; AL CE; SV Fort +8, Ref +5, Will +2; Str 21, Dex 12, Con 19, Int 5, Wis 12, Cha 10; *Skills* Listen +8, Spot +7;

SA -- Improved Grab (Ex): If an owlbear hits with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No touch attack is required to use this ability, and tiny and small creatures suffer no size penalty. This ability works only against creatures at least one size category smaller than the owlbear.

SQ -- Scent: Owlbears can detect opponents within 30 ft by smell. If it is downward, the range increases to 60'; if upwind, the range decreases to 15'. Scent does not allow the Owlbear to pinpoint the location of an opponent, just the general area. Once it gets within 5', however, it can determine a specific location. Strong scents (smoke) carry twice as far, and overpowering scents (skunk musk) carry three times as far Owlbears can also follow a trail with successful Wisdom check. Fresh trails are DC 10 for this purpose and increase by 2 for every hour the trail ages.

13 Goblins CR 1/4; HD 1d8; HP 8; Initiative +1(Dex); Spd 30'; AC 15 (+1 size, +1 dex, +3 studded leather); Atks +0 melee (shortsword 1d6-1), +2 ranged (shortsword 1d6); SQ Darkvision 60'; Fort +0, Ref +3, Will +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8; *skills*: Hide +6, Listen +3, Move Silently +5, Spot +3; *Feats* Alertness.

BOGGLE

d20 System Conversion of Boggle, ©2002 Scott Greene

Small Aberration

Hit Dice: 4d8+4 (22 hp)
Initiative: +2 (Dex)
Speed: 20 ft, climb 10 ft
AC: 15 (+1 size, +2 Dex, +2 natural)
Attacks: 2 claws +5 melee, bite +0 melee
Damage: Claw 1d3+1, bite 1d3
Face/Reach: 5 ft by 5 ft/5 ft (10 ft elongated)
Special Attacks: Rake 1d3+1
Special Qualities: Damage reduction 5/piercing, oily secretion, scent, elongation, slippery, dimension door, fire resistance 10, spider climb, darkvision 60 ft
Saves: Fort +2, Ref +6, Will +4
Abilities: Str 12, Dex 15, Con 13, Int 7, Wis 11, Cha 7
Skills: Climb +9, Escape Artist +26, Hide +10, Listen +6, Pick Pocket +10, Spot +10
Feats: Alertness
Climate/Terrain: Temperate forest and underground
Organization: Solitary, gang (2-4), or band (5-8)
Challenge Rating: 3
Treasure: Standard

Alignment: Always chaotic neutral
Advancement: 5-8 HD (Small); 9-12 HD (Medium-size)

Boggles are 3-foot tall, roughly humanoid creatures. Their rubbery skin varies in color from blackish-blue to dark gray. Boggles have large bulbous heads and the rest of their body parts are disproportionate and vary from individual to individual (arms of different lengths, spindly legs, etc.).

Boggles organize in tribes. A boggle lair is always well hidden and will be littered with small holes (boggle holes) in the walls. They have no language per se, but tend to whine and gibber when dealing with others. Outside their lairs they are cowardly. Inside their lairs, they are very aggressive, and will not hesitate to attack.

COMBAT

Though low on Intelligence the boggle has a variety of ways they attack. One of their favorite ways, in order to gain surprise on an opponent, is to cling to the ceiling of their lair, and drop on unwary opponents.

Their second favorite method utilizes their *dimension door* power. A boggle can reach into a boggle hole, *dimension door* his hands, and attack an opponent in another part of the lair.

Boggles also love to cover the floor with the oil they secrete from their pores and then move in and attack a fallen opponent. A boggle will try and steal (pick pockets) any one item from a fallen character (determine item randomly).

Rake (Ex): If a boggle drops on its prey from the ceiling during the first round of combat, it can attack with its front and rear claws (+5 melee) for 1d3+1 points of damage each.

Elongation (Ex): A boggle can stretch its body and limbs up to twice its original size thereby increasing its reach to 10 feet.

Oily Secretion (Ex): A boggle's skin constantly secretes oil that acts as a permanent *oil of slipperiness* (**DMG**, page 191).

A boggle may excrete the oil onto the floor in a 5-foot square as a standard action. A creature entering the area or standing in the area must succeed at a Reflex save (DC 15) or slip and fall. A successful save

allows movement at half speed across the surface. Creatures remaining in the area covered with this oil must make a new save each round or slip and fall.

The boggle can move freely across a surface covered with this oil. The oil is non-flammable.

Slippery (Ex): The oily secretion from their skin makes a boggle difficult to grapple or snare. Webs, magic or otherwise, do not affect boggles, and they can usually wriggle free from most other forms of confinement.

Dimension Door (Su): Three times per day as the spell cast by an 8th-level sorcerer (to a max range of 30 feet).

A favorite tactic of the boggle is to use the various holes in the walls of its lair (boggle holes) to *dimension door* its hands and arms. This allows the boggle to stand in one place, reach into a hole, and attack a creature within 10 feet of any boggle hole and up to 30 feet away from the boggle. Any creature wishing to attack the hands and arms can do so against AC 17.

Spider Climb (Su): Boggles are affected by a permanent *spider climb* effect. This is an inherent ability and cannot be dispelled.

Skills: Boggles receive a +4 racial bonus to Pick Pocket and Spot checks. Their slippery skin grants them a +20 racial bonus on Escape Artist checks.

HAUNT

d20 System Conversion of Haunt, © 2002 Scott Greene

Medium-Size Undead (Incorporeal)

Hit Dice: 5d12 (32 hp)

Initiative: +4 (+2 Dex, +4 Improved Initiative)

Speed: 20 ft, fly 30 ft

AC: 14 (+2 Dex, +2 deflection)

Attacks: Incorporeal touch +4 melee

Damage: Incorporeal touch 1d3 temporary Dexterity damage

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Dexterity damage, malevolence, strangle

Special Qualities: alternate form, undead, incorporeal, vulnerability, immunity to turning, reform body

Saves: Fort +1, Ref +3, Will +6

Abilities: Str —, Dex 15, Con —, Int —, Wis 14, Cha 14

Feats: Blind-Fight, Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Any

Advancement: 6-9 HD (Medium-size); 10-15 HD (Large)

The haunt is the spirit of a person that died before completing some vital task. A haunt inhabits an area within 60 feet of where its body died. It never leaves this area. It desires but one thing—its final rest. To accomplish this it must possess a living creature and finish the task that prevents it from finding eternal rest.

A haunt only attacks humanoid creatures.

COMBAT

A haunt attacks using its incorporeal touch. It concentrates on a single foe, attempting to render it helpless by draining its Dexterity. Once that victim reaches Dexterity 0, the haunt uses its malevolence ability to possess the body and attempts to finish its task. If the haunt is attacked while possessing a body, it uses all the abilities of the host to defend itself.

Dexterity Damage (Su): The touch of a haunt deals 1d3 points of temporary Dexterity damage to a living foe. A creature reduced to Dexterity 0 by a haunt is attacked by the haunt's malevolence ability.

Malevolence (Su): The haunt can use this ability once per round, and only does so against a foe whose Dexterity has been reduced to 0. This ability is similar to *magic jar* as cast by a 10th-level sorcerer except that it does not require a receptacle. The victim receives a Will save (DC 17) to avoid. If the attack succeeds the haunt vanishes into the opponent's body and the host's Dexterity returns to normal.

The haunt uses the host's body to complete the task that binds it to the Material Plane. Once the task is completed, the haunt leaves the host and fades away forever. When the haunt leaves the host, the

victim's Dexterity is 3. Lost Dexterity points are regained at the rate of 1 point per hour. If the material body is slain while the haunt is contained in it, the creature haunts the area where its host was slain.

Strangle (Su): If an opponent possessed by the haunt (i.e., one the haunt has successfully used its malevolence against) has an alignment opposite to that of the haunt, the creature attempts to strangle the victim using the victim's own hands. Unless precautions are taken to restrain the possessed victim's hands, they immediately reach for the throat and begin strangling the haunt-possessed body. An opponent takes 1d4 points of damage each round until his hands are forcibly restrained (Strength check at a DC equal to the victim's Strength), the haunt is ejected from the body, or the victim dies. The victim cannot hold his breath while being strangled in this manner.

Alternate Form (Su): A haunt's natural form is that of a translucent image appearing much as the person did in life. As a standard action, it can assume one other form. A haunt can alter its form so as to appear as a luminescent ball of light (possibly being mistaken for a will-o-wisp in this form). It cannot use its Dexterity damage attack or its malevolence attack in this form and loses its incorporeality. The haunt gains a +1 size bonus to its AC while in this form.

A haunt remains in one form until it chooses to assume a new one. A change in form cannot be dispelled.

Vulnerability (Ex): A haunt can be forcibly ejected from a host if *hold person* is cast on the victim and the haunt fails its Will save. A *dispel evil* instantly ejects the haunt and slays it forever.

Immunity to Turning (Ex): A haunt cannot be turned or rebuked.

Reform Body (Su): A haunt that is slain reforms at full strength in one week. A haunt slain by *dispel evil* does not reform.

[CREATE WONDROUS CREATURE](#) [Item Creation, Creature]

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You know how to create Aberrations, Beasts, Magical Beasts, Monstrous Humanoids, and Plants.

Prerequisite: Knowledge (Arcana) or Knowledge (Psionics), Knowledge (Nature), Spellcaster level 5th+ or Manifestor level 5th+

Benefit: You can create any Aberration, Beast, Magical Beast, Monstrous Humanoid, or Plant whose prerequisites you meet. The creature created is not necessarily under your control. To create a creature you need access to a lab, similar to an alchemist's lab, of at

least 500gp value. The creation of a creature involves taking a similar creature or creature(s) and subjecting them to various spells and grafting techniques. There is a chance that the experiment will be a failure. To create a creature you must succeed both a Knowledge (Arcana) or Knowledge (Psionics) and a Knowledge (Nature) check (DC 20 + CR of attempted creature). You may not 'take 10' on these rolls. However, you get a +1 circumstance bonus for every attempt at a specific creature that you have previously made, whether successful or not. If both Knowledge skill checks are failed the creature dies a horrible death. If one Knowledge skill check fails and one Knowledge skill check succeeds the resulting creation is horribly deformed in some way and is hostile towards you. The base price of a creature is the challenge rating squared times 1000gp (CR x CR x 1000gp). Creating a creature takes 1 day for every 1,000 gp in its base price. To create a creature, you must spend 1/25 of its base price in XP and use up raw materials costing half of its base price.

The minimum caster level for creating a creature is 2 x CR of the intended creature. The appropriate spells must be used in order to add extraordinary (Ex), spell-like (Sp), and/or supernatural (Su) abilities.

Special: If a Charm Monster spell is cast every day of the creation process, a successfully created creature will be in permanent servitude to you. If a Limited Wish is used in the creation process a successfully created creature will be in permanent servitude to you and will even follow a life goal, determined by you, after you have died. If a Wish is used in the creation process a successfully created creature and its descendants will follow a life goal, determined by you, even after you have died.

Balance: 3.96 (Purp 5.00, Pow 4.20, Port 4.00, Comp 3.00, Rule 3.60)

Comments: Characters should be encouraged to create their own unique magical beasts and not just create another Owlbear, Tendriculos, Mimic, or Skum. If the creature is a new creature the DM should determine the CR.

SKILL KNACK [General, Trait]

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You have some special quality that enhances one of your skills

Benefit: Choose a skill, such as ride. You have a special knack with that skill. You must have some special ability, such as long limbs for climbers; long fingers for pick pockets, lightning calculator for profession (bookkeeper) or being double-jointed for escape artist.

You get a +3 bonus with the skill in question.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different skill. The bonus does stack with the bonuses provided by skill learning feats, so you can take several feats to be ultra-specialized in a skill.

Anyone can use a sense motive check to get a hunch about you (PHB). If the result is at least a 10, they are able to tell which skill you have a Skill Knack for from your appearance.

Notes: Because you must be somehow extra qualified for the skill in question, your character description should make allowance for such an aptitude. This means you can only pick Skill Knack when creating your character or be the result of some extraordinary event

in the characters career, such as being 'gifted' with donkey ears from a curse for a Skill Knack to the listen skill or getting bowlegged from countless hours in the saddle.

Balance: 3.88 (Purp 3.50, Pow 4.30, Port 4.00, Comp 4.00, Rule 3.60)

Comments: Remember, it can only be taken at 1st level (as a standard trait), or when something happens to the character that would accentuate the skill chosen.

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