

d20™ System Conversion of:

A4 In The Dungeons of the Slave Lords

An ESD copy of the above product can be obtained from: <http://store.wizards.com/product.asp?ProductId=6145>
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.

Conversion of AD&D 1st edition adventure for level 4-7

Credits:

[John Dell for his Encounter Level Calculator.](#)

[Special Thanks to Scott Greene for his Creature Catalog.](#)

[And me for my Faster Tools.](#)

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I recommend increasing the CR of each creature by 1, due to characters lack of equipment, or giving a decent story award for escaping.

Key To The Labyrinth

1. ENTRANCE TO FEAR

Scroll A: Ghost Sound, Dancing Lights, Obscuring Mist, Invisibility

Scroll B: Spider Climb, Dispel Magic, Arcane Eye

Scroll C: Tenser's Floating Disk, Light, Jump

Other possibilities:

The characters can keep any spells which they still had in memory at the end of A3 and you can give them the appropriate holy symbol.

2. THE LURE OF LIGHT EL 4

Will-O'-Wisp CR 4; Small Aberration(Air); HD 6d8; HP 21;

Init +13; Spd fly 50 ft(perfect);

AC 29(+1 size, +9 Dex, +9 Deflection); Atks +14 melee shock 1d8;

SQ Spell Immunity, natural invisibility; AL CE; SV Fort +2, Ref +11, Will +8;

Str --, Dex 29, Con 10, Int 15, Wis 16, Cha 12;

Skills: Bluff +10, Listen +16, Search +11, Spot +15;

Feats: Blind-Fight, Dodge, Improved Initiative

Immune to all spells except: Magic Circle against chaos/evil, Magic Missile, Maze, Protection from Chaos/Evil

3. REALM OF THE SANDLING EL 3

Sandling CR 3; Large Elemental(Earth); HD 4d8; HP 18;

Init +1 (Dex); Spd 30 ft;

AC: 17 (+7 natural, -1 size, +1 Dex); Atks +4 slam (2d8+2);

SA: Earth Master, Push; SQ: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits or flanking. Darkvision 60 feet.; AL N; SV Fort +3, Ref +2, Will +1;

Str 14, Dex 12, Con 10, Int 6, Wis 11, Cha 11;

Skills: Listen +7, Spot +7;

Feats: Power Attack

6A. ENTRANCEWAY EL 1

Shrieker CR 1; Medium-Size Plant; HD 2d8+2; HP 11;

Init -5; Spd 0 ft;

AC 13 (+3 natural); Atks --;

SA shriek; SQ: Plant; AL N; SV Fort +4, Ref --, Will -4;

Str --, Dex --, Con 13, Int 1, Wis 2.

6B. CHAMBER OF THE HUNTERS

4 Kobolds CR 1/6; Small Humanoid (Reptilian); HD 1/2 d8; HP 2;

Init +1 (dex); Spd 30 ft;

AC 13 (+1 size, +1 Dex, +1 natural); Atks -1 melee (half-spear 1d6-2) or +2 ranged (sling 1d4);

SQ Darkvision 60 ft, light sensitivity; AL LE; SV: Fort +0, Ref +1, Will +2;

Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10;
Skills: Craft(trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2;
Feats: Alertness
Oil -- DC 15 Balance check. If fallen then you are considered Prone.

6C. KOBOLDS' KITCHEN EL -1

3 Kobolds CR 1/6; Small Humanoid (Reptilian); HD 1/2 d8; HP 2;
Init +1 (dex); Spd 30 ft;
AC 13 (+1 size, +1 Dex, +1 natural); Atks -1 melee (half-spear or club 1d6-2) or +2 ranged (sling 1d4);
SQ Darkvision 60 ft, light sensitivity; AL LE; SV: Fort +0, Ref +1, Will +2;
Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10;
Skills: Craft(trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2;
Feats: Alertness

6D. NURSERY

1 Kobold CR 1/6; Small Humanoid (Reptilian); HD 1/2 d8; HP 2 (4 young at 1 hp and Str 4);
Init +1 (dex); Spd 30 ft;
AC 13 (+1 size, +1 Dex, +1 natural); Atks -1 melee (half-spear or club 1d6-2) or +2 ranged (sling 1d4);
SQ Darkvision 60 ft, light sensitivity; AL LE; SV: Fort +0, Ref +1, Will +2;
Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10;
Skills: Craft(trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2;
Feats: Alertness

6E. CHIEFTAIN'S CHAMBER EL 3

7 Kobolds CR 1/6; Small Humanoid (Reptilian); HD 1/2 d8; HP 2;
Init +1 (dex); Spd 30 ft;
AC 13 (+1 size, +1 Dex, +1 natural); Atks -1 melee (half-spear or club 1d6-2) or +2 ranged (sling 1d4);
SQ Darkvision 60 ft, light sensitivity; AL LE; SV: Fort +0, Ref +1, Will +2;
Str 6, Dex 13, Con 11, Int 10, Wis 10, Cha 10;
Skills: Craft(trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2;
Feats: Alertness
Kobold Chief Fighter Lvl 1; CR 1; Small Humanoid (Reptilian); HD 1d10; HP 7;
Init +1 (dex); Spd 30 ft;
AC 14 (+1 size, +1 Dex, +1 natural, +1 shield); Atks -1 melee (half-spear or club 1d6-2) or +2 ranged (sling 1d4);

SQ Darkvision 60 ft, light sensitivity; AL LE; SV: Fort +0, Ref +1, Will +2;
Str 10, Dex 13, Con 12, Int 10, Wis 10, Cha 12;
Skills: Craft(trapmaking) +2, Hide +8, Listen +2, Move Silently +4, Search +2, Spot +2;
Feats: Alertness, Combat Reflexes. Point blank shot.

7. POOL OF PITCH

Standard torch illumination is 20'. Characters with Darkvision will be able to see the pitch.

8. GIANT ANT'S LAIR EL 7.6

Any character attempting to walk across the bridge must make a DC 15 Balance check or fall into the chasm. Automatic success if you crawl.

7 Giant Worker Ants CR 1, Medium-Size Vermin; HD 2d8; HP 9;

Init +0; Spd 50ft, climb 20 ft;

AC 17 (+7 natural); Atks +1 melee (bite 1d6);

SA Improved grab; SQ Vermin; AL N; SV Fort +3, Ref +0, Will +0;

Str 10, Dex 10, Con 10, Int --, Wis 11, Cha 9;

Skills: Climb +8, Listen +5, Spot +5

2 Giant Soldier Ants CR 2, Medium-Size Vermin; HD 2d8+2; HP 11;

Init +0; Spd 50ft, climb 20 ft;

AC 17 (+7 natural); Atks +3 melee (bite 2d4+3);

SA Improved grab, acid sting; SQ Vermin; AL N; SV Fort +4, Ref +0, Will +1;

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

Skills: Climb +10, Listen +6, Spot +6;

Acid Sting: on a successful grab can sting for 1d4+1 piercing damage plus 1d4 acid damage.

10. CRABS' TUNNEL (EXIT) EL 1

Monstrous Crab (stats for Monstrous Scorpion less the poison) Medium Vermin,
CR 2; HD 3d8+6; HP 19;

Init +0; Spd 40 ft;

AC 14 (+4 natural), Atks: +3/+3 melee (claw 1d4+1);

SA: Improved grab, Squeeze; SQ Vermin; AL N; SV Fort +5, Ref +1, Will +1;

Str 13, Dex 10, Con 14, Int --, Wis 10, Cha 2;

Skills: Climb +8, Hide +8, Spot +7;

Squeeze - Automatically deals damage with both claws, if victim is caught.

Swimming rules are on p. 74 of the PH. This is calm water so its a DC 10 check. Roll once per round, cumulative -1 per round since they are underwater. -1 for every 5 lbs of gear. 1/4 movement rate for a move action, 1/2 speed as a full round action.

Drowning rules are on p.85 of the DMG. Can hold breath for a number of rounds equal to twice Con score. After this period of time you must make a Con check (DC 10). Each round the DC increases by 1. On the first round of an unsuccessful save you fall unconscious (0 hp), the second you are dying and have -1 hps.

10B. Giant underwater Tube worms. Cause 1 hit point of electrical damage if touched.

10C.

Monstrous Crab (stats for Monstrous Scorpion less the poison) Medium Vermin,

CR 1; HD 2d8+4; HP 16;

Init +0; Spd 40 ft;

AC 14 (+4 natural), Atks: +2/+2 melee (claw 1d4+1);

SA: Improved grab, Squeeze; SQ Vermin; AL N; SV Fort +5, Ref +0, Will +0;

Str 13, Dex 10, Con 14, Int --, Wis 10, Cha 2;

Skills: Climb +8, Hide +8, Spot +7;

Squeeze - Automatically deals damage with both claws, if victim is caught.

11. FEARSOME FUNGUS EL 4.2

Shrieker Medium-Sized Plant; CR 1; HD 2d8+2; HP 11;

Init -5; Spd 0 ft;

AC 13 (+3 natural); Atks --;

SA Shriek; SQ Plant; AL N; SV Fort +4, Ref --, Will -4;

Str --, Dex --, Con 13, Int 1, Wis 2, Cha 1;

Shriek - Movement or light source within 10 ft cause it to shriek loudly for 1d3 rounds.

Desc Human Sized mushroom with various shades of purple.

Violet Fungus Medium-Sized Plant; CR 3; HD 2d8+6; HP 15;

Init -1 (Dex); Spd 10 ft;

AC 13 (-1 Dex, +4 natural); Atks 4 tentacles +3 melee(1d6+2 and poison); Reach 10 ft w/ tentacle;

SQ Plant; AL N; SV Fort +6, Ref -1, Will +0;

Str 14, Dex 8, Con 16, Int 2, Wis 11, Cha 9;
Poison - Fort DC 14, initial and secondary damage 1d4 Str and 1d4 Con.

12. POOL OF THE OLD ONE EL 2

Giant Crayfish Large Animal; CR 3; HD 4d8+4; HP 22;
Init +7 (+3 Dex, Improved Initiative); Spd 15 ft, Swim 30 ft;
AC 15 (Dex +3, size -1, natural +3); Atks 2 claws +5 (Claws 1d6+2); Face/Reach 5ft by 10 ft/10ft;
AL N; SV Fort +2, Ref +7, Will +1;
Str 14, Dex 16, Con 12, Int 2, Wis 10, Cha 4;
Skills Hide +6, Swim +9;
Feats Improved Initiative, Multiattack

14. THE BEASTLY BADGER EL 2

Dire Badger Medium-Size Animal; CR 2; HD 3d8+12; HP 25;
Init +3 (Dex); Spd 30ft / burrow 10 ft;
AC 16 (+3 Dex, +3 natural); Atks 2 claws +4 melee (1d4+2), bite -1 melee (1d6+1);
SA Rage; SQ Scent; AL N; SV Fort +7, Ref +6, Will +4;
Str 14, Dex 17, Con 19, Int 2, Wis 12, Cha 10;
Skills: Listen +6, Spot +6
Rage(Ex): After taking damage in combat it will fly into a rage (+4 Str, +4 Con, -2 AC). The rage cannot be ended voluntarily.

15. MUSHROOM GARDEN EL 1

Mushrooms: 60% safe, 40% Striped Toadstool (Ingested poison, DC 11, 1 Wis, 2d6 Wis & 1d4 Int). DC 15 Knowledge(Plants) to identify which ones are safe and which are poisonous.
3 Giant Fire Beetles Small Vermin; CR 1/3; HD 1d8; HP 4;
Init +0; Spd 30 ft;
AC 16 (+1 size, +5 natural); Atks bite +1 melee (2d4);
SQ Vermin; AL N; SV Fort +2, Ref +0, Will +0;
Str 10, Dex 11, Con 1, Int --, Wis 10, Cha 7;
Skills Climb +4, Listen +3, Spot +3
Desc 2 ft long beetle with glowing spot over each eye.

16A. WELCOMING COMMITTEE EL 7.5

2 Shriekers Medium-Sized Plant; CR 1; HD 3d8+3; HP 16;

Init -5; Spd 0 ft;

AC 13 (+3 natural); Atks --;

SA Shriek; SQ Plant; AL N; SV Fort +4, Ref --, Will -4;

Str --, Dex --, Con 13, Int 1, Wis 2, Cha 1;

Shriek - Movement or light source within 10 ft cause it to shriek loudly for 1d3 rounds.

Desc Human Sized mushroom with various shades of purple.

Zombie-like Kobold and zombie-like Fire Beetle Small; CR 1/4; HD 1d12+3; HP 9;

Init -1 (Dex); Spd 30 ft;

AC 12(kobold) (+1 size, -1 Dex, +2 natural), 15(beetle, +1 size, -1 Dex, +5 natural); Atks melee +1 slam (1d4);

SQ Partial Actions only; AL N; SV Fort +0, Ref -1, Will +2;

Str 11, Dex 8, Con --, Int --, Wis 10, Cha 1;

Feats: Toughness

2 Zombie-like giant worker ants and zombie-like human Medium;

CR 1/2; HD 2d12+3; HP 16;

Init -1 (Dex); Spd 50ft (ants), 30 ft(human);

AC 16 (ants, -1 Dex, +7 natural), 11(Human, -1 Dex, +2 natural); Atks melee +2 slam (1d6+1);

SQ Partial Actions only; AL N; SV Fort +0, Ref -1, Will +3;

Str 13, Dex 8, Con --, Int --, Wis 10, Cha 1;

Feats: Toughness

Human has a Yellow mold colony CR 6, All within 10 ft take 1d6 Con damage (DC 15 Fort to avoid), 1 minute later 2d6 Con damage (DC 15 to avoid).

16B. FUNGUS FOREST EL 10.5

4 Sprout Myconid Small-Plant; CR 1/2; HD 1d8+1; HP 5;

Init +0 (Dex); Spd 20 ft;

AC 13 (+1 size, +1 Dex, +1 natural); Atks melee +0 slam (1d4-1);

SQ Distress Spores, Acid Skin, Plant, Vulnerable to Sunlight, low-light vision; AL LN; SV Fort +3, Ref +0, Will +0;

Str 9, Dex 10, Con 13, Int 8, Wis 11, Cha 8;

Skills Hide +4, Move Silently +4

4 Young Myconid Small-Plant; CR 1/2; HD 2d8+2; HP 11;

Init +0 (Dex); Spd 20 ft;

AC 13 (+1 size, +1 Dex, +1 natural); Atks melee +1 slam (1d4-1);

SQ Distress Spores, Reproducer Spores, Acid Skin, Plant, Vulnerable to Sunlight, low-light vision; AL LN; SV Fort +4, Ref +0, Will +1;

Str 9, Dex 10, Con 13, Int 8, Wis 11, Cha 8;

Skills Hide +4, Move Silently +4

4 Adult Myconid Medium-Plant; CR 2; HD 3d8+6; HP 19;

Init +0 (Dex); Spd 30 ft;

AC 12 (+2 natural); Atks melee +3 slam (1d6+1);

SQ Distress Spores, Reproducer Spores, Rapport Spores, Acid Skin, Plant, Vulnerable to Sunlight, low-light vision; AL LN; SV Fort +5, Ref +1, Will +1;

Str 13, Dex 10, Con 15, Int 10, Wis 11, Cha 10;

Skills Hide +4, Move Silently +4

4 Old Myconid Medium-Plant; CR 2; HD 4d8+12; HP 30;

Init +0 (Dex); Spd 30 ft;

AC 12 (+2 natural); Atks melee +4 slam (1d6+1);

SQ Distress Spores, Reproducer Spores, Rapport Spores, Pacifier Spores, Acid Skin, Plant, Vulnerable to Sunlight, low-light vision; AL LN; SV Fort +4, Ref +1, Will +1;

Str 13, Dex 10, Con 15, Int 10, Wis 11, Cha 10;

Skills Hide +4, Move Silently +4

4 Elder Myconid Large-Plant; CR 4; HD 5d8+10; HP 32;

Init +0 (Dex); Spd 30 ft;

AC 13 (-1 Size, +3 natural); Atks melee +6 slam (1d8+4);

SQ Distress Spores, Reproducer Spores, Rapport Spores, Pacifier Spores, Hallucinator Spores, Acid Skin, Plant, Vulnerable to Sunlight, low-light vision; AL LN; Fort +6, Ref +1, Will +1;

Str 18, Dex 10, Con 15, Int 12, Wis 11, Cha 10;

Skills Hide +4, Move Silently +4

Spore Cloud (Ex.): Each spore cloud's effect resembles a spell cast by an 8th-level sorcerer. All spore clouds have a save DC of 14 (where applicable). Each may be used once per day per HD of the myconid.

Distress: Cone, 120 feet, alerts all myconids in the area to danger or communicates a need for aid.

Reproducer: (2 HD myconids only)—Cone, 30 feet, only emitted at the proper time for growing new myconids. Automatically ejected by a dying myconid. New myconids spring from the spores in 3d4 days.

Rapport: Line, 30 feet, target can communicate telepathically with the myconid that ejected the spores; Will save negates. The duration of this telepathy is 10 minutes per HD of the myconid.

Pacifier: Line, 40 feet, target is affected as if by a calm animals spell (even if the target is not one of the types the spell actually affects).

Unlike the actual spell effects, a creature affected, will not defend himself if attacked; Fortitude save negates.

Hallucinator: Line, 40 feet, causes confusion as the spell of the same name; Will save negates.

Animator: (6 HD myconid only)—Line, 40 feet, only affects a dead creature; the affected creature will rise in 1d4 days as a 1 HD zombie, though it is not undead and cannot be turned. The corpse remains animated for 1d4+1 weeks before decaying and rotting away; Fortitude negates.

Acid Skin (Ex.): Creatures attacking a myconid unarmed or with natural weapons take 1d4 points of acid damage each time their attacks hit. A myconid's fists are not covered in this acid, therefore it does not deal acid damage when it hits with its slam attack.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Sunlight Vulnerability (Ex.): Exposure to sunlight (not merely a daylight spell) robs the myconid of one-third of its hit points each round until it is destroyed at the end of the third round.

Skills: Myconids receive a +4 racial bonus to Hide and Move Silently

checks. *They receive a +5 racial bonus to hide checks when in forested or fungi covered surroundings.

16E. ROYAL CHAMBER EL 5

4 King Myconid Large-Plant; CR 4; HD 6d8+12; HP 39;

Init +0 (Dex); Spd 30 ft;

AC 13 (-1 Size, +3 natural); Atks melee +7 slam (1d8+4);

SQ Distress Spores, Reproducer Spores, Rapport Spores, Pacifier Spores, Hallucinator Spores, Acid Skin, Plant, Vulnerable to Sunlight, low-light vision; AL LN; Fort +6, Ref +1, Will +1;

Str 18, Dex 10, Con 15, Int 12, Wis 11, Cha 10;

Skills Hide +4, Move Silently +4

Potions: **Potion of Cure Serious Wounds, Potion of Enlarge, Potion of Cure Light Wounds, Potion of Invisibility, Potion of Haste, Potion of Water Breathing**

17. ROPER'S LAIR EL 5

Half-Sized Roper Medium-Sized Magical Beast; CR 5; HD 5d10+5; HP 32;

Init +2 (+2 Dex); Spd 10 ft;

AC 24 (+2 Dex, +12 natural); Atks 6 strands +8 ranged, or bite +4 melee (2d6); Reach 5 ft (25 ft with strand);

SA Strands, attach, weakness; SQ Electricity immunity, cold resistance 15, fire vulnerability, SR 14; AL CE; SV Fort +5, Ref +6, Will +6;

Str 11, Dex 15, Con 13, Int 12, Wis 16, Cha 12;

Skills Climb +2, Hide +13 (+8 racial bonus in stony areas, not added in), Listen +12, Spot +12;

Feats Alertness, Iron Will, Weapon Focus(strand)

Strand Attach draws you 5' closer each round unless break free with an opposed grapple check.

Weakness strand causes 1d8 temp strength damage, DC 13 Fort save

Fire Vulnerability takes double damage from fire

19. CHIMNEY EL 2

Monstrous Trapdoor Spider Medium-Size Vermin; CR 2; HD 2d8+2; HP 11;

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

AC 14 (+3 Dex, +1 natural); Atks bite +4 melee (1d6 and poison);

SA Poison 1d4 Str damage DC 14; SQ Vermin; AL N; SV Fort +4, Ref +3, Will +1;

Str 17, Dex 15, Con 10, Int --, Wis 10, Cha 2
Skills Climb +11, Hide +1, Spot +7

20. PIERCER PERIL EL 7.3

6 Piercers Medium Vermin; CR 1.5; HD 3d8; HP 13;

Init -3(Dex); Spd 5 ft / Climb 5ft; AC 14 (-3 Dex, +7 natural) 7 underbelly (-3 Dex); Atks +2 Melee (;

SA Improved critical, acid, SQ Vermin, darkvision 60 ft.;

AL N; SV Fort +4, Ref -3, Will +1;

Str 14, Dex 2, Con 13, Int 2, Wis 11, Cha 9;

skills: Hide +4*, Listen +13, Spot +3

Improved Critical (Ex.): A piercer threatens a critical on an attack roll of 19-20.

Acid (Ex.): The piercer's soft underbelly is coated with a corrosive acid that deals 1d6 points of damage if it contacts exposed flesh.

Vermin: The piercer is immune to all mind-influencing attacks.

Skills: The piercer receives a +8 racial bonus to Listen checks. *The piercer receives a +15 racial bonus to Hide checks when against a background of natural stone.

21. CAVE OF THE BATS

3 Cave Fishers Medium-Sized Vermin; CR 2; HD 2d8+9; HP 22;

Init +1 (Dex); Spd 10 ft;

AC 16 (+1 Dex, +5 natural); Atks +3 ranged filament, or +8 melee (2 claws 2d4+9);

SA Filament; SQ Vermin, darvision 60 ft; AL N; SV Fort +6, Ref +2, Will +1;

Str 23, Dex 12, Con 16, Int 3, Wis 10, Cha 8;

Skills Climb +17, Hide +14, Move Silently +2, Spot +3

Filament (Ex): If the filament hits the prey, it deals no damage but draws the prey 10 feet closer each subsequent round (no attack of opportunity) unless the creature breaks free, which requires a successful Escape Artist check (DC 27) or Strength check (DC 23). The cave fisher can draw a creature within 10 feet of itself and use its claw attack with a +4 attack bonus in that round.

A single attack with a slashing weapon that deals at least 10 points of damage severs the filament. Also, any liquid with high alcohol content (such as the cave

fisher's blood) will dissolve the adhesiveness of the filament, as will an application of the universal solvent.

Island Encounters

A. GREEN SLIME

Green Slime CR 4, 1d6 Con damage per round of contact

B. ENRAGED SNAPPER EL 6

Giant Snapping Turtle Huge-Animal; CR 6; HD 10d8+50; HP 95;

Int +4 (Improved Initiative); Spd 10 ft swim/10 ft crawl;

AC 18 (-2 size, +10 natural); Atks +13/+8 melee bite (2d6+8); Reach 10 ft by 10 ft/ 15 ft reach

SA Improved Grab; SQ Extra 5 ft reach; AL N; SV Fort +12, Ref +3, Will +4;

Str 26, Dex 10, Con 20, Int 2, Wis 12, Cha 2;

Skills Spot +6, Listen +6, Hide +6

C. FRENZIED GOATS EL 5

4 Giant Goats Large Animal; CR 1; HD 3d8+6; HP 19;

Init +2 (Dex); Spd 60 ft;

AC 14 (-1 size, +2 Dex, +3 natural); Atks +3 melee (1d8+1 gore); Face 5 ft by 10 ft;

SA Charge does double damage; AL N; SV Fort +5, Ref +5, Will +2;

Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 4;

Skills Climb +6, Listen +6, Spot +6

D. SQUAD OF LOOTERS EL 7.5

Looter	AC	MV	HD/LVL	HP	Atks
Guard #1	19	20 ft	Fighter 1	8	+4 melee (1d10+2 bastard sword)
Guard #2	19	20 ft	Fighter 2	8	+4 melee (1d10+2 bastard sword)
Hobgoblin #1	15	30 ft	1d8+1	5	+1 melee (1d8 longsword)

Hobgoblin #2	15	30 ft	1d8+1	5	+1 melee (1d8 longsword)
Gnoll	17	20 ft	2d8+2	11	+3 melee (1d8+2 longsword)
Orc	14	20 ft	1d8	4	+3 melee (1d12+3 Greataxe), +1 range (1d6 Shortbow)
Half-Orc	21	20 ft	Fighter 3	22	+7 melee (1d10+3 bastard sword)
Bandit	12(+2 leather)	30 ft	Warrior 1	4	+1 melee (1d6 shortsword)
Rogue	15	30 ft	Rogue 2	10	+2 melee (Rapier 1d6+1,18-20)

2 Guard Fighter 1 Medium Human; CR 1; HD 1d10+2; HP 8;

Init +1 (Dex); Spd 20 ft;

AC 19 (+1 Dex, +6 splint mail, +2 large metal shield); Atks +4 melee (1d10+2,19-20 bastard sword);

AL CE; SV Fort +4, Ref +1, Will +1;

Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8;

Skills: Move Silently -7, Knowledge(arcane) +1, Handle Animal +3, Ride +5,

Feats: Exotic Weapon Proficiency (Bastard Sword), Weapon Focus (Bastard Sword), Combat Reflexes

Hobgoblin Medium Humanoid (Goblinoid); CR 1/2, HD 1d8+1; HP 5;

Init +1 (Dex); Spd 30 ft;

AC 15 (+1 Dex, +3 studded leather, +1 small shield); Atks +1 melee (1d8 longsword);

SQ Darkvision; 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 +3, Move Silently +3, Spot +3 *Feats* Alertness

2 Gnoll 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 longsword);

SQ darkvision 60 ft; AL CE; SV Fort +4, Ref +0, Will +0;

Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8;

skills: Listen +3, Spot +3. *Feats:* Power Attack

Orc CR 1; Medium Humanoid (Orc); CR 1/2, HD 1d8; HP 4;

Init +0; Spd 20 ft;

AC 14 (+4 scale mail); Atks +3 melee (1d12+3,x3 Greataxe), +1 range (1d6 Shortbow);

SQ Darkvision, light sensitivity; AL CE; SV Fort +2, Ref +1, Will -1;

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8;

Skills Listen +2, Spot +2 *Feats* Alertness

Half-Orc Fighter 3 Medium Humanoid; CR 3; HD 3d10+6; HP 22;

Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft;

AC 21 (+1 Dex, +8 full plate, +2 large steel shield); Atks +7 melee (1d10+3, 19-20 bastard sword);

SQ Darkvision; AL CE; SV Fort +5, Ref +2, Will +2;

Str 17, Dex 13, Con 14, Int 8, Wis 12, Cha 6;

Skills: Climb -4, Balance -6, Wilderness Lore +2.5; *Feats* Exotic Weapon Proficiency (Bastard Sword), Weapon Focus (Bastard Sword), Improved Initiative, Power Attack

Human Rogue 2 Medium; CR 2; HD 2d6+2; HP 10;

Init +2 (Dex); Spd 30 ft;

AC 15 (+2 Dex, +3 Studded leather); Atks +2 melee (Rapier 1d6+1, 18-20);

AL CE; SV Fort +1, Ref +5, Will +0;

Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8;

Skills Knowledge(religion) +1, Forgery +7, Sense Motive +5, Tumble +2, Move Silently +6, Alchemy +4.5, Decipher Script +7,

Intimidate +0, Handle Animal +1.5, Ride +4.5, Knowledge(nature) +4.5, Craft +7, Bluff +4, Hide +2

Feats Ambidexterity, Dodge

Class Sneak Attack +1d6, Evasion

E. RAMPAGING FIRE LIZARD EL 5

Fire Lizard Huge Magical Beast; CR 5; HD 10d10+70; HP 63 (125);

Init +0; Spd 20 ft;

SA Breath 15ft cone of fire for 2d10 damage (DC 15 reflex for 1/2) every 1d4 rounds;

SQ DR 30 against Fire based attacks;

AC 16 (-2 Size, +8 natural); Atks +19/+14 melee (bite 2d6+11);

AL N; SV Fort +14, Ref +7, Will +3;

Str 33, Dex 11, Con 25, Int 2, Wis 12, Cha 10;

Skills Climb +9, Hide +7, Listen +4, Move Silently +6, Spot +4

F. SLAVE'S REVENGE

19 ex-slaves - human comoner AC 10; MV 30 ft; HP 4; Atks +0 (stake 1d4); SV Fort +0, Ref +0, Will +0

G. A FRIEND INDEED

Selzen Murtano Human Rogue Lvl 6; CR 6; HD 6d6+12; HP 33;

Init +4 (Dex); Spd 30 ft;

AC 16 (+2 leather armor, +4 Dex); Atks +2 melee (1d8-2 longsword), +8 ranged (1d6 short bow);

AL NG; SV Fort +4, Ref +11, Will +0;

Str 7, Dex 18, Con 15, Int 16, Wis 6, Cha 14

Skills Spot +7, Knowledge(arcana) +7.5, Speak Language 4.5, Use Rope +5, Pick Pocket +13, Sense Motive +7, Knowledge(religion) +7.5, Spellcraft +4, Escape Artist +5, Tumble +13, Ride +8.5, Jump +7, Hide +13, Disguise +4, Balance +13, Disable Device +5, Concentration +3;

Feats Ambidexterity, Dodge, Lightning Reflexes, Point Blank Shot

Class Abilities Sneak Attack +3d6, Evasion, Uncanny dodge (Can't be flanked)

Cleric Scroll Cure Serious Wounds, and Cure Light Wounds (x3)

Wizard Scroll - Sleep, Invisibility, Bull Strength, Dispel Magic, Hold Person (all at 7th level ability)

H. THE WATER DRAGON EL 12.5(approximate)

Slaver	HD/Lvl	Spd	AC	HP	Atks
Ogre	4	30 ft	19	26	+8 melee (2d6+7,19-20 Greatsword)
Seargents 1	3	20 ft	14	28	+4 melee(siangham 1d6+1), or +5 melee (light flail 1d8+1)
Seargent 2	3	20 ft	16	28	+5 melee (longsword 1d8+2), or +4 ranged(shortbow 1d6)
Men-at-Arms	1	20 ft	15	8	+1 Ranged (short bow 1d6), +1 melee (1d8 longsword)
<i>Stalman Klim, Human Cleric</i>	11	30 ft	17	31	+13/+8 melee (+2 light Mace 1d6+4)
<i>Theg Narlot, Half-Orc Rogue/Fighter/Assassin</i>	9	30 ft	14	36	+11/+6 melee (1d8+3 + poison, longsword)
<i>Female Drow Fighter 3/Cleric 3</i>	6	30 ft	17	30	+7/+2 melee (+2 Longsword 1d8+1)
<i>Lamonsten Human Illusionist</i>	8	30 ft	13*	44	+3 melee (+1 Dagger 1d4-2), or +5 ranged

					*Cloak of Major Displacement
<i>Slippery Ketta femal Human Rogue</i>	10	30 ft	18	45	+11/+6 melee (1d6,18-20 rapier)
<i>Brother Kerin Human Monk</i>	6	50 ft	17	45	+7/+4 melee (1d8+2, unarmed)

Ogre Large Giant, CR 2; HD 4d8+8; HP 26;

Init -1 (Dex); Spd 30 ft; Reach 10 ft;

AC 19 (-1 size, -1 Dex, +5 natural, +6 banded mail); Atks +8 melee (2d6+7,19-20 Greatsword);

AL CE; SV Fort +6, Ref +0, Will +1;

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7;

Skills Climb +4, Listen +2, Spot +2;

Feats Weapon Focus(Greatsword)

Seargents

Ingjald, male human Ftr3 CR 3; Size M (5 ft., 9 in. tall); HD 3d10+12; hp 38;

Init +3 (-1 Dex, +4 Improved initiative); Spd 20 ft.;

AC 14 (+5 chain mail, -1 Dex); Attack +4 melee(siangham 1d6+1), or +5 melee (light flail 1d8+1), or +2 ranged;

SV Fort +7, Ref +0, Will +1; AL NE;

Str 12, Dex 8, Con 18, Int 10, Wis 11, Cha 10.

Skills and feats: Handle animal +5, Hide -6, Knowledge +2.5, Listen +2, Move silently -6, Ride +4, Spot +2, Wilderness lore +2; Alertness, Combat reflexes, Exotic weapon proficiency (siangham), Improved initiative, Weapon focus (flail, light).

Gest, male human Ftr3 CR 3; Size M (6 ft., 3 in. tall); HD 3d10+6; hp 28;

Init +5 (+1 Dex, +4 Improved initiative); Spd 20 ft.;

AC 16 (+5 Chain Mail, +1 Dex); Attack +5 melee (longsword 1d8+2), or +4 ranged(shortbow 1d6);

SV Fort +5, Ref +2, Will +0; AL LE;

Str 15, Dex 12, Con 14, Int 5, Wis 9, Cha 11.

Skills and feats: Disguise +2.5, Hide -4, Listen +1, Move silently -4, Profession +0, Spot +1, Wilderness lore +1.5; Alertness, Combat reflexes, Endurance, Improved initiative, Track.

14 men-at arms Human Warrior Lvl1 CR 1; HD1d8+2; HP 8;

Init +0; Spd 20 ft (chain mail);

AC 15 (+5 scale mail); Atks +1 Ranged (short bow 1d6), +1 melee (1d8 longsword);

AL LN; SV Fort +4, Ref +0, Will +0;

Str 10, Dex 10, Con 14, Int 10, Wis 10, Cha 10; skills:

Listen +4, Spot +4. Feats: Power Attack

Stalman Klim, Human Cleric Lvl 11 CR 5; HD 11d8+11; HP 52(31);

Init +7 (+3 Dex, +4 Improved Init); Spd 30 ft;

AC 17 (+3 Dex, +4 magic bracers); Atks +13/+8 melee (+2 **light Mace** 1d6+4);

AL NE; SV Fort +8, Ref +8, Will +10;

Str 15, Dex 17, Con 13, Int 14, Wis 17, Cha 11

Skills Knowledge(arcana) +17, Climb +3, Appraise +9, Heal +17, Jump +3, Sense Motive +4, Concentration +15, Diplomacy +8

Feats Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Quick Draw, Weapon Finesse(light mace)

Magic Items: +2 **light Mace**, **Bracers +4**

Spells (Domain Earth & Fire): 0: Light

1st: Command(x2),

2nd: Silence, Produce Flame

3rd: Daylight, Remove Blindness/Deafness, Dispel Magic

4th: Divination, Neutralize Poison, Wall of Fire

5th: True Seeing

Theg Narlot, Half-Orc Rogue 3/Fighter 4/Assassin 2 CR 8; HD 3d6+9 + 4d10+12 + 2d6+6; HP 69(46);

Init +0; Spd 30 ft;

AC 14 (+2 leather armor, +2 large shield); Atks +11/+6 melee (1d8+3 + poison, longsword);

SQ Darkvision; AL LE; SV Fort +5, Ref +9, Will +2;

Str 17, Dex 10, Con 17, Int 16, Wis 12, Cha 7

Skills: Move Silently +5, Knowledge(nature) +4, Hide +5, Intimidate +11, Listen +7, Decipher Script +4, Disguise +4, Profession +1,

Balance +1, Jump +6, Spellcraft +4, Knowledge(all skills) +7, Pick Pocket +1, Ride +6, Wilderness Lore +2, Speak Ogre, Speak

Goblin, Speak Giant, Innuendo +2, Tumble -2, Handle Animal +1, Swim +5, Climb +4, Gather Information +0, Sense Motive +2,

Bluff -1

Feats: Endurance, Expertise, Lightning Reflexes, Quick Draw, Skill Focus(Move Silently), Toughness, Weapon Focus(Longsword)

Poison small centipede, DC 11, initial 1d2 Dex, secondary 1d2 Dex.

Class Abilities Sneak Attack +3d6, Evasion, Uncanny Dodge (dex bonus to AC), death attack, poison use, +1 save vs. poison

Female Drow Fighter 3/Cleric 3 CR 3; HD 3d10 + 3d8; HP 30;

Init +3 (Dex); Spd 30 ft;

AC 17 (+3 Dex, +2 leather armor, +2 large shield); Atks +7/+2 melee (+2 **Longsword** 1d8+1);
SQ Darkvision 120 ft, SR 17, +2 bonus to spell will saves, Light blindness; AL CE; SV Fort +9, Ref +5, Will +6;
Str 9, Dex 16, Con 10, Int 17, Wis 12, Cha 15
Skills Diplomacy +5, Craft +12, Climb +0, Ride +9, Swim +5, Heal +5, Knowledge(Monsters) +4, Forgery +4, Scry +5,
Concentration +1, Appraise +5.5
Feats Blind-Fight, Great Fortitude, Heighten Spell, Point Blank Shot, Skill Focus(Diplomacy)
Racial Abilities dancing lights, darkness, faerie fire as a 6th level Sorcerer
Cleric Spells (Destruction & Evil domains) (don't forget smite ability +4 hit & +3 damage once per day)

1st: Inflict light wounds

2nd: Silence

Lamonsten Human Illusionist Lvl 8 CR 4, HD 8d4+24; HP 44;

Init +3 (Dex); Spd 30 ft;

AC 13 (50% miss chance); Atks +3 melee (+1 **Dagger** 1d4-2), or +5 ranged;

AL LE; SV Fort +6, Ref +5, Will +6;

Str 7, Dex 17, Con 15, Int 16, Wis 10, Cha 12;

Skills Alchemy +14, Knowledge(nature) +14, Knowledge(religion) +14, Profession +11, Search +1, Speal Language 5, Knowledge +1, Innuendo +3.5

Feats Brew Potion, Dodge, Great Fortitude, Spell Penetration, Still Spell

Magic Items **Cloak of Displacement, Major**

Spells 1st Hypnotism

2nd Invisibility

4th Solid Fog, Fear

Slippery Ketta femal Human Rogue Lvl 10 CR 9, HD 10d6+10; HP 45;

Init +8 (+4 Dex, +4 Improved Init); Spd 30 ft;

AC 18 (+4 Dex, +4 for +2 **leather armor**); Atks +11/+6 melee (1d6,18-20 rapier);

AL NE; SV Fort +4, Ref +11, Will +4;

Str 10, Dex 18, Con 12, Int 15, Wis 13, Cha 16;

Skills Handle Animal +9.5, Wilderness Lore +2, Escape Artist +17, Use Magic Device +5, Read Lips +3, Perform +16, Alchemy +8.5,

Pick Pocket +5, Spellcraft +3, Ride +10.5, Diplomacy +4, Heal +2, Tumble +5, Forgery +3, Sense Motive +14, Use Rope +5,

Disguise +16, Decipher Script +15, Swim +13, Move Silently +15

Feats Blind-Fight, Dodge, Improved Initiative, Quick Draw, Weapon Finesse(Rapier)

Class Abilities Sneak Attack +5d6, Evasion, Uncanny Dodge (Can't be flanked), Slippery Mind

Magic Items **Gloves of Swimming and Climbing**

Brother Kerin Human Monk lvl 6 CR 5, HD 6d8+18; HP 45;

Init +7 (+3 Dex, +4 Improved Init); Spd 50 ft;

AC 17 (+3 Dex, +4 Monk), Atks +7/+4 melee (1d8+2, unarmed);

AL LE; SV Fort +10, Ref +8, Will +8;

Str 15, Dex 17, Con 16, Int 12, Wis 16, Cha 10;

Skills Use Rope +7.5, Jump +11, Balance +5, Tumble +4, Knowledge(arcana) +10, Knowledge(nature) +2, Climb +11, Spot +7.5,

Open Lock +4, Swim +3, Diplomacy +1

Feats Combat Reflexes, Great Fortitude, Improved Initiative, Weapon Finesse(hands)

J. PANIC AT THE DOCKS EL 7.6

6 Lacedons (Marine Ghoul) Medium-Sized Undead; CR 1; HD 2d12; HP 13;

Init +2 (Dex); Spd 30 ft / Swim 30 ft;

AC 14 (+2 Dex, +2 natural); Atks +3 melee (1d6+1+paralysis Bite), 2 claws +0 melee (1d3 and paralysis);

SA Paralysis and create spawn; SQ Undead, +2 turn resistance;

AL CE; SV Fort +0, Ref +2, Will +5;

Str 13, Dex 15, Con --, Int 13, Wis 14, Cha 16;

Skills Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7;

Feats Multiattack, Weapon Finesse(bite).

Paralysis Fort Save (DC 14) or be paralyzed for 1d6+2 minutes. Elves are immune.

8 Hobgoblins Medium-Sized Humanoid (Goblinoid); CR 1/2; HD 1d8+1; HP 5;

Init +1 (Dex); Spd 30 ft;

AC 15 (+1 Dex, +3 studded leather, +1 small shield); Atks +1 melee (longsword 1d8), or +2 ranged (javelin 1d6);

SQ Darkvision 60 ft; 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 +3, Move Silently +3, Spot +3;

Feats Alertness

K. RUINED SUDERHAM

Poison fumes use Insanity Mist (DC 15, 1d4 Wis, 2d6 Wis)

L. MAGMEN ON THE MARCH EL 6.2

3 Magmin Small Elemental(Fire); CR 3; HD 2d8; HP 9;

Init +1 (Dex); Spd 30 ft;

AC 14 (+1 size, +1 Dex, +2 natural); Atks +1 melee (burning touch 1d8 fire and combustion);

SA Combustion, fiery aura; SQ Elemental, fire subtype, melt weapons, damage reduction 15/+1;

AL CN; SV Fort +0, Ref +4, Will +0;

Str 9, Dex 13, Con 11, Int 8, Wis 10, Cha 10;

Skills Climb +4, Escape Artist +5, Jump +4, Spot +4;

Combustion Anyone a magmin touches must succeed a Ref save (DC 11) or take an additional 1d8 points of fire damage for another 1d4+2 rounds

Fiery Aura Anyone within 30 ft must make a Fort save (DC 11) or suffer 1d6 point of heat damage

Melt Weapons Any weapon hitting a magmin must succeed a Fort Save (DC 11) or melt away.

Monsters

SANDLING

d20™ System Conversion ©2001 Scott Metzger

Large Elemental(Earth)

Hit Dice: 4d8 (18 hp)

Initiative: +1(dex)

Speed: 30'

AC:17 (+7 natural, -1 size, +1 Dex)

Attacks: +4 Slam

Damage:2d8+2 Slam

Face/Reach: 10 ft by 10 ft / 10 ft

Special Attack: Earth Mastery, Push

Special Qualities: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits or flanking. Darkvision 60 feet.

Saves: Fort +3, Ref +2, Will +1

Abilities: Str 14, Dex 12, Con 10, Int 6, Wis 11, Cha 11

Skills: Listen +7, Spot +7

Feats: Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Usually neutral

Advancement: 8 HD (Huge)

A sandling appears to be an amorphous mass of moving, sliding sand. A adult sandling is a solitary creature, and it dwells in lonely sandy areas such as uninhabited deserts, siliceous caverns and deserted beaches. Sandlings are savagely territorial, and will attack any creatures that trespass on their areas. The fight by slashing and lacerating with a coarse, abrasive pseudopod. Sandlings' flexible, shifting forms are difficult to damage by physical assault. If a sufficient quantity of water or other liquid (10 gallons or more) is cast upon the creature, it will have the same effects as a slow spell, and will cause the sandling to strike for only one-half damage (1d8+1). Sandlings are apparently silicon-based creatures, and some sages believe that they originated on the Elemental Plane of Earth. A sandling grows until it reaches full size (10' diameter), and then it begins to reproduce by budding. Tiny sandlings grow to about 2' in diameter before they split from the parent. An adult sandling's territory often swarms with thousands of infant sandlings, none larger than 1/2 ft in diameter. When one grows above this size, the parent sandling perceives it as a threat, and kills it. When the parent sandling dies, the largest infant grows to take its place, killing all rivals (if it can). Sandlings sense heat, sound, and moisture. They dislike wetness, and will burrow underground to avoid rain or water (unless already defending their territories). There have been reports of huge sandlings three times as large as normal adults, but these have not been substantiated. Sandlings are always the same color as the sand of their territories. They are also the same temperature as their surroundings.

SNAPPING TURTLE, GIANT

d20™ System Conversion ©2001 Scott Metzger

Medium-Sized Animal

Hit Dice: 2d8+2 (11 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 10 ft / 10 ft Swim

AC: 17 (+2 Dex, +5 natural)

Attacks: bite +1 melee

Damage: bite 1d6

Face/Reach: 5 ft. by 5 ft./10 ft
Special Attacks: Improved Grab
Special Qualities: extra 5 ft reach
Saves: Fort +4, Ref +2, Will +1
Abilities: Str 10, Dex 14, Con 12, Int 2, Wis 12, Cha 2
Skills: Spot +6, Listen +6, Hide +6
Feats: Improved Initiative
Climate/Terrain: Lakes and large rivers
Organization: solitary
Challenge Rating: 2
Treasure: None
Alignment: Always Neutral
Advancement: 3-5 HD (Large), 6-10 HD (Huge)

Feared greatly for their voracious appetite and aggressiveness, huge snapping turtles are found in lakes and large rivers. They lurk near shores or on the bottom, as they do not swim quickly. They remain motionless and then shoot forth their long neck (up to 10 ft long) to grab prey.

Combat

Improved Grab(Ex): On a successful hit the turtle will latch on with their mouth, doing automatic damage each round. Successful grapple check to break free.

FIRE LIZARD

d20™ System Conversion ©2001 Scott Metzger

Huge Magical Beast

Hit Dice: 10d10+70 (125 hp)

Initiative: +0

Speed: 20 ft

AC: 16 (-2 Size, +8 natural)

Attacks: bite +19/+14 melee

Damage: bite 2d6+11

Face/Reach: 5 ft. by 30 ft./10 ft

Special Attacks: Breath 15ft cone of fire for 2d10 damage (DC 15 reflex for 1/2) every 1d4 rounds

Special Qualities: DR 30 against Fire based attacks

Saves: Fort +14, Ref +7, Will +3

Abilities: Str 33, Dex 11, Con 25, Int 2, Wis 12, Cha 10

Skills: Climb +9, Hide +7, Listen +4, Move Silently +6, Spot +4

Feats: --

Climate/Terrain: any subterranean

Organization: solitary

Challenge Rating: 6

Treasure: Standard

Alignment: Always neutral

These reptiles may be an ancestral dragon type or an offshoot of a common ancestor. In any case these creatures resemble red dragons, are sometimes called "false dragons", and the latter seem to avoid confrontation with fire lizards. They are slow moving creatures and often (50%) sleep for long periods. They are found in subterranean lairs, coming forth every fort night or so to hunt. As shiny objects attract them, fire lizards collect metals and gems in their den. There is a 10% chance that the lair will contain 1-4 eggs (market value 5,000 gp each), but the fire lizard does not otherwise care for its young which depart after hatching.

Fire lizards are typically neutral gray in color, with mottlings of red brown on the back and reddish undersides. Younger ones are lighter, old (50 to 100 years) specimens are darker.

Combat

Fire lizards usually attack with a vicious bite. However, they can breath a 15 ft long cone of fire for 2d10 damage (DC 15 Reflex for 1/2) every 1d4 rounds.

Conversion doen from Advanced D & D 1st Edition Monster Manual.

GOAT, GIANT

d20™ System Conversion ©2001 Scott Metzger

Large Animal

Hit Dice: 3d8+6 (19 hp)

Initiative: +2 (Dex)

Speed: 60 ft

AC: 14 (-1 Size, +2 Dex, +3 natural)

Attacks: gore +3 melee
Damage: gore 1d8+1
Face/Reach: 5 ft. by 10 ft./5 ft
Special Attacks: Charge does double damage
Saves: Fort +5, Ref +5, Will +2
Abilities: Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 4
Skills: Climb +6, Listen +6, Spot +6
Feats: --
Climate/Terrain: any hilly
Organization: herd (1-12)
Challenge Rating: 1
Treasure: None
Alignment: Always neutral

These reclusive herbivores dwell in hilly country. They will aggressively defend themselves from any threat. If a goat charges they do double damage with their horns. Their weapons are two long sharp horns. They attack by butting with them. In rare cases these creatures have been tamed to serve as steeds.

CRAYFISH, GIANT

d20™ System Conversion ©2001 Scott Metzger

Large Animal

Hit Dice: 4d8+4 (22 hp)
Initiative: +7 (Dex +3, Improved Initiative)
Speed: 15ft., swim 30ft.
AC: 15 (Dex +3, size -1, natural +3)
Attacks: 2 claws +5
Damage: Claws 1d6+2
Face/Reach: 5 ft. by 10 ft./10 ft.
Saves: Fort +2, Ref +7, Will +1
Abilities: Str 14, Dex 16, Con 12, Int 2, Wis 10, Cha 4
Skills: Hide +6, Swim +9

Feats: Improved Initiative, Multiattack

Climate/Terrain: Freshwater

Organisation: Solitary, pair, or school (1-4)

Challenge Rating: 3

Treasure: None

Alignment: Always Neutral

Advancement: Large (4-5 HD), Huge (6-8 HD)

These strange creatures are found only in fresh water. They move slowly when walking, but they can swim with great rapidity for short periods.

Combat

Giant crayfish hide until prey comes near, and then leap out attempting to gain surprise.

PIERCER

d20 System Conversion ©2002 Scott Greene

Tiny Vermin

Hit Dice: 1d8 (4 hp)

Initiative: -3 (Dex)

Speed: 5 ft, climb 5 ft

AC: 16 (+2 size, -3 Dex, +7 natural)

Attacks: Impale +2 melee

Damage: Impale 1d6

Face/Reach: 2 1/2 ft by 2 1/2 ft/0 ft

Special Attacks: Improved critical, acid

Special Qualities: Vermin

Saves: Fort +2, Ref -3, Will +0

Abilities: Str 10, Dex 4, Con 11, Int —, Wis 10, Cha 9

Skills: Hide +4*, Listen +13, Spot +3

Climate/Terrain: Any underground

Organization: Cluster (5-10) or colony (11-20)

Challenge Rating: 1/4

Treasure: None

Alignment: Always neutral

Advancement: 2 HD (Small); 3 HD (Medium-size)

The piercer appears as a stalactite about 1-foot long (though they can grow to a length of 6 feet). This is its outer shell. Inside, the piercer appears as a slug-like creature with a long tail. Two tiny eyestalks protrude from its sides.

COMBAT

The piercer attacks by dropping on unsuspecting individuals and impaling them with its shell. Once its attack is expended, the piercer must climb the walls of its lair and resume its position to drop again. On the ground a piercer is easily slain. If flipped over, and its insides are exposed, a piercer is AC 9.

Improved Critical (Ex.): A piercer threatens a critical on an attack roll of 19-20.

Acid (Ex.): The piercer's soft underbelly is coated with a corrosive acid that deals 1d6 points of damage if it contacts exposed flesh.

Vermin: The piercer is immune to all mind-influencing attacks. Piercers have darkvision with a range of 60 feet.

Skills: The piercer receives a +8 racial bonus to Listen checks. *The piercer receives a +15 racial bonus to Hide checks when against a background of natural stone.

CAVE FISHER

d20 System Conversion ©2002 Scott Greene

Medium-Size Vermin

Hit Dice: 3d8+9 (22 hp)

Initiative: +1 (Dex)

Speed: 10 ft, climb 10 ft

AC: 16 (+1 Dex, +5 natural)

Attacks: Filament +3 ranged, or 2 claws +8 melee

Damage: 2 claws 2d4+9

Face/Reach: 5 ft by 5 ft/5 ft (60 ft with filament)

Special Attacks: Filament, adhesive

Special Qualities: Vermin

Saves: Fort +6, Ref +2, Will +1

Abilities: Str 23, Dex 12, Con 16, Int —, Wis 10, Cha 4

Skills: Climb +16, Hide +4, Move Silently +3, Spot +3

Climate/Terrain: Any underground

Organization: Gang (1-4)

Challenge Rating: 2

Treasure: Standard

Alignment: Always neutral

Advancement: 4-6 HD (Medium-size); 7-9 HD (Large)

Cave fishers prefer living on ledges and caves located above well-traveled paths, sharing their lairs with others of their kind. Their filaments are always strung before their lair, and they attempt to kill anything they trap, often storing food for future use.

The cave fisher appears as a large insect that combines many characteristics of a spider and a lobster. It has a hard shell of overlapping plates and eight legs. The six rear legs are used for movement and traction on stony walls and corridors. The front pair of legs is equipped with powerful pincers, which are used for killing and dismembering prey. The most unusual feature of the cave fisher is its long snout, which can fire a strong, adhesive filament.

The filaments of the cave fisher are highly prized by many thieves' guilds, for they can be made into thin and very strong rope that is nearly invisible. The filaments are wound onto reels and then specially treated to dilute the adhesive. The resulting strands are made into ropes, while the diluted adhesive is turned into a special solution, which when applied to gloves and boots greatly increases traction for climbing (treat as masterwork gloves and boots which provide a +4 to Climb checks).

COMBAT

The cave fisher has two ways of hunting. Its preferred method is to use its adhesive to anchor itself to a ledge and then string its long filament in the vicinity of its lair. If more than one fisher inhabits a lair, they will frequently pool their resources to catch larger prey. Once the victim is trapped in the filament, the cave fisher draws its prey in, reeling its filament in like a fishing line.

Should a tempting target escape the monster's neatly laid traps, the cave fisher will try another mode of attack. It will spend one round drawing its filament in before shooting it at the prey. It will try to snare its prey in this manner so long as it remains within the fisher's established territory.

Filament (Ex): Most encounters begin with a cave fisher when it fires its strong, sticky filament. The cave fisher can strike up to 60 feet with its filament (no range increment).

Adhesive (Ex): If a cave fisher hits with its filament attack, the

filament attaches to the opponent's body. This deals no damage but draws the stuck opponent 10 feet closer each subsequent round (no attack of opportunity unless that creature breaks free, which requires a successful Escape Artist check (DC 27) or Strength check (DC 23). The cave fisher can draw in a creature within 10 feet of itself and bite with a +4 attack bonus, in that round.

A single attack with a slashing weapon that deals at least 10 points of damage severs the filament (AC 20). Also, any liquid with a high alcohol content will dissolve the adhesive and force the cave fisher to release its hold (though it may strike again on its next turn with it). Likewise, an application of the *universal solvent* forces the cave fisher to relinquish its hold.

Vermin: Immune to all mind-influencing spells and effects. Cave fishers have darkvision with a range of 60 feet.

The Cave Fisher first appeared in module A4 (Lawrence Schick, 1981).

MYCONID

d20 System Conversion ©2002 Scott Greene

Small Plant

Hit Dice: 1d8+1 (5 hp)

Initiative: +0 (Dex)

Speed: 20 ft

AC: 12 (+1 size, +1 natural)

Attacks: 2 slams +1 melee

Damage: 1d4-1

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

Special Attacks: Spore cloud, acid skin

Special Qualities: Plant, sunlight vulnerability, low-light vision

Saves: Fort +3, Ref +0, Will +0

Abilities: Str 9, Dex 10, Con 13, Int 8, Wis 11, Cha 8

Skills: Hide +4*, Move Silently +4

Climate/Terrain: Any underground

Organization: Patch (2-5) or cluster (7-12)

Challenge Rating: 1/2

Treasure: Standard

Alignment: Always lawful neutral

Advancement: 2 HD (Small); 3-4 HD (Medium-size); 5-6 HD (Large)

Myconids, or fungus men, are a race of intelligent fungi that live in remote reaches underground, far away from others. They are cautious creatures that deplore violence.

Myconids resemble humanoid toadstools. Small myconids stand 3 feet tall, Medium-sized myconids about 7 feet tall, and Large myconids about 10 feet tall. Their flesh is bloated and spongy and varies in color from purple to gray. Their wide feet have vestigial toes and their pudgy hands have two stubby fingers and a thumb on either side.

There is only ever one 6 HD per colony; he is the king and the leader of that myconid colony.

They have no spoken language and have a lifespan of 24 years.

COMBAT

Fungus men fight by clubbing with their hands.

Spore Cloud (Ex): Each spore cloud's effect resembles a spell cast by an 8th-level sorcerer. All spore clouds have a save DC of 14 (where applicable). A myconid can use any spore cloud effect it has access to based on Hit Dice (so, a 3 HD myconid has access to the first three types of spore clouds). Each may be used once per day per HD of the myconid. So, a 3 HD myconid could use its distress cone, reproducer cone, and rapport cloud, each three times per day.

Distress: Cone, 120 feet, alerts all myconids in the area to danger or communicates a need for aid.

Reproducer: (2 HD myconids)—Cone, 30 feet, only emitted at the proper time for growing new myconids. Automatically ejected by a dying myconid. New myconids spring from the spores in 3d4 days.

Rapport: (3 HD myconids)—Line, 30 feet, target can communicate telepathically with the myconid that ejected the spores; Will save negates. The duration of this telepathy is 10 minutes per HD of the myconid.

Pacifier: (4 HD myconids)—Line, 40 feet, target is affected as if by a *calm animals* spell (even if the target is not one of the types the spell actually affects).

Unlike the actual spell effects, a creature affected, will not defend himself if attacked; Fortitude save negates.

Hallucinator: (5 HD myconids)—Line, 40 feet, causes *confusion* as the spell of the same name; Will save negates.

Animator: (6 HD myconids)—Line, 40 feet, only affects a dead creature; the affected creature will rise in 1d4 days as a 1 HD zombie, though it is not undead and cannot be turned. The corpse remains animated for 1d4+1 weeks before decaying and rotting away; Fortitude negates.

Acid Skin (Ex): Creatures attacking a myconid unarmed or with natural weapons take 1d4 points of acid damage each time their attacks hit. A myconid's fists are not covered in this acid, therefore it does not deal acid damage when it hits with its slam attack.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Sunlight Vulnerability (Ex): Exposure to sunlight (not merely a *daylight* spell) robs the myconid of one-third of its hit points each round until it is destroyed at the end of the third round.

Skills: Myconids receive a +4 racial bonus to Hide and Move Silently checks. *They receive a +5 racial bonus to hide checks when in forested or fungi covered surroundings.

MYCONID SOCIETY

Myconid society is based on "circles," extremely tight social groups that are linked by group work and melding sessions. Each circle's day is rigidly structured: eight hours of rest, followed by eight hours of farming the fungus crops, followed by eight hours of melding. For the myconids, melding is entertainment, worship, and social interaction combined.

The fungus men gather in a tight circle and the elder myconid release rapport and hallucinatory spores. The entire group then merges into a collective telepathic hallucination for eight hours. Myconids consider this melding to be the reason for their existence. Only distress spores will bring a circle out of its meld before the eight hours have elapsed.

The myconid king is always the largest member of the colony and is the only member at the 6 Hit Dice level. It is also the only myconid that is not the member of a circle. The other myconids regard separation from the circles with horror and pity the lonely king. The leadership role is thought of as an unpleasant duty, almost a condemnation. However, when the old king dies, the strongest 5-Hit Dice myconid always assumes the role of the new king. The king must remain outside of circles to retain objectivity and to pay close attention to the duties of leadership. The king animates guardians for the colony so the myconids need not commit violence. It coordinates the work schedule and pays attention to affairs outside the colony that could affect the fungus men. The king also practices fungal alchemy, brewing special potions that may be useful in times of trouble.

In general, myconids are a peaceful race, desiring only to work and meld in peace. There are no recorded instances of disharmony, or any sort of violence or disagreement between myconids. If forced into combat, they avoid killing if at all possible; violence adversely affects their melding.

Alchemists have found a number of uses for myconid spores, typically in poisons and potions of delusion. Other than their potions, myconids produce little of value to humanoid creatures.

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