

Module B1-CC: Crusade into the Unknown

Being a conversion of the module "In Search of the Unknown" by Mike Carr, using the Castles & Crusades rule system

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General Introduction

The ruins as described in the original *Basic D&D* module *B1 "In Search of the Unknown"* have long since decayed even further than portrayed therein. Consider all items of mundane nature to have rotted away or rusted beyond repair, and all items of any worth to either have been stolen or destroyed. Exceptions to this are specifically noted below, and consist primarily of the gathered wealth of several humanoid raiding parties and the occasional item preserved in secret and sealed rooms.

More than a decade ago, the infamous warrior Ragnar Ironhand and his companion the wizard Zahir the Eyeless marched away from their abode in Kasketon at the head of a large army of goblins and orcs, and disappeared into the trackless north. Since then, the humanoid tribes that they had kept in thrall slowly replenished their numbers and regained their confidence, and the barracks caverns known as the Black Caves were overrun with evil creatures of all sorts. Recently, the more organized tribes have begun to send scouting parties back to Kasketon, intent on discovering the fate of their old masters and recovering any treasure left behind. The most successful of these ventures so far have been those of the kobolds and goblins, however orcs and even gnolls have been seen in the region. This activity has attracted the attention of the garrison at Lastwatch Keep, originally established to maintain a watchful eye on Ragnar and Zahir. Word has gone out that this Keep on the borderlands has need of self-swords and self-spells to journey to Kasketon and stem the encroachment of these evil bands.

A note on secret doors and sealed rooms

There are several rooms in the Kasketon complex that are sealed behind secret doors. These are the only rooms in the complex that have remained unplundered since the departure of Ragnar and Zahir. This is due not only to the pains taken to hide the entrances, but also to a special precaution taken during their construction. Ragnar and Zahir, although they made extensive use of evil and debased races as warriors and slaves, were never foolish enough to trust them; thus, with the exception of the exit in Room 55, the secret doors in the complex cannot be opened by any of the humanoid races. Also, the magical nature of the seal on the rooms has preserved their contents over time – these rooms are thus essentially as they were the day they were abandoned over ten years ago. The combination of these two traits make the secret rooms ideal "bases" inside the complex for the party to rest, recuperate, or simply hide. The secret doors themselves can be located by a specific search of the appropriate wall section and a successful Wisdom check. Dwarven "Stonescrafting" and Elven "Spot Secret Door" bonuses apply.

A note on treasure distribution

The majority of the treasure in Kasketon is hidden in the sealed secret rooms. This includes not only many items of great worth, but also several expertly crafted weapons and minor magic items. If you want to change this balance, it should be easy to a) gently nudge a party towards a search, or judge some search rolls in their favor, b) redistribute some treasure from the secret rooms to the humanoid groups or monster lairs, perhaps breaking up some of the more valuable gems, or 3) have the Castellan of Lastwatch Keep offer a sizable bounty for the heads of goblins and such. Note that even though the sealed rooms have not been plundered, the only treasure of note is that described herein, rather than that described in the original text. Other more mundane items may be considered to have survived intact.

First Level

Wandering Monsters

Check for an encounter with wandering monsters every hour (six turns) of game time if the party is active, or every two hours if resting. A result of 1 on 1d6 indicates an encounter; roll another 1d6 to determine which monsters are encountered. These encounters will either occur a set number of times (once or twice only) or until a certain number of monsters of the at type have been encountered (running totals). If the encounter roll indicates a monster that has reached its encounter limit, simply re-roll until a viable choice is arrived at. Some encounters will deplete the monsters encountered later in their lairs, or may be impossible due to those lairs having already been destroyed – make sure to keep a note of such interactions.

1. Giant Rats (1d4+1, running total 12, from Room 2) AC 13, HD 1d4, bite 1d2 + 10% Sv:Con or disease, Mv 30', climb 15', Sv:P, Sz:S, Int animal, Al:N, Twilight Vision (XP 3 each) * hp: 2 each
2. Large Spiders (2, once only, from Room 20) AC 14, HD 1d4, bite 1d4 + poison, Sv:Con negates (1st 1d2, 2nd 1d2 + 1d2 Str for 1d12 hours), Mv 10', climb 10', Sv:P, Sz:S, Int animal, Al:N, Twilight Vision, Web: 8 strands/day (XP 14 each) * hp: 3 each
3. Kobolds (1d6+1, twice only, from Rooms 5 and/or 33) AC 15, HD 1d4, bite 1d2 or 1d4 javelin, Mv 30', Sv:P, Sz:S, Int average, Al:LE, Darkvision 60', Light Sensitivity (Treasure 2sp each, XP 7 each) * hp: 2 each
4. Goblins (1d4+1, once only, from Rooms 17-18, 55-56) Goblins (4) AC 15, HD 1d6, hand axe 1d6, Mv 20', Sv:P, Sz:S, Int average, Al:LE, Darkvision 60' (Treasure 3sp each, XP 8 each) * hp: 3 each
5. Orcs (1d6, running total 6) AC 13, HD 1d8, 2d4 bardiche, M 30', Sv:P, Sz:M, Int low, Al:LE, Darkvision 60' Treasure 4sp each, (XP 10 each) * hp: 5 each
6. Gnolls (2d2, once only) AC 15, HD 2d8, slam 2d4 or heavy flail 1d10, Mv 30', Sv:P, Sz:L, Int low, Al:CE, Darkvision 60' (Treasure 16sp each, XP 28 each) * hp: 9 each

Room Descriptions

Room 1: Alcoves

- > Bodies of slain adventurers.
- > No encounter.

Room 2: Kitchen

> The rats were one of the first interlopers to intrude on the ruins, and claimed the kitchen area for themselves. They have burrowed small tunnels into Room 10 (Storeroom) and Room 22 (Garden), but their main colony is here in the kitchen. The rats are cowardly, and will only attack if intruders start to open cupboards or otherwise disturb their lair. Even after they attack, they will not fight to the death: for every rat killed, 1d2 rats will flee, only returning when the kitchen is clear.

Giant Rats (24) AC 13, HD 1d4, bite 1d2 + 10% Sv:Con or disease, Mv 30', climb 15', Sv:P, Sz:S, Int animal, Al:N, Twilight Vision (XP 3 each)
* hp: 2 each

Room 3: Dining Room

- > No encounter.

Room 4: Lounge

- > Remnants of destroyed statue.
- > No encounter.

Room 5: Wizard's Chamber

> A large band of Kobolds has claimed two blocks of rooms (5-7 and 33-34), and is using them as a base to explore the ruins and surrounding region.

> Two kobolds are constantly at watch by the exterior door. Should intruder's approach, the group will split in two parts and retreat, half going to Room 6 and half to Room 7. If the intruders open the door to Room 5, those in Room 6 will start tapping on the eastern wall in a pre-arranged pattern, alerting the scouts there and summoning reinforcements. When the intruders enter the northern portion of Room 5 and are visible from both Room 6 and 7, the kobolds will rush out and attack from both directions. Eight rounds after the signal is given, the kobolds from block 33-34 will attack through the door of Room 5.

Kobolds (16) AC 15, HD 1d4, bite 1d2 or 1d4 javelin, Mv 30', Sv:P, Sz:S, Int average, Al:LE, Darkvision 60', Light Sensitivity (XP 7 each)

* hp: 2 each

Kobold Sub-chiefs (2) AC 16, HD 1d8, 1d6 spear (XP 9 each)

* hp: 4 each

+> The kobold warrior carry 2sp each. The kobold sub-chief carries 1gp and 6sp.

Room 6: Wizard's Closet

> Part of the kobold complex Rooms 5-7: see the notes under Room 5.

Room 7: Wizard's Annex

> Part of the kobold complex Rooms 5-7: see the notes under Room 5.

> The treasure illusion is still active, and a source of great amusement to the kobolds. If hard pressed, they will attempt to surrender and bargain for their lives with the "treasure" – each member of the party will have to save versus Wisdom or be distracted when they see the treasure, giving any kobold prisoners a free round to run away.

Room 8: Wizard's Workroom

> Sealed.

> No encounter.

+> Amidst the clutter of the workroom, several valuable objects can be found: a 5gp dressing robe (draped over a chair in the corner), a 250gp set of silver rune stones (under a stack of papers), and a Scroll of Spider Climb (cast at 10th level, accidentally fallen into a waste basket full of crumpled papers).

Room 9: Wizard's Laboratory

> Sealed.

> No encounter.

+> A 4gp hair shirt is hung on a wall peg behind the door. A 250gp silver miniature figurine of a barbarian warrior in ring mail and wielding a bearded axe can be found on the floor, partially hidden by a thick table leg (this is a miniature of the Berserker Trap in Room 54, used in creating the spell). A Potion of Sanctuary (duration 10 rounds) sits on a shelf amidst other empty vials and beakers.

Room 10: Storeroom

> Sealed.

> No encounter.

+> This room contained all of the woodworking supplies for the complex. There are a variety of all sorts of hand tools for working with wood, and large stacks of planks of all sizes, all still fresh.

Room 11: Supply Room

> Sealed.

> No encounter.

+> This room held the food supplies for the complex, and still contains a large variety of foodstuffs, all fresh. Most of the food is dried, smoked, or otherwise preserved, and ranges from fruits to vegetables to meats. There is enough food to feed several score individuals for a week.

Room 12: Library

> Lurking amongst the piles of decayed books is a venomous snake, who will attack if disturbed (1 in 4 chance for each round spent searching the books).

Venomous Snake (1) AC 13, HD 1d4, bite 0 + poison, Sv:Con halves (1st 1d2 & -1 to hit, damage, checks; 2nd 10 minutes, 1d2 + double effects, daily Sv:Con for 1 week), Mv 20', climb, swim 20', Sv:P, Sz:S, Int animal, Al:N (XP 11)

* hp: 1

Room 13: Implement Room

> Portcullis trap nearby.

> No encounter.

Room 14: Auxiliary Storeroom

> Sealed.

> No encounter.

+> This room contained the stone working tools for the complex, and is full of racks of hammers, chisels, clamps, and all the assorted paraphernalia for working stone. All the tools are in excellent condition.

Room 15: Teleporter Room

> Teleporter trap to Room 16.

> No encounter.

Room 16: Teleporter Room

> Teleporter trap to Room 15.

> No encounter.

Room 17: Char Storage Cellar

> A band of goblins, led by hobgoblins, has claimed the 1st level complex of Rooms 17-19 and the 2nd level complex of Rooms 55-56. They have discovered two of the secrets of the complex: the descent from Room 19 to the 2nd level, and the secret exit in Room 55. They have not discovered the secret door to the corridor between Rooms 55 and 53.

> A spy-hole has been drilled in the north wall of Room 17, so that the approach via the corridor can be watched. Should intruders approach, a runner is sent to Rooms 18 and 19 to prepare them for battle. If it appears the battle can be won, the combined forces of the goblins will attack from Rooms 17 and 18. If the decision to retreat is made, the goblins gather in Room 19 and fight to defend the retreat to the 2nd level. In any case, a runner is sent to the 2nd level to warn the goblins there.

Goblins (4) AC 15, HD 1d6, hand axe 1d6, Mv 20', Sv:P, Sz:S, Int average, Al:LE, Darkvision 60' (XP 8 each)

* hp: 3 each

Hobgoblin (1) AC 15, HD 1d10, voulge 2d4, Mv 30', Sv:P, Sz:M, Int average, Al:LE, Darkvision 60' (XP 13)

* hp: 6

+> The goblins carry 3sp each. The hobgoblin carries 20sp.

Room 18: Smithy

> Part of the goblin complex Rooms 17-19: see the notes under Room 17.

Goblins (7) AC 15, HD 1d6, hand axe 1d6, Mv 20', Sv:P, Sz:S, Int average, Al:LE, Darkvision 60' (XP 8 each)

* hp: 3 each

Hobgoblin (1) AC 15, HD 1d10, voulge 2d4, Mv 30', Sv:P, Sz:M, Int average, Al:LE, Darkvision 60' (XP 13)

* hp: 6

+> The goblins carry 3sp each. The hobgoblin carries 20sp.

Room 19: Access Room

> Part of the goblin complex Rooms 17-19: see the notes under Room 17.

> The shaft leading to the 2nd level room to the right of Room 56 has a knotted rope firmly attached to a built timber frame.

Hobgoblin (1) AC 15, HD 1d10, voulge 2d4, Mv 30', Sv:P, Sz:M, Int average, Al:LE, Darkvision 60' (XP 13)

* hp: 6

+> The hobgoblin carries 20sp.

Room 20: Dead End Room

> The interior walls of the "maze" – those not party with other corridors – have been knocked down and left strewn on the floor for the most part (probably by frustrated goblins and orcs). Most of the debris stand about chest high. The hunting spiders, which are otherwise slow, can easily catch prey that is slowed down by the rubble (normal "two-legged" movement is at half speed), or catch them by climbing over the partial walls. They also make cunning use of their web-throwing ability. They can automatically hit walls to build barriers, and can also try to hit their prey, using normal to hit procedures. If they do hit a target in this way, they will anchor the web strand on the ground and effectively tie the prey in place (Dexterity bonuses negated, save versus Strength to break free).

Large Spiders (4) AC 14, HD 1d4, bite 1d4 + poison, Sv:Con negates (1st 1d2, 2nd 1d2 + 1d2 Str for 1d12 hours), Mv 10', climb 10', Sv:P, Sz:S, Int animal, Al:N, Twilight Vision, Web: 8 strands/day (XP 14 each)

* hp: 3 each

+> The spiders drag most of their prey back to the center of the maze, and there is a scattering of items buried amongst the desiccated corpses and bones. A thorough search will yield: 12sp, 2 kobold javelins, 1 goblin hand axe, 1 orc bardiche, and a longsword probably of elven make (although otherwise unremarkable).

Room 21: Meeting Room

> No encounter.

Room 22: Garden Room

> Hidden inside the pack-mule of the ill-fated adventurer party discovered in Room 1 is a Fleshcrawler, apparently munching on some large mushrooms. Its attack will set off a spray of spores, inhibiting vision and speech, including spell-casting. All attacks (except those of the Fleshcrawler) are at -2, and any spell cast using a verbal component will fail unless a save versus Constitution is made.

Fleshcrawler (1) AC 17, HD 3d8, 2x bite 1d6 or 6x claw 1d4, + Sv:Str or spasmodic paralysis 2d4 rounds, Mv 30', climb 15', Sv:P, Sz:L, Int animal, Al:N, Animation: Sv:Wis or surprised, Death Throes: Sv:Dex or 1d3, Sv:Con orretch (XP 111)
* hp: 17

+> The pack mule panicked during the battle in the corridor and was never recovered. Some of the equipment is still strapped to the remains of the mule: a medium wooden shield, a quiver of 20 arrows, a pair of saddlebags, a backpack, 3 bandages, a bedroll, a hammer, 6 pitons, a hooded lantern, a 50' coil of rope, a bundle of 6 torches, and a diggery-do (don't ask, don't tell).

Room 23: Storage Room

> No encounter.

Room 24: Mistress' Room

> A venomous snake is nesting in the remains of the mattress, and will attack anyone disturbing it.

Venomous Snake (1) AC 13, HD 1d4, bite 0 + poison, Sv:Con halves (1st 1d2 & -1 to hit, damage, checks; 2nd 10 minutes, 1d2 + double effects, daily Sv:Con for 1 week), Mv 20', climb, swim 20', Sv:P, Sz:S, Int animal, Al:N (XP 11)
* hp: 1

Room 25: Ragnar's Chamber

> Sealed.

> Secret access to Rooms 24 and 27.

> No encounter.

+> Ragnar left behind a wall display commemorating his first tournament win. A silk banner (worth 250gp) on the wall proclaims "Victor" in red letters on a white background, and crossed below it are an Expertly Crafted Morningstar (+1 damage, worth 80gp) and an Expertly Crafted Heavy Lance (+1 to hit, worth 100gp). Standing on a small shelf below the weapons is a pewter trophy of a rearing stallion (worth 56gp).

Room 26: Trophy Room

> True to the original nature of the room, the undead in Rooms 27 and 28 drag their victims here, and many of them have risen to become undead. They represent the variety of races found in the ruins: human, dwarf, kobold, goblin, hobgoblin, and orc. They are bound to this room, even if turned.

Zombies (6) AC 12, HD 2d12, slam 1d8, Mv 20', Sv:P, Sz:M, Int non, Al:NE, Undead, always act last (XP 27 each)
* hp: 12 each

+> Scattered amidst the corpses are: 20sp, 1 kobold javelin, 1 goblin hand axe, 1 orc scimitar, a battle axe of dwarven make (but otherwise unremarkable), and a plain broadsword.

Room 27: Throne Room

> The presence of the unholy shrine in Room 28 has had an evil effect here, and the other inhabitants of the ruins avoid this entire quarter. Anyone entering the Throne Room will see two desiccated corpses sitting on the thrones; these are in reality ghouls, who will only attack when anyone approaches the thrones. This area was originally heavily warded, and while on the thrones the ghouls are immune to normal missiles, magic cast by less than a 10th level caster, and turning by less than a 10th level cleric. Of course, the party may simply see that their efforts have no effect, and think that the ghouls are nothing more than inanimate corpses. Once off the thrones, they are turned at +2 difficulty, and only 1 is turned per attempt. If turned, they will flee to the shrine.

Ghoul Throne Guardians (2) AC 14, HD 2d8, claw/claw/bite 1d3/1d3/1d6 + Sv:Con or paralyzed 1d4+1 rounds, Elves immune, Mv 30', Sv:P, Sz:M, Int non, Al:CE, Undead, Darkvision 60' (XP 50 each)
* hp: 10 each

Room 28: Worship Area

> The original guardians of the shrine still guard it, even in undeath. These undead will defend the shrine, but will also attack anyone disturbing the ghouls on the thrones in Room 27. While in the shrine room itself, clerics turn them at +2 difficulty and turn only half the usual number (d6 instead of d12 per attempt). If turned, they will flee to the shrine.

Ghoul Head Priest (1) AC 14, HD 2d8, claw/claw/bite 1d3/1d3/1d6 + Sv:Con or paralyzed 1d4+1 rounds, Elves immune, Mv 30', Sv:P, Sz:M, Int non, Al:CE, Undead, Darkvision 60' (XP 54)
* hp: 12

Skeleton Priests (8) AC 13, HD 1d12, tulwar 1d6, Mv 30', Sv:P, Sz:M, Int non, Al:N, Undead, ½ damage from slashing or piercing (XP 16 each)
* hp: 6 each

Room 30: Access Room

> Stairway to 2nd level Room 38.
> An Ochre Jelly lurks in the stairwell – see Room 38 for details.

Room 29: Captain's Chamber

> No encounter.

Room 31: Room of Pools

> A leaderless band of orcs has become separated and wandered into various rooms in the 1st and 2nd levels.

> These orcs have discovered that they have fish, water, and (most importantly) wine in abundance in this room, and have also figured out the secret of the healing pool. They each have a wineskin and a small jar filled with healing potion (d6 points, works only this room). Unfortunately, the orcs have become addicted to the wine, and are more or less permanently drunk. This gives any attackers +2 to hit them, and the orcs themselves suffer a –2 to hit but gain a +2 damage bonus. The orcs are scattered around the room, toying with the different pools, with largest group by the wine pool (F).

> Pool D is covered in Green Slime (the drunken orcs like to fling bits of it at each other).

Orcs (4) AC 13, HD 1d8, d6 light crossbow (20 quarrels, range 80') or d6 scimitar, M 30', Sv:P, Sz:M, Int low, Al:LE, Darkvision 60' (XP 9 each)
* hp: 4 each

Orcs (8) AC 13, HD 1d8, 2d4 bardiche, M 30', Sv:P, Sz:M, Int low, Al:LE, Darkvision 60' (XP 10 each)
* hp: 5 each

+> The orcs carry 4sp each.

Green Slime (1) AC 10, HD 4d8, if touched 2d6 Con damage, metal 2 rounds, wood 10 turns, stone or ceramic immune, Mv 0', Sv:P, Sz: variable, Int non, Al:N, only damaged by heat, cold, Remove Disease (XP 192) * hp: 20

Room 32: Advisor's Chamber

> Sealed.

> No encounter.

+> This chamber has been cleared out in a thorough fashion, and a small packing crate still sits open in one corner. A 40gp crystal vase rests on the simple wooden desk, which in turn sits on a 41gp rug. Investigating under the desk will reveal a 250gp silver ankle chain which had fallen and gotten lost in the move.

Room 33: Barracks

> A large band of Kobolds has claimed two blocks of rooms (5-7 and 33-34), and is using them as a base to explore the ruins and surrounding region.

> Two kobolds are constantly at watch by the exterior door of Room 34, with the remainder in Room 33. Should intruder's approach the door, the scouts runs back to Room 34 to warn the rest, and make sure the door to Room 34 is open. When the exterior door is opened and the subsequent gust of wind extinguishes the party's torches, a pre-arranged hammering signal will warn the kobolds in block 5-7 to ready themselves. When the party reaches the middle of Room 33, the kobolds will attack in mass from Room 34, ideally after the party's torches are extinguished. Four rounds after the signal is given, the kobolds from block 5-7 will attack from the other direction.

Kobolds (20) AC 15, HD 1d4, bite 1d2 or 1d4 javelin, Mv 30', Sv:P, Sz:S, Int average, Al:LE, Darkvision 60', Light Sensitivity (XP 7 each)

* hp: 2 each

Kobold Sub-chief (1) AC 16, HD 1d8, 1d6 spear (XP 9)

* hp: 4

Kobold Chief (1) AC 17, HD 2d8, 1d8 spear (XP 26)

* hp: 8

+> The kobold warrior carry 2sp each. The kobold sub-chief carries 1gp and 6sp. The kobold chief carries a 10gp Opal, a 5gp Amber, 2gp, and 13sp.

Room 34: Armory

> Part of the kobold complex Rooms 33-34: see the notes under Room 33.

Room 35a: Guest Chamber

> A leaderless band of orcs has become separated and wandered into various rooms in the 1st and 2nd levels.

> These orcs have claimed the guest rooms for themselves, and are currently resting before resuming their roaming. They will need 1d4 rounds to rouse and come to the aid of their fellows if they hear combat in the other Guest Chambers.

Orcs (2) AC 13, HD 1d8, 2d4 bardiche, M 30', Sv:P, Sz:M, Int low, Al:LE, Darkvision 60' (XP 10 each)

* hp: 5 each

+> The orcs carry 4sp each.

Room 35b: Guest Chamber

> See notes under Room 35a.

Orc (1) AC 13, HD 1d8, d6 light crossbow (20 quarrels, range 80') or d6 scimitar, M 30', Sv:P, Sz:M, Int low, Al:LE, Darkvision 60' (XP 9)

* hp: 4

Orc (1) AC 13, HD 1d8, 2d4 bardiche, M 30', Sv:P, Sz:M, Int low, Al:LE, Darkvision 60' (XP 10)

* hp: 5

+> The orcs carry 4sp each.

Room 35c: Guest Chamber

> See notes under Room 35a.

Orcs (2) AC 13, HD 1d8, 2d4 bardiche, M 30', Sv:P, Sz:M, Int low, Al:LE, Darkvision 60' (XP 10 each)
* hp: 5 each

+> The orcs carry 4sp each.

Room 36: Utility Room

> Pit trap to 2nd level Room 50 nearby.

> No encounter.

Room 37: Recreation Room

> Hiding under the woven mats is a venomous snake, who will attack anyone walking on the mats (50% chance each person traversing them) or anyone lifting up the mats.

Venomous Snake (1) AC 13, HD 1d4, bite 0 + poison, Sv:Con halves (1st 1d2 & -1 to hit, damage, checks; 2nd 10 minutes, 1d2 + double effects, daily Sv:Con for 1 week), Mv 20', climb, swim 20', Sv:P, Sz:S, Int animal, Al:N (XP 11)

* hp: 1

Second Level

Wandering Monsters

Check for an encounter with wandering monsters every hour (six turns) of game time if the party is active, or every two hours if resting. A result of 1 on 1d6 indicates an encounter; roll another 1d6 to determine which monsters are encountered. These encounters will either occur a set number of times (once or twice only) or until a certain number of monsters of the at type have been encountered (running totals). If the encounter roll indicates a monster that has reached its encounter limit, simply re-roll until a viable choice is arrived at. Some encounters will deplete the monsters encountered later in their lairs, or may be impossible due to those lairs having already been destroyed – make sure to keep a note of such interactions.

1. Troglydtes (1d3+1, once only, from Rooms 43-45) AC 15, HD 2d8, claw/claw/bite 1d2/1d2/1d4+1, Mv 30', Sv:P, Sz:M, Int low, Al:CE, Darkvision 90', Stench: Sv:Con, -1 per trog in 30', or -1 attack and damage (XP 19 each) * hp: 9 each
2. Stirges (1d3+1, once only, from Room 53) AC 16, HD 1d6, touch (+3) 1d3 + Sv:Str or attach, blood drain 1d4 12 max, Sv:Str remove 1d4, Mv 10', fly 40', Sv:P (+3 Dex), Sz:S, Int animal, Al:N, Twilight Vision, Darkvision 60' (XP 19 each) * hp: 4 each
3. Giant Spiders (1d2, once only, from Room 42) AC 15, HD 3d8, bite 1d6 + poison, Sv:Con ½ (1st 1d6, 2nd 1d4 + paralyzed 2d6 hours), Mv 30', climb 20', Sv:P, Sz:M, Int animal, Al:N, Twilight Vision, Web: 5-60' sheet (XP 94 each) * hp: 14 each
4. Goblins (1d4+1, once only, from Rooms 17-18, 55-56) Goblins (4) AC 15, HD 1d6, hand axe 1d6, Mv 20', Sv:P, Sz:S, Int average, Al:LE, Darkvision 60' (XP 8 each) * hp: 3 each
5. Orcs (1d6, running total 6) AC 13, HD 1d8, 2d4 bardiche, M 30', Sv:P, Sz:M, Int low, Al:LE, Darkvision 60' (Treasure 4sp each, XP 10 each) * hp: 5 each.
6. Gnolls (2d2, once only) AC 15, HD 2d8, slam 2d4 or heavy flail 1d10, Mv 30', Sv:P, Sz:L, Int low, Al:CE, Darkvision 60' (Treasure 16sp each, XP 28 each) * hp: 9 each

Room Descriptions

Room 38: Mining Supply Room

> Stairway to 1st level Room 30.

> A horrible amoeba spawned in the deeps of the caverns has laired in the stairwell, its progress checked on some instinctive level by the taint of the evil shrine above. It lurks in the shadows of the uneven ceiling, waiting to drop on the first intruder to enter the stairwell. Due to its semi-transparent nature, the porous quality of the rock, and the uneven lighting, the ochre jelly will not be visible to the casual observer. Only in the unlikely event of a specific search of the stairwell ceiling will it be discovered; otherwise, it will attack first in the round it drops, and may achieve surprise per the normal rules. Fighting in the stairwell will of course be at cramped quarters for the party.

Ochre Jelly (1) AC 14, HD 6d10, acid/constrict 2d4 (hit splashes acid, dissolves metal in 2 rounds, Sv:Dex or engulfed, 4 rounds engulfed = covered, double damage), Mv 10', climb 10', Sv:P, Sz:L, Int non, Al:N, Split: immune to slashing & electricity, instead splits in half, halve all stats (XP 480)

* hp: 30

+> The Ochre Jelly's acid does not harm stone of any sort, and it has thus managed to incorporate a few valuable gems into its body. Found inside the gooey mass are: a 250gp Amethyst, a 250gp Peridot, and a 500gp Garnet.

Room 39: Museum

> No encounter.

Room 40: Secret Cavern

> Sealed.

> No encounter.

> This room contains the desiccated corpse of a thief who fled here after receiving a fatal spider bite. The corpse is still propped up against the far wall, its sunken eye sockets reflecting eerily in the torchlight and its hands locked on its crossbow. The corpse is nothing more than it seems, however the party may be suspicious if they have already encountered the “fake corpse” ghouls in the throne room!

+> The thief wears the tattered remains of heavy clothing and leather armor, but his cloak is fastened with an ornate silver stud worth 250gp. The purse at his belt holds 8gp and 8sp and 8 very shiny but otherwise normal rocks (what he had been told was a “lucky” combination). A shortsword and dagger lie ready at his side, and he holds an Expertly Crafted Light Crossbow (+1 to hit, worth 350gp) in his hands. A quiver of 12 bolts also lies at his side. His pack is lost, but a small pouch holds his Thief's Tools.

Room 41: Cavern

> No encounter.

Room 42: Webbed Cave

> Entrance sealed by Web (similar to spell of same name).

Giant Spiders (4) AC 15, HD 3d8, bite 1d6 + poison, Sv:Con ½ (1st 1d6, 2nd 1d4 + paralyzed 2d6 hours), Mv 30', climb 20', Sv:P, Sz:M, Int animal, Al:N, Twilight Vision, Web: 5-60' sheet (XP 94 each)

* hp: 14 each

+> The cave was sealed by a mother spider preparing to hatch her eggs, however she died before they were born. The corpse of the Monstrous Spider is at the very back of the cave, surrounded by nine more eggs – the four that have already hatched are just “babies” and have not been able to break free of the webbed entrance yet. The eggs could prove valuable to the right collector.

Room 43: Cavern

> A band of troglodytes were the original inhabitants of these caves, and Ragnar kept a small number of them as slaves. They have settled in Rooms 43-45, and live on fungus, fish, and bats. They will come to each other's assistance at the sound of battle, but lack any more sophisticated tactics.

Troglodytes (6) AC 15, HD 2d8, claw/claw/bite 1d2/1d2/1d4+1, Mv 30', Sv:P, Sz:M, Int low, Al:CE, Darkvision 90', Stench: Sv:Con, -1 per trog in 30', or -1 attack and damage (XP 19 each)

* hp: 9 each

Room 44: Cavern

> Part of the Troglodyte complex Rooms 43-45: see the notes under Room 43.

Troglodytes (2) AC 15, HD 2d8, claw/claw/bite 1d2/1d2/1d4+1, Mv 30', Sv:P, Sz:M, Int low, Al:CE, Darkvision 90', Stench: Sv:Con, -1 per trog in 30', or -1 attack and damage (XP 19 each)

* hp: 9 each

Room 45: Cavern of the Mystical Stone

> Part of the Troglodyte complex Rooms 43-45: see the notes under Room 43.

> The mystical stone has long ago been consumed by the Troglodytes, although it had little effect other than encouraging them to settle in this area. The magic of the stone did create five pearls, however, which the Troglodytes regard as holy objects. They are piled in plain sight in the depression created by the consumption of the mystic rock. If they are taken, the Troglodytes will attack until dead to regain them.

Troglodytes (4) AC 15, HD 2d8, claw/claw/bite 1d2/1d2/1d4+1, Mv 30', Sv:P, Sz:M, Int low, Al:CE, Darkvision 90', Stench: Sv:Con, -1 per trog in 30', or -1 attack and damage (XP 19 each)

* hp: 9 each

+> Five 25gp Pearls.

Room 46: Sunken Cavern

> A venomous snake is hiding amidst a pile of rocks in a small pool of water in the center of the room. It will only attack if disturbed, or if anyone steps in or scoops from the pool of water.

Venomous Snake (1) AC 13, HD 1d4, bite 0 + poison, Sv:Con halves (1st 1d2 & -1 to hit, damage, checks; 2nd 10 minutes, 1d2 + double effects, daily Sv:Con for 1 week), Mv 20', climb, swim 20', Sv:P, Sz:S, Int animal, Al:N (XP 11)

* hp: 1

Room 47: Cavern

> No encounter.

Room 49: Phosphorescent Cave

> Glowing mold.

Screechers (6) AC 8, HD 3d8, no attack, Mv 1/5', Sv: na, Sz:M, Int non, Al:N, Twilight Vision, Shriek: for 1d6 rounds when approached within 10' or illuminated, Vulnerable: any successful attack kills (XP 30 each)

Room 48: Arena Cavern

> No encounter.

Room 50: Water Pit

> Destination of pit trap from 1st level Room 36.

> A keen observer might note a pair of ruined crossbows of orcish make on the bottom of the pool, and bits of leather armor floating near the shore. These are from the orcs now lurking in Room 51, who recently fell through the trap door.

Room 51: Side Cavern

> A leaderless band of orcs has become separated and wandered into various rooms in the 1st and 2nd levels.

> These orcs had the bad luck to fall through the pit trap into the pool below, and are cold and thoroughly unhappy. They lost their crossbows in the fall, as well as bits of their leather armor (note reduced AC). Unsure of what to do, they are currently resting around a large fire, using wood gathered from Room 38 before they were driven off by the Ochre Jelly there. Unusually for their kind, they would be willing to negotiate any sort of deal to get them out of the caverns, and will frantically attempt hand-waved gestures of parley rather than attack on first sight.

Orcs (2) AC 12, HD 1d8, d6 scimitar, M 30', Sv:P, Sz:M, Int low, Al:LE, Darkvision 60' (XP 9 each)

* hp: 4 each

Orcs (6) AC 12, HD 1d8, 2d4 bardiche, M 30', Sv:P, Sz:M, Int low, Al:LE, Darkvision 60' (XP 10 each)

* hp: 5 each

+> The orcs carry 4sp each.

Room 52: Raised Cavern

> For some unknown reason, the bats from Room 53 will not enter this room – although the stirges will continue to attack anyone fleeing here. The effects of the room have an unsettling effect on the stirges, however, and they attack at a -1 penalty.

Room 53: Grand Cavern of the Bats

> The stirges will attack when the party is overwhelmed by the otherwise harmless bat swarm. Due to the distracting effect of the bat swarm, all attacks against the stirges are made at a –1 penalty.

Stirges (8) AC 16, HD 1d6, touch (+3) 1d3 + Sv:Str or attach, blood drain 1d4 12 max, Sv:Str remove 1d4, Mv 10', fly 40', Sv:P (+3 Dex), Sz:S, Int animal, Al:N, Twilight Vision, Darkvision 60' (XP 19 each)
* hp: 4 each

+> There is no treasure here, nor in the hidden nests of the stirges in the inaccessible reaches of the cavern. However, a particularly devious GM might tempt the party to waste their efforts (and possibly their newly discovered Scroll of Spider Climb) looking, while a more generous sort might make the nests more accessible and have them contain a few gems gathered by the stirges.

Room 54: Treasure Cave

> Accessed through sealed corridor.

> Room also sealed.

> Berserker Trap.

> This room contains the corpse of a warrior who was struck down just as he fled with a bag of loot. The corpse lies face down in the entrance of the chamber.

Summoned Barbarians (2) ring mail AC 13, HD 1d12, bearded axe 3d4, Mv 30', Sv:P, Sz:M, Int non, Al:N, Combat Sense: no flank attack bonus, only +2 rear attack bonus; Primal Force: +1 save versus paralysis, polymorph, petrification, death (XP 21 each)
* hp: 12 each

+> The warrior's corpse wears a chain shirt and helm, and holds an Expertly Crafted Two-handed Axe (+1 damage, worth 300gp). The bag of loot contains: a 500gp obsidian and jade necklace, a 1000gp ivory collar, and a 1250gp wooden carving of a stag, chased with silver and set with gems.

Room 55: Exit Cave

> A band of goblins, led by hobgoblins, has claimed the 1st level complex of Rooms 17-19 and the 2nd level complex of Rooms 55-56. They have discovered two of the secrets of the complex: the descent from Room 19 to the 2nd level, and the secret exit in Room 55. They have not discovered the secret door to the corridor between Rooms 55 and 53.

> These goblins are on loose guard here, even though they know that the exit is magically sealed so that entrance from the outside is not possible. They will respond to the sounds of battle in Room 56 without bothering to leave a guard.

Goblins (6) AC 15, HD 1d6, hand axe 1d6, Mv 20', Sv:P, Sz:S, Int average, Al:LE, Darkvision 60' (XP 8 each)
* hp: 3 each

Hobgoblin (1) AC 15, HD 1d10, voulge 2d4, Mv 30', Sv:P, Sz:M, Int average, Al:LE, Darkvision 60' (XP 13)
* hp: 6

+> The goblins carry 3sp each. The hobgoblin carries 20sp.

Room 56: Cavern of the Statue

> Part of the goblin complex Rooms 55-56: see the notes under Room 55.

> The goblins have sealed off the entrance to this room with a pit trap, although they have left a small safe path along one side of the passage. A Ranger could use his Tracking ability to spot this path, with a bonus equal to the number of goblins that recently ran this way from the 1st level. The pit is only wide enough to allow a single person to pass at a time.

> The goblins will defend the entranceway with bow fire, only engaging the party if they discover the safe path around the pit. If their position here is breached, they will retreat to the statue, and any hobgoblins will be able to fight over the heads of the goblins from the pedestal of the statue. If they choose to hide behind the pedestal, they receive +6 AC for $\frac{3}{4}$ cover, even while firing their bows.

Goblins (12) AC 15, HD 1d6, shortbow 1d6 (20 arrows, range 60') or hand axe 1d6, Mv 20', Sv:P, Sz:S, Int average, Al:LE, Darkvision 60' (XP 8 each)

* hp: 3 each

Hobgoblin (1) AC 15, HD 1d10, voulge 2d4, Mv 30', Sv:P, Sz:M, Int average, Al:LE, Darkvision 60' (XP 13)

* hp: 6

+> The goblins carry 3sp each. The hobgoblin carries 20sp, and also five small 10gp Bloodstones (hidden from his companions under his belt).

THIS ENDS THE MODULE "SEARCH FOR THE UNKNOWN"

This concludes the converted module. The pages that follow contain several appendices, summarizing the original module's monsters and treasures and detailing the conversion lists used to create the new module. Hopefully, you could use the converted C&C lists to run your own randomly seeded version of B1, per the original intention of the module.

Basic D&D version: Scripted Monsters

First Level Wandering Monsters

1. Orcs (1-4) AC 6, HD 1, hp 6,4,3,1, #AT 1, D 1-6 or by weapon, MV 30', Save F1, ML 8
2. Giant Centipedes (1-2) AC 9, HD ½, hp 2,2, #AT 1, D poison, MV 20', Save NM, ML 7
3. Kobolds (1-6) AC 7, HD ½, hp 4,3,3,2,2,1, #AT 1, D 1-4 or weapon -1, MV 30', Save NM, ML 6
4. Troglodytes (1-2) AC 5, HD 2*, hp 6,5, #AT 3, D 1-4/1-4/1-4, MV 40', Save F2, ML 9
5. Giant Rats (2-5) AC 7, HD ½, hp 4,3,2,1,1, #AT 1, D 1-3 + disease, MV 40', swimming 20', Save NM, ML 8
6. Berserkers (1-2) AC 7, HD 1+1*, hp 5,4, #AT 1, D 1-8 or by weapon, MV 30', Save F1, ML 12

First Level Monsters

Room 31: Room of the Pools

Green Slime (1), hp 20

Second Level Wandering Monsters

1. Troglodytes (1-4) AC 5, HD 2*, hp 9,8,5,4, #AT 3, D 1-4/1-4/1-4, MV 40', Save F2, ML 9
2. Crab Spider (1) AC 7, HD 2*, hp 12, #AT 1, D 1-8 + poison, MV 40', Save F1, ML 7
3. Kobolds (2-7) AC 7, HD ½, hp 4,4,3,3,2,2,1, #AT 1, D 1-4 or weapon -1, MV 30', Save NM, ML 6
4. Orcs (1-8) AC 6, HD 1, hp 6,5,5,4,4,3,3,2, #AT 1, D 1-6 or by weapon, MV 30', Save F1, ML 8
5. Zombies (1-2) AC 8, HD 2, hp 8,7, #AT 1, D 1-8 or by weapon, MV 30', Save F1, ML 12
6. Goblins (2-7) AC 6, HD 1-1, hp 5,5,4,4,3,2,1, #AT 1, D 1-6 or by weapon, MV 30', Save NM, ML 7

Second Level Monsters

Room 54: Treasure Cave

Berserkers (2) AC 7, HD 1+1*, hp 4,4, #AT 1, D 1-8 or by weapon, MV 30', Save F1, fight to death

Basic D&D version: Scripted Treasure

Room 1: Alcoves

7gp
6gp warhammer
2gp dagger

Room 4: Lounge

5,000gp (+) statue, unmovable

Room 5: Wizard's Chamber

800gp in large pieces of furniture
15gp pewter pitcher
5gp pewter mugs (3)

Room 6: Closet

15gp robe
7gp hooded lantern

Room 24: Mistress' Chamber

1gp
5gp silver comb
100gp full length mirror in ornate frame
40gp tapestry

Room 25: Rogahn's Chamber

100gp tapestries (4)

Room 29: Captain's Chambers

5gp
25gp plaque
20gp large steel shield (2)
12gp heavy mace

Room 32: Advisor's Chamber

300gp painting

Random:

1. potion of Levitation
2. Elven Boots
3. 10-100gp
4. 50gp gem
5. 20gp golden medallion
6. scroll of Read Languages
7. scroll of Web
8. cursed scroll of -1 Charisma
9. Ring of Protection +1
10. potion of Healing (2 doses)
11. Dagger +1
12. nothing

Room 34: Armory

15gp longsword
8gp light flail
2gp dagger

Room 54: Treasure Cave

11-30gp

Basic D&D version: Monster List

Sorted by HD

1. Giant Rats (2-7) AC 7, HD ½, hp 4,3,3,2,2,1,1, #AT 1, D 1-3 + disease, MV 40', swim 20', Save NM, ML 8
2. Giant Centipedes (1-4) AC 9, HD ½, hp 2,2, #AT 1, D poison, MV 20', Save NM, ML 8
3. Kobolds (2-5) AC 7, HD ½, hp 4,4,4,2,1, #AT 1, D 1-4 or by weapon -1, MV 30', Save NM, ML 6
4. Kobolds (2-9) AC 7, HD ½, hp 4,4,3,3,3,3,2,2,1, #AT 1, D 1-4 or by weapon -1, MV 30', Save NM, ML 6
5. Goblins (1-8) AC 6, HD 1-1, hp 7,5,4,3,3,3,2,1, #AT 1, D 1-6 or by weapon, MV 30', Save NM, ML 7
6. Goblins (1-6) AC6, HD 1-1, hp 6,5,5,4,3,2, #AT 1, D 1-6 or by weapon, MV 30', Save NM, ML 7
7. Gnomes (2-5) AC 5, HD 1, hp 7,5,4,2,1, #AT 1, D 1-6 or by weapon, MV 20', Save D1, ML 8
8. Bandits (1-4) AC 6, HD 1, hp 7,5,4,2, #AT 1, D 1-6 or by weapon, MV 30', Save T1, ML 8
9. Orcs (1-4) AC 6, HD 1, hp 5,4,3,2, #AT 1, D 1-6 or by weapon, MV 30', Save F1, ML 8
10. Orcs (2-7) AC 6, HD 1, hp 5,5,4,4,3,2,1, #AT 1, D 1-6 or by weapon, MV 30', Save F1, ML 8
11. Orcs (2-7) AC 6, HD 1, hp 8,6,3,4,4,2,2, #AT 1, D 1-6 or by weapon, MV 30', Save F1, ML 8
12. Skeletons (1-6) AC 7, HD 1, hp 4,4,3,3,2,1, #AT 1, D 1-6 or by weapon, MV 20', Save F1, ML 12
13. Stirges (2-5) AC 7, HD 1*, hp 4,4,3,2,2, #AT 1, D 1-3, MV 10', flying 60', Save F2, ML 9
14. Hobgoblins (2-5) AC 6, HD 1+1, hp 9,8,6,4,3, #AT 1, D 1-8 or by weapon, MV 30', Save F1, ML 8
15. Zombies (1-2) AC 8, HD 2, hp 10,7, #AT 1, D 1-8 or by weapon, MV 20', Save F1, ML 12
16. Gnolls (1-4) AC 5, HD 2, hp 13,7,6,3, #AT 1, D 2-8 or by weapon +1 MV 30', Save F2, ML 8
17. Troglodytes (1-2) AC 5, HD 2*, hp 7,3, #AT 3, D 1-4/1-4/1-4, MV 40', Save F2, ML 9
18. Troglodytes (1-2) AC 5, HD 2*, hp 10,4, #AT 3, D 1-4/1-4/1-4, MV 40', Save F2, ML 9
19. Ghouls (1-2) AC 6, HD 2*, hp 6,4, #AT 3, D 1-3 each + special, MV 30', Save F2, ML 9
20. Crab Spider (1) AC 7, HD 2*, hp 7, #AT 1, D 1-8 + poison, MV 40', save F1, ML 7
21. Crab Spiders (1-2) AC 7, HD 2*, hp 6,3, #AT 1, D 1-8 + poison, MV 40', Save F1, ML 7
22. Shriekers (1-4) AC 7, HD 3, hp 14,10,10,8, #AT special, D nil, MV 3', Save F1, ML 12
23. Black Widow Spider (1) AC 6, HD 3*, hp 13, #AT 1, D 2-12 + poison, MV 20', in web 40', Save F2, ML 8
24. Carrion Crawler (1) AC 7, HD 3+1*, hp 6, #AT 8, D paralysis, MV 40', Save F2, ML 9
25. Ochre Jelly* (1) AC 8, HD 5*, hp 16, #AT 1, D 2-12, MV 10', Save F3, ML 12

Basic D&D version: Treasure List

Sorted by Type

1. 20sp
2. 10ep
3. 820sp
4. 2,450cp
5. 28gp
6. 35gp
7. 840cp, 290sp, 120ep, 25gp
8. 120gp
9. 620gp
10. 8 x 10gp gems
11. 2 x 50gp gems (set in dagger hilt)
12. 1 x 100gp gem
13. 4 x 100gp gems
14. 1 x 500gp gem
15. 8gp jewelry
16. 10gp jewelry
17. 50gp jewelry
18. 15gp goblet
19. 90gp silver mirror
20. 115gp statuette
21. 4 x 30gp gold rods
22. 200gp statuette
23. Magic-User Scroll: 1 x Sleep 100 XP
24. Cleric Scroll: 2 x Cure Light Wounds 200
25. Potion of Invisibility (2 doses) 200
26. Ring of Protection +1 460
27. Chainmail +1 250
28. Shield +1 250
29. Spear +2 750
30. Mace +1 250
31. Bag of Devouring
32. False Magic Wand
33. False Map

Basic D&D version: Monster Summary

Humanoids

Kobolds (27)
Goblins (21)
Orcs (30)
Hobgoblins (5)
Gnolls (4)
Troglydites (10)

Monsters

Giant Rats (12)
Giant Centipedes (6)
Stirges (5)
Crab Spiders (4)
Shriekers (4)
Black Widow Spider (1)
Carrion Crawler (1)
Ochre Jelly (1)
Green Slime (1)

Undead

Skeletons (6)
Zombies (4)
Ghouls (2)

Humans and Demi-humans

Gnomes (5)
Bandits (4)
Berserkers (2)

C&C version: Monster Conversion

Humanoids

Kobolds (4d6) AC 15, HD 1d4, bite 1d2 or weapon, Mv 30', Sv:P, Sz:S, Int average, Al:LE, Darkvision 60', Light Sensitivity (XP 5+1, Treasure 1)
Encounter Size (2): 17, 19

Goblins (2d6) AC 15, HD 1d6, weapon, Mv 20', Sv:P, Sz:S, Int average, Al:LE, Darkvision 60' (XP 5+1, Treasure 1)
Encounter Size (4): 6, 4, 7, 12

Orcs (2d6) AC 13, HD 1d8, weapon, M 30', Sv:P, Sz:M, Int low, Al:LE, Darkvision 60' (XP 5+1, Treasure 1)
Encounter Size (4): 6, 8, 8, 12

Hobgoblins (4d3) AC 15, HD 1d10, weapon, Mv 30', Sv:P, Sz:M, Int average, Al:LE, Darkvision 60' (XP 7+1, Treasure 1)
Encounter Size: 5

Gnolls (2d4) AC 15, HD 2d8, slam 2d4 or weapon, Mv 30', Sv:P, Sz:L, Int low, Al:CE, Darkvision 60' (XP 10+2, Treasure 1)
Encounter Size: 4

Troglodytes (2d4) AC 15, HD 2d8, claw/claw/bite 1d2/1d2/1d4+1 or weapon, Mv 30', Sv:P, Sz:M, Int low, Al:CE, Darkvision 90', Stench: Sv:Con, -1 per trog in 30', or -1 attack and damage (XP 10+1, Treasure 1)
Encounter Size (3): 2, 6, 4

Monsters

Giant Rats (1d100) AC 13, HD 1d4, bite 1d2 + 10% Sv:Con or disease, Mv 30', climb 15', Sv:P, Sz:S, Int animal, Al:N, Twilight Vision (XP 1+1, Treasure 1)
Encounter Size: 21

Venomous Snake (1) AC 13, HD 1d4, bite 0 + poison, Sv:Con halves (1st 1d2 & -1 to hit, damage, checks; 2nd 10 minutes, 1d2 + double effects, daily Sv:Con for 1 week), Mv 20', climb, swim 20', Sv:P, Sz:S, Int animal, Al:N (XP 9+1)
Encounter Size: 1

Stirges (3d10) AC 16, HD 1d6, touch (+3) 1d3 + Sv:Str or attach, blood drain 1d4 12 max, Sv:Str remove 1d4, Mv 10', fly 40', Sv:P (+3 Dex), Sz:S, Int animal, Al:N, Twilight Vision, Darkvision 60' (XP 15+1, Treasure 1)
Encounter Size: 8

Large Spiders (1d4+1) AC 14, HD 1d4, bite 1d4 + poison, Sv:Con negates (1st 1d2, 2nd 1d2 + 1d2 Str for 1d12 hours), Mv 10', climb 10', Sv:P, Sz:S, Int animal, Al:N, Twilight Vision, Web: 8 strands/day (XP 11+1, Treasure 1)
Encounter Size: 4

Screechers (1d10) AC 8, HD 3d8, no attack, Mv 1/5', Sv: na, Sz:M, Int non, Al:N, Twilight Vision, Shriek: for 1d6 rounds when approached within 10' or illuminated, Vulnerable: any attack kills (XP 30+1, Treasure 2)
Encounter Size: 6

Giant Spiders (1d4+1) AC 15, HD 3d8, bite 1d6 + poison, Sv:Con ½ (1st 1d6, 2nd 1d4 + paralyzed 2d6 hours), Mv 30', climb 20', Sv:P, Sz:M, Int animal, Al:N, Twilight Vision, Web: 5-60' sheet (XP 52+3, Treasure 2)
Encounter Size: 4

Fleshcrawler (1) AC 17, HD 3d8, 2x bite 1d6 or 6x claw 1d4, + Sv:Str or spasmodic paralysis 2d4 rounds, Mv 30', climb 15', Sv:P, Sz:L, Int animal, Al:N, Animation: Sv:Wis or surprised, Death Throes: Sv:Dex or 1d3, Sv:Con orretch (XP 60+3, Treasure 2)
Encounter Size: 1

Ochre Jelly (1d2) AC 14, HD 6d10, acid/constrict 2d4 (hit splashes acid, dissolves metal in 2 rounds, Sv:Dex or engulfed, 4 rounds engulfed = covered, double damage), Mv 10', climb 10', Sv:P, Sz:L, Int non, Al:N, Split: immune to slashing & electricity, instead splits in half, halve all stats (XP 300+6, Treasure 5)
Encounter Size: 1

Green Slime (1d6) AC 10, HD 4d8, if touched 2d6 Con damage, metal 2 rounds, wood 10 turns, stone or ceramic immune, Mv 0', Sv:P, Sz: variable, Int non, Al:N, only damaged by heat, cold, Remove Disease (XP 120+4)
Encounter Size: 1

Undead

Skeletons (1d10) AC 13, HD 1d12, weapon, Mv 30', Sv:P, Sz:M, Int non, Al:N, Undead, ½ damage from slashing or piercing (XP 10+1, Treasure 1)
Encounter Size (2): 2, 6

Zombies (1d10) AC 12, HD 2d12, slam 1d8, Mv 20', Sv:P, Sz:M, Int non, Al:NE, Undead, always act last (XP 15+1, Treasure 1)
Encounter Size (2): 3, 3

Ghouls (1d8) AC 14, HD 2d8, claw/claw/bite 1d3/1d3/1d6 + Sv:Con or paralyzed 1d4+1 rounds, Elves immune, Mv 30', Sv:P, Sz:M, Int non, Al:CE, Undead, Darkvision 60' (XP 30+2, Treasure 1)
Encounter Size: 3

NOTE

In the lists above, I only used monsters published in the *"Monsters & Treasures"* book. In most cases, the match between the monsters was very good. However, there are no Giant Centipedes in the *M&T*, so Venomous Snakes were used instead. If you wish to use Giant Centipedes per the original module, the following was adapted from the module *"A1: Dark Chateau"* by Robert J. Kuntz (who should know a thing or two about Old School creatures):

Giant Centipedes (2d10) AC 19, HD 1d4, bite 0 + poison, Sv:Con halves (1st 1d2 & -1 to hit, damage, checks; 2nd 10 minutes, 1d2 + double effects, daily Sv:Con for 1 week), Mv 15', crawl 15', Sv:P, Sz:S, Int animal, Al:N, Twilight Vision (XP 9+1, Treasure 1)

* The poison effect was copied from that of the Venomous Snake.

C&C version: Treasure Conversion
Rolled randomly per "Monsters & Treasures"

Type 1 Treasures

	<u>Coin</u>	<u>Gems</u>	<u>Items</u>
1.	-	-	350gp Expertly Crafted Light Crossbow (+1 to hit) 100gp Expertly Crafted Heavy Lance (+1 to hit)
2.	3gp	50gp Bloodstone 25gp Lapis Lazuli	* Potion of Sanctuary (duration 10 rounds)
3.	-	-	250gp silver rune stones 56gp trophy
4.	2gp	-	250gp banner
5.	-	-	250gp silver stud
6.	3gp	25gp Moonstone 25gp Pearl	40gp crystal vase 4gp hair shirt
7 – 10.	7gp		
11.	6gp		
12 – 14.	5gp		
15 – 16.	4gp		
17 – 23.	No Treasure		

Type 2 Treasures

	<u>Coin</u>	<u>Gems</u>	<u>Items</u>
1.	-	250gp Amethyst 25gp Moonstone 5gp Amber	* Scroll of Spider Climb (cast at 10 th level) 250gp silver ankle chain
2.	-	500gp Garnet 250gp Peridot 25gp Tiger's Eye 10gp Opal	-
3.	7gp	-	500gp obsidian and jade necklace 80gp Expertly Crafted Morningstar (+1 damage)

Type 5 Treasure

1.	-	-	300gp Expertly Crafted Two-handed Axe (+1 damage) 250gp silver miniature figurine 41gp rug 5gp gown
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Extraordinary Treasures

1.	-	-	1250gp wooden carving, chased with silver and set with gems
2.	-	-	1000gp ivory collar

Version Comparison: Treasure Totals

Basic D&D

1,850gp in scripted treasure, not including the Advisor's treasure

2,788gp in random treasure

4,638gp

5,000gp (+) statue, problematic to remove

2,460 XP in magic items, not including the Advisor's treasure

C&C

3,858gp in random treasure (42 in coin; 910 in gems; 2,876 in items) – not including 2 items below

2,250gp in 2 extraordinary items, perhaps difficult to locate or remove

200 XP in magic items rolled randomly – but not including 4 Expertly Crafted Weapons