

d20™ System Conversion of: **Dungeon Module C2: The Ghost Tower of Inverness**

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General Information

Monsters: Whenever possible the exact monster was used to generate the stat blocks included here. In any case where a name had changed or a slightly different creature was used the name from the Module is in **Boldface** and the v 3.5 name is in (parentheses). For example: **Centipede, Giant** (Monstrous Centipede, Tiny) indicates that the Module lists a Giant Centipede while the current equivalent is the Monstrous Centipede, Tiny.

Additionally, some creatures warrant special notes. These are included at the end of the creature's stat block.

There does not seem to be a v 3.5 conversion of the Dinichtys, Pteranodons or Su-Monster. I converted these monsters from 1st edition and included the full conversion at the end of this document.

The Keys: Treat the keys as if there were made of Adamantine, Hardness 20, HP 10 each, They are also treated as if they had a +3 enchantment bonus, if needed for saving throw purposes.

Notes for the Dungeon Master

If a collapse is caused then a Reflex Save DC: 15 will result in 1/2 damage. Everyone in the area of a collapse may make this save attempt. The resulting collapse can be dug out in 24 minutes, 240 rounds. Up to 3 persons may dig in a single collapsed area. Reduce the amount of time to clear the area accordingly.

Wandering Monsters

Badger, Giant (Dire Badger) CR 2; Medium Animal; HD 3d8+15; HP 24, 10, 20, 18, 15, 10; Init +3; Spd 30 ft (6 Squares), Burrow 10 ft.; AC 16 (+3 Dex, +3 Natural), Touch 13, Flat-Footed 13; Base Atk +2; Grp +4; Atk Claw +4 melee (1d4+2); Full Atk 2 Claws +4 melee (1d4+2) and Bite -1 melee (1d6+1); Space/Reach 5 ft./5 ft.; SA Rage(Once wounded, Str +4, Con +4, AC -2 until dead); SQ Low-light vision, 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 *Feats:* Alertness, Toughness, Track Monster Manual 3.5 p. 62

Basilisk CR 5; Medium Magical Beast; HD 6d10+12; HP 33; Init -1; Spd 20 ft (4 Squares); AC 16 (-1 Size, +7 Natural), Touch 9, Flat-Footed 16; Base Atk +6; Grp +8; Atk Bite +8 melee (1d8+3); Full Atk Bite +8 melee (1d8+3); Space/Reach 5 ft./5 ft.; SA Petrifying Gaze (Range 30 ft. Fort SV DC 13 or turn to stone permanently); SQ Darkvision 60 ft., Low-light vision; AL N; SV Fort +9, Ref +4, Will +3; Str 15 Dex 8 Con 15 Int 2 Wis 12 Cha 11; *Skills:* Hide +0, Listen +7, Spot +7 *Feats:* Alertness, Blind-fight, Great Fortitude Monster Manual 3.5 p. 24

Bear, Brown CR 4; Large Animal; HD 6d8+24; HP 40, 34, 27; Init +1; Spd 40 ft (8 Squares); AC 15 (-1 Size, +1 Dex,

+5 Natural), Touch 10, Flat-Footed 14; Base Atk +4; Grp +16; Atk Claw +11 melee (1d8+8); Full Atk 2 Claws +11 melee (1d8+8), Bite +6 melee (2d6+4); Space/Reach 10 ft./5 ft.; SA Improved Grab; SQ Low-light vision, Scent; AL N; SV Fort +9, Ref +6, Will +3; Str 27 Dex 13 Con 19 Int 2 Wis 12 Cha 6; *Skills:* Listen +4, Spot +7, Swim +12 *Feats:* Endurance, Run, Track Monster Manual 3.5 p. 269

Beetle, Giant Bombardier CR 2; Medium Vermin; HD 2d8+4; HP 18, 15, 14, 11, 9; Init +0; Spd 30 ft (6 Squares); AC 16 (+6 Natural), Touch 10, Flat-Footed 16; Base Atk +1; Grp +2; Atk Bite +2 melee (1d4+1); Full Atk Bite +2 melee (1d4+1); Space/Reach 5 ft./5 ft.; SA Acid Spray 1/round (10 ft. Cone, Fort SV DC 13, 1d4+2 damage); SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +5, Ref +0, Will +0; Str 13 Dex 10 Con 14 Int - Wis 10 Cha 9; *Skills:* - *Feats:* - Monster Manual 3.5 p. 284

Centipede, Giant (Monstrous Centipede, Tiny) CR 1/8; Tiny Vermin; HD 1/4d8; HP 2 each; Init +2; Spd 20 ft (4 Squares), Climb 20 ft. (4 Squares); AC 14 (+2 Size, +2 Dex), Touch 14, Flat-Footed 12; Base Atk +0; Grp -13; Atk Bite +4 melee (1d3+5 plus Poison); Full Atk Bite +4 melee (1d3+5 plus Poison); Space/Reach 2-1/2 ft./0 ft.; SA Poison (Fort SV DC 10, 1 Dex damage); SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +2, Ref +2, Will +0; Str 13 Dex 15 Con 10 Int - Wis 10 Cha 2; *Skills:* Climb +10, Hide +18, Spot +4 *Feats:* Weapon Finesse Monster Manual 3.5 p. 286

Devil, Horned CR 16; Large Outsider (Baatezu, Evil, Extraplanar, Lawful); HD 15d8+105; HP 35; Init +7; Spd 20 ft (4 Squares), Fly 50 ft. (Average) (10 Squares); AC 35 (-1 Size, +7 Dex, +19 Natural), Touch 16, Flat-Footed 28; Base Atk +15; Grp +29; Atk Spiked Chain +25 melee (2d6+15 plus Stun) or Claw +24 melee (2d6+10) or Tail +24 melee (2d6+10 plus Infernal Wound); Full Atk Spiked Chain +25/+20/+15 melee (2d6+15 plus Stun) and Bite +22 melee (2d8+5) and Tail +22 melee (2d6+5 plus Infernal Wound) or 2 Claws +24 melee (2d6+10) and Bite +22 melee (2d8+5) and Tail +22 melee (2d6+5 plus Infernal Wound); Space/Reach 10 ft./10 ft. (20 ft. with Spiked Chain); SA Fear Aura, Infernal Wound, Spell-like abilities, Stun, *Summon Baatezu*; SQ Damage reduction 10/good and silver, Darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 28, telepathy 100 ft.; AL LE; SV Fort +16, Ref +16, Will +15; Str 31 Dex 25 Con 25 Int 14 Wis 18 Cha 22; *Skills:* Bluff +24, Climb +28, Concentration +24, Diplomacy +10, Disguise +6 (+8 acting), Hide +21, Intimidate +26, Listen +22, Move Silently +23, Search +22, Spot +22, Survival +4 (+6 following tracks). *Feats:* Cleave, Improved Sunder, Iron Will, Multiattack, Power Attack, Weapon Focus (Spiked Chain) Monster Manual 3.5 p. 55

Note: The d20 Conversion process does not allow changes to the content of a module, only updates to the Stat blocks for monsters. The Horned Devil is considerably

more powerful in version 3.5 than it was in 1st Edition, so much so that it is impossible for the current Horned Devil to meet the HP value listed in the Module unless it has been severely wounded before the encounter. Please take this into account before using this monster.

Doppelganger CR 3; Medium Monstrous Humanoid; HD 4d8+2; HP 25, 21, 17; Init +1; Spd 30 ft (6 Squares); AC 15 (+1 Dex, +4 Natural), Touch 11, Flat-Footed 14; Base Atk +4; Grp +5; Atk Slam +5 melee (1d6+1); Full Atk Slam +5 melee (1d6+1); Space/Reach 5 ft./5 ft.; SA Detect Thoughts; SQ Change Shape, immunity to sleep and charm; AL N; SV Fort +4, Ref +5, Will +6; Str 12 Dex 13 Con 12 Int 13 Wis 14 Cha 13; *Skills*: Bluff +10, Diplomacy +3, Disguise +9 (+11 Acting), Intimidate +3, Listen +6, Sense Motive +6, Spot +6 *Feats*: Dodge, Great Fortitude
Monster Manual 3.5 p. 67

Gelatinous Cube (Ooze, Gelatinous Cube) CR 3; Huge Ooze; HD 4d10+32; HP 28; Init +5; Spd 15 ft (3 Squares); AC 3 (-2 Size, -5 Dex), Touch 3, Flat-Footed 3; Base Atk +3; Grp +11; Atk Slam +1 melee (1d6 plus 1d6 acid); Full Atk Slam +1 melee (1d6 plus 1d6 acid); Space/Reach 15 ft./10 ft.; SA Acid, engulf, paralysis (Fort SV DC 20, paralyzed 3d6 rounds); SQ Blindsight 60 ft., immunity to electricity, ooze traits, transparency (Spot check DC 15 to see); AL N; SV Fort +9, Ref -4, Will -4; Str 10 Dex 1 Con 26 Int - Wis 1 Cha 1; *Skills*: - *Feats*: -
Monster Manual 3.5 p. 201

Ghoul CR 3; Medium Undead; HD 2d12; HP 16, 14, 13, 12, 11, 10, 8, 5; Init +2; Spd 30 ft (6 Squares); AC 14 (+2 Dex, +2 Natural), Touch 12, Flat-Footed 12; Base Atk +1; Grp +2; Atk Bite +2 melee (1d6+1 plus paralysis); Full Atk Bite +2 melee (1d6+1 plus paralysis) and 2 Claws +0 melee (1d3 plus paralysis); Space/Reach 5 ft./5 ft.; SA Ghoul Fever, Paralysis (Fort SV DC 12 or paralyzed for 1d4+1 rounds); SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13 Dex 15 Con - Int 13 Wis 14 Cha 12; *Skills*: Balance +6, Climb +5, Hide +6, Jump +5 Move Silently +6, Spot +7 *Feats*: Multiattack
Monster Manual 3.5 p. 118

Giant Ant, Soldier CR 2; Medium Vermin; HD 2d8+2; HP 18, 18, 18, 15, 13, 10, 8; Init +0; Spd 50 ft (10 Squares), Climb 20 ft.; AC 17 (+7 Natural), Touch 10, Flat-Footed 17; Base Atk +1; Grp +3; Atk Bite +3 melee (2d4+3); Full Atk Bite +3 melee (2d4+3); Space/Reach 5 ft./5 ft.; SA Improved Grab, Acid Sting 1d4+1 plus 1d4 acid damage); SQ Scent, vermin traits; AL N; SV Fort +4, Ref +0, Will +1; Str 14 Dex 10 Con 13 Int - Wis 13 Cha 11; *Skills*: Climb +10 *Feats*: Track
Monster Manual 3.5 p. 284

Giant, Stone CR 8; Large Giant (Earth); HD 14d8+56; HP 61; Init +2; Spd 40 ft (8 Squares), 30 ft. (6 Squares) in Hide Armor; AC 25 (-1 Size, +2 Dex, +11 Natural, +3 Hide), Touch 11, Flat-Footed 23; Base Atk +10; Grp +22; Atk Greatclub +17 melee (2d8+12) or Slam +17 melee (1d4+8) or rock +11 ranged (2d8+12); Full Atk Greatclub +17/+12 melee (2d8+12) or 2 Slams +17 melee (1d4+8) or rock +11 ranged (2d8+12); Space/Reach 10 ft./10 ft.; SA Rock Throwing ; SQ Darkvision 60 ft., low-light vision, rock catching; AL N; SV Fort +13, Ref +6, Will +7; Str 27 Dex 15 Con 19 Int 10 Wis 12 Cha 11; *Skills*: Climb +11, Hide

+6, Jump +11, Spot +12. *Feats*: Combat Reflexes, Iron Will, Point Blank Shot, Power Attack, Precise Shot
Monster Manual 3.5 p. 124

Gray Ooze CR 4; Medium Ooze; HD 3d10+15; HP 22, 17, 13; Init -5; Spd 10 ft. (2 Squares); AC 5 (-5 Dex); Touch 5; Flat Flat-Footed 5; Base Atk +2; Grp +3; Atk Slam +3 melee (1d6+1 plus Acid); Full Atk Slam +3 melee (1d6+1 plus Acid); Space/Reach 5 ft./5 ft.; SA Acid, Constrict (1d6+1 plus 1d6 acid), Improved Grab; AL N; SV Fort +6, Ref -4, Will -4; Str 12 Dex 1 Con 21 Int - Wis 1 Cha 1; *Skills*: - *Feats*: -
Monster Manual 3.5 p. 202

Green Slime CR 4; Large Slime; HD -; HP -; Init +0; Spd -; AC 4 (-1 Size, -5 Dex); Touch 4; Flat Flat-Footed 4; Base Atk +0; Grp +0; Atk Drop +0 melee (1d6 Con damage/round); Full Atk Drop +0 melee (1d6 Con damage/round); Space/Reach 10 ft./10 ft.; SA Dissolve Flesh, Dissolve wood or metal (2d6 damage/round); SQ Instantly killed by cold damage, fire damage, sunlight or *remove disease* spells; AL N; SV Fort +0, Ref -5, Will -5; Str 1 Dex 1 Con 1 Int - Wis 1 Cha 1; *Skills*: Climb +0, Hide +0. *Feats*: -
Dungeon Master's Guide 3.5 p. 76

Hydra, 6-headed CR 5; Huge Magical Beast; HD 6d10+33; HP 48; Init +1; Spd 20 ft (4 Squares), Swim 20 ft. (4 Squares); AC 16 (-2 Size, +1 Dex, +7 Natural), Touch 9, Flat-Footed 15; Base Atk +6; Grp +17; Atk 6 Bites +8 melee (1d10+3); Full Atk 6 Bites +8 melee (1d10+3); Space/Reach 15 ft./10 ft.; SA -; SQ Darkvision 60 ft., Fast Healing 16, Low-light vision, Scent; AL N; SV Fort +10, Ref +6, Will +4; Str 17 Dex 12 Con 20 Int 2 Wis 10 Cha 9; *Skills*: Listen +6, Spot +7, Swim +11 *Feats*: Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite)
Monster Manual 3.5 p. 156

Illusionist , Human Wizard 10: CR 10; Medium Humanoid (Human); HD 10d4+20; HP 35; Init +4; Spd 30 ft (6 Squares); AC 16 (+4 Dex, +2 Cloak of Protection), Touch 14, Flat-Footed 12; Base Atk +5; Grp +5; Atk Dagger +6 melee (1d4+1/19-20); Full Atk Dagger +6 melee (1d4+1/19-20); Space/Reach 5 ft./5 ft.; SA -; SQ -; AL N; SV Fort +6, Ref +9, Will +7; Str 10 Dex 18 Con 15 Int 17 Wis 9 Cha 7; *Skills*: Concentration +15, Decipher Script +16, Knowledge - Arcana +16, Knowledge - Dungeoneering +16, Spell Craft +16. *Feats*: Combat Casting, Deflect Arrows, Dodge, Extend Spell, Improved Counterspell, Scribe Scroll; Items: Cloak of Protection +2 (Ring of Protection in Cloak form), Dagger +1; Wizard Spells Prepared: (4/5/5/4/3/2; Save DC 13 + Spell Level) 0 - None 1 - Color Spray, Hypnotism, Silent Image 2 - Blur, Darkness, Fog Cloud, Hypnotic Pattern, Invisibility, See Invisibility 3 - Hold Person, Major Image 4 - Fear, Greater Invisibility, Phantasmal Killer 5 - None
Note: Many of the spells initially attributed to this NPC no longer exist. I made the most reasonable substitutions possible, for example: *Silent Image* in place of *Improved Phantasmal Force*. When I could find no reasonable substitute, such as for *Shadow Magic*, the spell is omitted. I think this NPC is a reasonable approximation to the original.

Leucrotta CR 4; Large Magical Beast; HD 6d10+24; HP 39, 24; Init +1; Spd 50 ft (10 Squares), Climb 20 ft. (4 squares); AC 16 (-1 Size, +1 Dex, +6 Natural), Touch 11, Flat-Footed 15; Base Atk +6; Grp +14; Atk Bite +9 melee (1d8+6); Full Atk Bite +9 melee (1d8+6); Space/Reach 10 ft./5 ft.; SA Bone Bite (Critical Hit x3 damage, armor or shield must make SV DC 16 or be destroyed); SQ Darkvision 60 ft., Low-light vision, immunity to charm and compulsion effects; AL CE; SV Fort +9, Ref +6, Will +2; Str 19 Dex 12 Con 18 Int 12 Wis 10 Cha 2; *Skills*: Climb +12, Hide +1, Jump +15, Move Silently +3, Search +3, Spot +8, Survival +8 *Feats*: Dodge, Improved Bull Rush, Power Attack
Monster Compendium: Monsters of Faerûn p. 63

Lizard, Giant (Monitor Lizard) CR 2; Medium Animal; HD 3d8+9; HP 25, 20, 18, 13; Init +2; Spd 30 ft (6 Squares), Swim 30 ft. (6 squares); AC 15 (+2 Dex, +3 Natural), Touch 12, Flat-Footed 13; Base Atk +2; Grp +5; Atk Bite +5 melee (1d8+4); Full Atk Bite +5 melee (1d8+4); Space/Reach 5 ft./5 ft.; SA –; SQ Low-light vision; AL N; SV Fort +8, Ref +5, Will +2; Str 17 Dex 15 Con 17 Int 1 Wis 12 Cha 2; *Skills*: Climb +7, Hide +6, Listen +4, Move Silently +6, Spot +4, Swim +11 *Feats*: Alertness, Great Fortitude
Monster Manual 3.5 p. 275

Ogre Mage CR 8; Large Giant; HD 5d8+15; HP 39, 33; Init +4; Spd 40 ft (8 Squares), Fly 40 ft. (good (8 Squares)); AC 18 (-1 Size, +5 Natural, +4 Chain Shirt), Touch 9, Flat-Footed 18; Base Atk +3; Grp +12; Atk Greatsword +7 melee (3d6+7/19-20) or Longbow +2 ranged (2d6/x3); Full Atk Greatsword +7 melee (3d6+7/19-20) or Longbow +2 ranged (2d6/x3); Space/Reach 10 ft./10 ft.; SA Spell-like abilities (*Darkness* at will, *Invisibility* 1/day, *Charm Person* (DC 14) 1/day, *Cone of Cold* (DC 18) 1/day, *Gaseous Form* 1/day, *Polymorph* 1/day, *Sleep* (DC 14) 1/day, Caster Level 9); SQ Darkvision 90 ft., Low-light vision, Regeneration 5, Spell Resistance 19; AL LE; SV Fort +7, Ref +1, Will +3; Str 21 Dex 10 Con 17 Int 14 Wis 14 Cha 17; *Skills*: Concentration +11, Listen +10, Spellcraft +10, Spot +10 *Feats*: Combat Expertise, Improved Initiative
Monster Manual 3.5 p. 200

Rust Monster CR 3; Medium Aberration; HD 5d8+5; HP 25, 19; Init +3; Spd 40 ft (8 Squares); AC 18 (+3 Dex, +5 Natural), Touch 13, Flat-Footed 15; Base Atk +3; Grp +3; Atk Antennae Touch +3 melee (Rust); Full Atk Antennae Touch +3 melee (Rust) and Bite -2 melee (1d3); Space/Reach 5 ft./5 ft.; SA Rust (Destroy 10 ft. cube of metal by touch, Magic metal must make Ref SV DC 17 or be destroyed); SQ Darkvision 60 ft., Scent; AL N; SV Fort +2, Ref +4, Will +5; Str 10 Dex 17 Con 13 Int 2 Wis 13 Cha 8; *Skills*: Listen +7, Spot +7 *Feats*: Alertness, Track
Monster Manual 3.5 p. 216

Snake, Giant (Snake, Huge Viper) CR 3; Huge Animal; HD 6d8+6; HP 30, 26, 23; Init +6; Spd 20 ft (4 Squares), Climb 20ft. (4 Squares), Swim 30 ft. (6 squares); AC 15 (-2 Size, +2 Dex, +5 Natural), Touch 10, Flat-Footed 15; Base Atk +4; Grp +15; Atk Bite +6 melee (1d6+4 plus poison); Full Atk Bite +6 melee (1d6+4 plus poison); Space/Reach 15 ft./10 ft.; SA Poison; SQ Scent; AL N; SV Fort +6, Ref +7, Will +3; Str 16 Dex 15 Con 13 Int 1 Wis 12 Cha 2; *Skills*: Balance +10, Climb +11, Hide +3, Listen +7, Spot

+7, Swim +11 *Feats*: Improved Initiative, Run, Weapon Focus (bite)
Monster Manual 3.5 p. 280

Weretiger, Human Form CR 5; Medium Humanoid (Human Shapechanger); War Lvl 1; HD 1d8+1 plus 6d8+18; HP 42, 37, 23; Init +4; Spd 30 ft (6 Squares), 20 ft. (4 Squares) in Breastplate; AC 17 (+2 Natural, +5 breastplate), Touch 10, Flat-Footed 17; Base Atk +5; Grp +6; Atk Glaive +6 melee (1d10+1/x3); Full Atk Glaive +6 melee (1d10+1/x3); Space/Reach 5 ft./5 ft. (10 ft. with Glaive); SA –; SQ Alternate form, tiger empathy, low-light vision, scent; AL N; SV Fort +8, Ref +5, Will +4; Str 13 Dex 11 Con 12 Int 10 Wis 11 Cha 8; *Skills*: Balance +0, Climb +1, Handle Animal +3, Hide +0, Listen +6, Move Silently +0, Spot +6. *Feats*: Alertness, Combat Reflexes, Improved Initiative, Improved Natural Attack (bite, claw), Iron Will
Monster Manual 3.5 p. 174

Weretiger, Hybrid Form CR 5; Large Humanoid (Human, Shapechanger); War Lvl 1; HD 1d8+1 plus 6d8+18; HP 42, 37, 23; Init +6; Spd 30 ft (6 Squares); AC 16 (-1 Size, +2 Dex, +5 Natural), Touch 11, Flat-Footed 14; Base Atk +5; Grp +16; Atk Claw +11 melee (1d8+7); Full Atk 2 Claws +11 melee (1d8+7), and bite +6 melee (2d6+3); Space/Reach 10 ft./10 ft.; SA Curse of Lycanthropy; SQ Alternate form, tiger empathy, damage reduction 10/silverlow-light vision, scent; AL N; SV Fort +10, Ref +7, Will +4; Str 25 Dex 15 Con 16 Int 10 Wis 11 Cha 8; *Skills*: Balance +6, Climb +12, Handle Animal +3, Hide +2, Listen +6, Move Silently +12, Spot +6. *Feats*: Alertness, Combat Reflexes, Improved Initiative, Improved Natural Attack (bite, claw), Iron Will
Monster Manual 3.5 p. 174

Weretiger, Tiger Form CR 5; Large Humanoid (Human, Shapechanger); War Lvl 1; HD 1d8+1 plus 6d8+18; HP 42, 37, 23; Init +6; Spd 40 ft (8 Squares); AC 16 (-1 Size, +2 Dex, +5 Natural), Touch 11, Flat-Footed 14; Base Atk +5; Grp +16; Atk Claw +11 melee (1d8+7); Full Atk 2 Claws +11 melee (1d8+7), and bite +6 melee (2d6+3); Space/Reach 10 ft./5 ft.; SA Pounce, Improved Grab, Rake, Curse of Lycanthropy; SQ Alternate form, tiger empathy, damage reduction 10/silverlow-light vision, scent; AL N; SV Fort +10, Ref +7, Will +4; Str 25 Dex 15 Con 16 Int 10 Wis 11 Cha 8; *Skills*: Balance +6, Climb +12, Handle Animal +3, Hide +2, Listen +6, Move Silently +12, Spot +6. *Feats*: Alertness, Combat Reflexes, Improved Initiative, Improved Natural Attack (bite, claw), Iron Will
Monster Manual 3.5 p. 174

Wight CR 3; Medium Undead; HD 4d12; HP 30, 25, 23, 17; Init +1; Spd 30 ft (6 Squares); AC 15 (+1 Dex, +4 Natural), Touch 11, Flat-Footed 14; Base Atk +2; Grp +3; Atk Slam +3 melee (1d4+1 plus Energy Drain); Full Atk Slam +3 melee (1d4+1 plus Energy Drain); Space/Reach 5 ft./5 ft.; SA Create Spawn, Energy Drain; SQ Darkvision 60 ft., undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 12 Dex 12 Con – Int 11 Wis 13 Cha 15; *Skills*: Hide +8, Listen +7, Move Silently +16, Spot +7. *Feats*: Alertness, Blind Fight
Monster Manual 3.5 p. 255

Modified Statistics blocks for Encounter Areas:

1 The Gateway

DC 15 to climb walls.

2 Rubble

DC 15 to Spot pitfalls.

3 Tower Doors

These are Iron Doors, rusted shut:

Hardness: 10

HP: 60

DC to Open: 28

(5) The Monster Squares

Trap: There is no practical way to tell the trap squares apart from the other squares in the room, hence there is no chance to bypass these traps without setting them off.

Hell Hound CR 3; Medium Outsider (Evil, Extraplanar, Fire, Lawful); HD 4d8+4; HP 36; Init +5; Spd 40 ft (8 Squares); AC 16 (+1 Dex, +5 Natural), Touch 11, Flat-Footed 15; Base Atk +4; Grp +5; Atk Bite +5 melee (1d8+1 plus 1d6 fire); Full Atk Bite +5 melee (1d8+1 plus 1d6 fire); Space/Reach 5 ft./5 ft.; SA Breath Weapon (10-foot cone, 2d6 fire damage, Ref SV DC 13 for half damage, 1 use/2d4 rounds), Firey Bite; SQ Darkvision 60 ft., Immunity to fire, Scent, vulnerability to cold; AL LE; SV Fort +5, Ref +5, Will +4; Str 13 Dex 13 Con 13 Int 6 Wis 10 Cha 6; *Skills:* Hide +13, Jump +12, Listen +7, Move Silently +13, Spot +7 *Feats:* Improved Initiative, Run, Track
Monster Manual 3.5 p. 151

Leucrotta CR 4; Large Magical Beast; HD 6d10+24; HP 37; Init +1; Spd 50 ft (10 Squares), Climb 20 ft. (4 squares); AC 16 (-1 Size, +1 Dex, +6 Natural), Touch 11, Flat-Footed 15; Base Atk +3; Grp +3; Atk Bite +9 melee (1d8+6); Full Atk Bite +9 melee (1d8+6); Space/Reach 5 ft./10 ft.; SA Bone Bite (Critical Hit x3 damage, armor or shield must make SV DC 16 or be destroyed); SQ Immunity to charm and compulsion effects; AL CE; SV Fort +9, Ref +6, Will +2; Str 19 Dex 12 Con 18 Int 12 Wis 10 Cha 2; *Skills:* Climb +12, Hide +1, Jump +8, Move Silently +3, Search +3, Spot +8, Survival +8 *Feats:* Dodge, Improved Bull Rush, Power Attack
Monster Compendium: Monsters of Faerûn p. 63

Lizard, Giant (Monitor Lizard) CR 2; Medium Animal; HD 3d8+9; HP 20; Init +2; Spd 30 ft (6 Squares), Swim 30 ft. (6 squares); AC 15 (+2 Dex, +3 Natural), Touch 12, Flat-Footed 13; Base Atk +2; Grp +5; Atk Bite +5 melee (1d8+4); Full Atk Bite +5 melee (1d8+4); Space/Reach 5 ft./5 ft.; SA –; SQ Low-light vision; AL N; SV Fort +8, Ref +5, Will +2; Str 17 Dex 15 Con 17 Int 1 Wis 12 Cha 2; *Skills:* Climb +7, Hide +6, Listen +4, Move Silently +6, Spot +4, Swim +11 *Feats:* Alertness, Great Fortitude
Monster Manual 3.5 p. 275

Rust Monster CR 3; Medium Aberration; HD 5d8+5; HP 30; Init +3; Spd 40 ft (8 Squares); AC 18 (+3 Dex, +5

Natural), Touch 13, Flat-Footed 15; Base Atk +3; Grp +3; Atk Antennae Touch +3 melee (Rust); Full Atk Antennae Touch +3 melee (Rust) and Bite -2 melee (1d3); Space/Reach 5 ft./5 ft.; SA Rust (Destroy 10 ft. cube of metal by touch, Magic metal must make Ref SV DC 17 or be destroyed); SQ Darkvision 60 ft., Scent; AL N; SV Fort +2, Ref +4, Will +5; Str 10 Dex 17 Con 13 Int 2 Wis 13 Cha 8; *Skills:* Listen +7, Spot +7 *Feats:* Alertness, Track
Monster Manual 3.5 p. 216

Snake, Giant Spitting (Snake, Huge Viper with added SA) CR 2; Large Animal; HD 6d8+6; HP 26; Init +6; Spd 20 ft (4 Squares), climb 20 ft., Swim 20 ft.; AC 15 (-2 Size, +2 Dex, +5 Natural), Touch 10, Flat-Footed 15; Base Atk +4; Grp +15; Atk Bite +6 melee (1d6+4 plus Poison) or Spit poison +2 ranged (30 ft. range, Poison); Full Bite +6 melee (1d6+4 plus Poison) or Spit poison +2 ranged (30 ft. range, Poison); Space/Reach 15 ft./10 ft.; SA Poison (1d6 Con damage, Fort SV DC 14), Spit Poison (Range 30 ft., 1d6 Con damage, Fort SV DC 14); SQ Scent; AL N; SV Fort +6, Ref +7, Will +3; Str 16 Dex 15 Con 13 Int 1 Wis 12 Cha 2; *Skills:* Balance +10, Climb +11, Hide +3, Listen +7, Spot +7, Swim +11 *Feats:* Improved Initiative, Run, Weapon Focus (Bite)
Monster Manual 3.5 p. 280

Spider, Giant (Monstrous Spider, Large) CR 2; Large Vermin; HD 4d8+4; HP 28; Init +3; Spd 30 ft (6 Squares), Climb 20 ft.; AC 14 (-1 Size, +3 Dex, +2 Natural), Touch 12, Flat-Footed 11; Base Atk +3; Grp +9; Atk Bite +4 Melee (1d8+3 plus Poison); Full Atk Bite +4 Melee (1d8+3 plus Poison); Space/Reach 10 ft./5 ft.; SA Poison (1d6 Str, Fort SV DC 13), Web (Escape Artist DC 13, Break DC 17, HP 12/5 ft.); SQ Darkvision 60 ft., Tremorsense 60', Vermin traits; AL N; SV Fort +5, Ref +4, Will +1; Str 15 Dex 17 Con 12 Int – Wis 10 Cha 2; *Skills:* Climb +11, Hide +3, Jump +2, Spot +2 *Feats:* –
Monster Manual 3.5 p. 288

6 Bugbear Room

Bugbear CR 2; Medium Humanoid; HD 3d8+3; HP 18 each; Init +1; Spd 30 ft (6 Squares); AC 17 (+1 Dex, +3 Natural, +2 Leather Armor, +1 Light Wooden Shield), Touch 11, Flat-Footed 16; Base Atk +2; Grp +4; Atk Morning Star +5 melee (1d8+2) or javelin +3 ranged (1d6+2); Full Atk Morning Star +5 melee (1d8+2) or javelin +3 ranged (1d6+2); Space/Reach 5 ft./5 ft.; SA –; SQ Darkvision 60 ft., Scent; AL CE; SV Fort +2, Ref +4, Will +1; Str 15 Dex 12 Con 13 Int 10 Wis 10 Cha 9; *Skills:* Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4 *Feats:* Alertness, Weapon Focus (Morningstar)
Monster Manual 3.5 p. 29

Bugbear Chieftain, Ftr Lvl 1 CR 3; Medium Humanoid; HD 1d10+1 plus 3d8+3; HP 27; Init +1; Spd 30 ft (6 Squares); AC 17 (+1 Dex, +3 Natural, +2 Leather Armor, +1 Light Wooden Shield), Touch 11, Flat-Footed 16; Base Atk +3; Grp +5; Atk Morning Star +5 melee (1d8+2) or javelin +3 ranged (1d6+2); Full Atk Morning Star +5 melee (1d8+2) or javelin +3 ranged (1d6+2); Space/Reach 5 ft./5 ft.; SA –; SQ Darkvision 60 ft., Scent; AL CE; SV Fort +4, Ref +4, Will +1; Str 15 Dex 12 Con 13 Int 10 Wis 10 Cha 9; *Skills:* Climb +3, Hide +5, Intimidate +4, Listen +4, Move Silently +6, Spot +5 *Feats:* Alertness, Combat Reflexes, Power Attack, Weapon Focus (Morningstar)

Monster Manual 3.5 p. 29

Note: Items in *italics* are modified or added due to the Chieftain's fighter level.

(9) The Crystal Pedestal

Carnivorous Ape (Ape) CR 2; Large Animal; HD 4d8+11; HP 30; Init +2; Spd 30 ft (6 Squares), Climb 30 ft.; AC 14 (-1 Size, +2 Dex, +3 Natural), Touch 11, Flat-Footed 12; Base Atk +3; Grp +12; Atk Claw +7 melee (1d6+5); Full Atk 2 Claws +7 melee (1d6+5) and Bite +2 melee (1d6+2); Space/Reach 10 ft./10 ft.; SA –; SQ Low-light vision, Scent; AL N; SV Fort +6, Ref +6, Will +2; Str 21 Dex 15 Con 14 Int 2 Wis 12 Cha 7; *Skills:* Climb +14, Listen +6, Spot +6 *Feats:* Alertness, Toughness
Monster Manual 3.5 p. 268

Ice Toad CR 3; Large Magical Beast (Cold); HD 5d10+15; HP 37; Init +5; Spd 30 ft.; AC 16 (-1 Size +1 Dex +6 Natural), Touch 10, Flat-footed 15; Base Att +5; Grp +13; Atk Bite +8 melee (2d6+6); Full Atk Bite +8 melee (2d6+6) and Tongue +5 ranged touch; Space/Reach 10 ft./5 ft.; SA Improved Grab, Swallow Whole, Sphere of Cold (1 per 2 rounds, 10 ft. radius, 3d6 Cold Damage, Fort SV DC 15 1/2 damage); SQ Cold Subtype; AL Neutral; Fort +7; Ref +5; Will +1; Str 18, Dex 13, Con 17, Int 8, Wis 10, Cha 7; *Skills:* Hide +7 Jump +10 Listen +8 Spot +8; *Feats:* Improved Initiative
Oriental Adventures p. 196

Minotaur CR 4; Large Monstrous Humanoid; HD 6d8+12; HP 30; Init +0; Spd 30 ft (6 Squares); AC 14 (-1 Size, +5 Natural), Touch 19, Flat-Footed –; Base Atk +6; Grp +14; Atk Greataxe +9 melee (3d6+6/x3) or Gore +9 melee (1d8+4); Full Atk Greataxe +9/+4 melee (3d6+6/x3) and Gore +4 melee (1d8+2); Space/Reach 10 ft./10 ft.; SA Powerful charge +9 melee (4d6+6); SQ Darkvision 60 ft., Natural Cunning (Immune to *Maze* spell, never lost, never caught flat-footed), Scent; AL CE; SV Fort +6, Ref +5, Will +5; Str 19 Dex 10 Con 15 Int 7 Wis 10 Cha 8; *Skills:* Intimidate +2, Listen +7, Search +2, Spot +7 *Feats:* Great Fortitude, Power Attack, Track
Monster Manual 3.5 p. 188

Owlbear CR 4; Large Magical Beast; HD 5d10+25; HP 52; Init +1; Spd 30 ft (6 Squares); AC 15 (-1 Size, +1 Dex, +5 Natural), Touch 10, Flat-Footed 14; Base Atk +5; Grp +14; Atk Claw +9 melee (1d6+5); Full Atk 2 Claws +9 melee (1d6+5) and Bite +4 melee (1d8+2); Space/Reach 10 ft./5 ft.; SA Improved Grab; SQ Scent; AL N; SV Fort +9, Ref +5, Will +2; Str 21 Dex 12 Con 21 Int 2 Wis 12 Cha 10; *Skills:* Listen +8, Spot +8 *Feats:* Alertness, Track
Monster Manual 3.5 p. 206

7 Rubble Room

Manticore CR 5; Large Magical Beast; HD 6d10+24; HP 45; Init +2; Spd 30 ft (6 Squares), Fly 50 ft. (Clumsy); AC 17 (-1 Size, +2 Dex, +6 Natural), Touch 11, Flat-Footed 15; Base Atk +6; Grp +15; Atk Claw +10 melee (2d4+5) or 6 spikes +8 ranged (1d8+2/19-20); Full Atk 2 Claws +10 melee (2d4+5) and Bite +8 melee (1d8+2) or 6 spikes +8 ranged (1d8+2/19-20); Space/Reach 10 ft./5 ft.; SA Spikes; SQ Darkvision 60 ft., Low-light vision, Scent; AL LE; SV Fort +9, Ref +7, Will +3; Str 20 Dex 15 Con 19

Int 7 Wis 12 Cha 9; *Skills:* Listen +5, Spot +9 *Feats:* Flyby Attack, Multiattack, Track, Weapon Focus (Spikes)
Monster Manual 3.5 p. 179

10 The Tunnel Room

Umbur Hulk CR 7; Large Aberration; HD 8d8+35; HP 71; Init +1; Spd 20 ft (4 Squares), Burrow 20 ft.; AC 18 (-1 Size, +1 Dex, +8 Natural), Touch 10, Flat-Footed 17; Base Atk +6; Grp +16; Atk Claw +11 melee (2d4+6); Full Atk 2 Claws +11 melee (2d4+6) and Bite +9 melee (2d8+3); Space/Reach 10 ft./10 ft.; SA Confusing Gaze (Per *Confusion* spell, Caster Lvl 8, Will SV DC 15 negates); SQ Darkvision 60 ft., Tremorsense 60 ft.; AL CE; SV Fort +8, Ref +3, Will +6; Str 23 Dex 13 Con 19 Int 11 Wis 11 Cha 13; *Skills:* Climb +12, Jump +5, Listen +11 *Feats:* Great Fortitude, Multiattack, Toughness
Monster Manual 3.5 p. 248

(11) The Bead Curtain

The Curtain: Treat as a Simple Door. DC to open the curtain when running at full speed: 13.

Bugbear CR 2; Medium Humanoid; HD 3d8+3; HP 16 each; Init +1; Spd 30 ft (6 Squares); AC 17 (+1 Dex, +3 Natural, +2 Leather Armor, +1 Light Wooden Shield), Touch 11, Flat-Footed 16; Base Atk +2; Grp +4; Atk Morning Star +5 melee (1d8+2) or javelin +3 ranged (1d6+2); Full Atk Morning Star +5 melee (1d8+2) or javelin +3 ranged (1d6+2); Space/Reach 5 ft./5 ft.; SA –; SQ Darkvision 60 ft., Scent; AL CE; SV Fort +2, Ref +4, Will +1; Str 15 Dex 12 Con 13 Int 10 Wis 10 Cha 9; *Skills:* Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4 *Feats:* Alertness, Weapon Focus (Morningstar)
Monster Manual 3.5 p. 29

Gargoyle CR 4; Medium Monstrous Humanoid; HD 4d8+19; HP 26 each; Init +2; Spd 40 ft (8 Squares), Fly 60 ft. (Average); AC 16 (+2 Dex, +4 Natural), Touch 12, Flat-Footed 14; Base Atk +4; Grp +6; Atk Claw +6 melee (1d4+2); Full Atk 2 Claws +6 melee (1d4+2) and Bite +4 melee (1d6+1) and Gore +4 melee (1d6+1); Space/Reach 5 ft./5 ft.; SA –; SQ Damage Reduction 10/magic, Darkvision 60 ft., Freeze; AL CE; SV Fort +5, Ref +6, Will +4; Str 15 Dex 14 Con 18 Int 6 Wis 11 Cha 7; *Skills:* Hide +7, Listen +4, Spot +4 *Feats:* Multiattack, Toughness
Monster Manual 3.5 p. 113

Gnoll CR 1; Medium Humanoid (Gnoll); HD 2d8+1; HP 12 each; Init +0; Spd 30 ft (6 Squares); AC 15 (+1 Natural, +2 Leather Armor, +2 Heavy Steel Shield), Touch 10, Flat-Footed 15; Base Atk +1; Grp +3; Atk Battleaxe +3 melee (1d8+2/x3) or Shortbow +1 ranged (1d6/x3); Full Atk Battleaxe +3 melee (1d8+2/x3) or Shortbow +1 ranged (1d6/x3); Space/Reach 5 ft./5 ft.; SA –; 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 +2, Spot +3 *Feats:* Power Attack
Monster Manual 3.5 p. 130

Ogre CR 3; Large Giant; HD 4d8+11; HP 22 each; Init -1; Spd 40 ft (8 Squares), 30 ft. in Hide Armor; AC 16 (-1 Size, -1 Dex, +5 Natural, +3 Hide Armor), Touch 8, Flat-Footed 16; Base Atk +3; Grp +12; Atk Greatclub +8 melee (2d8+7) or Javelin +1 ranged (1d8+5); Full Atk Greatclub

+8 melee (2d8+7) or Javelin +1 ranged (1d8+5);
Space/Reach 10 ft./10 ft.; SA –; SQ Darkvision 60 ft., Low-light vision; AL CE; SV Fort +6, Ref +0, Will +1; Str 21 Dex 8 Con 15 Int 6 Wis 10 Cha 7; *Skills*: Climb +5, Listen +2, Spot +2 *Feats*: Toughness, Weapon Focus (Greatclub)
Monster Manual 3.5 p. 199

12 The Five Cubicles

Find Trap DC: 15

13 The Chess Room

Search DC to find Secret Compartment in the Statue: 20

14 The Metal Doors

Treat the doors as if they were made of Adamantine:

Hardness: 20
Hit Points: 40

In addition, the magical protection on this room gives the doors damage reduction 100/+5.

16 The Chute

DC 15 to climb walls.
DC 0 to climb rungs.

17 The Air Level

DC 5 to run over uneven ground.

18 The Hieracosphynx

Hieracosphynx CR 5; Large Magical Beast; HD 9d10+18; HP 67; Init +2; Spd 30 ft (6 Squares), Fly 90 ft. (Poor); AC 19 (-1 Size, +2 Dex, +8 Natural), Touch 11, Flat-Footed 17; Base Atk +9; Grp +18; Atk Bite +13 melee (1d10+5); Full Atk Bite +13 melee (1d10+5) and 2 Claws +8 melee (1d6+2); Space/Reach 10 ft./5 ft.; SA Pounce (Charge for full attack plus 2 Rake), Rake +13 melee (1d6+2 damage); SQ Darkvision 60 ft., Low-light vision; AL CE; SV Fort +8, Ref +8, Will +5; Str 21 Dex 14 Con 15 Int 6 Wis 15 Cha 10; *Skills*: Listen +10, Spot +14 *Feats*: Alertness, Cleave, Flyby Attack, Power Attack
Monster Manual 3.5 p. 234

19 (A) Pteranodons

If damaged in a Pteranodon attack while on the stairs a Reflex Save DC 15 must be made or the character will fall to the ground, taking damage according to the distance of the fall. The staircase is 50 ft. tall.

Pteranodon CR 2; Large Animal; HD 3d8+3; HP 21, 18, 15; Init +1; Spd 10 ft. (2 Squares), Fly 50 ft. (Average); AC 13 (-1 Size, +2 Dex, +2 Natural), Touch 11, Flat-Footed 11; Base Atk +1; Grp +10; Atk Bite +6 melee (1d8+5); Full Atk Bite +6 melee (1d8+5); Space/Reach 30 ft./5 ft.; SA –; SQ –; AL N; SV Fort +4, Ref +4, Will +1; Str 20 Dex 13 Con 12 Int 2 Wis 10 Cha 6; *Skills*: Spot +3 *Feats*: Flyby Attack

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(21) The Strange Monkeys

Su-Monster CR 5; Medium Magical Beast; HD 5d10+5; HP 34, 31, 29; Init +2; Spd 30 ft (6 Squares), Climb 30 ft.; AC 13 (+2 Dex, +1 Natural), Touch 12, Flat-Footed 11; Base Atk +5; Grp +5; Atk Bite +5 melee 1d8; Full Atk Bite +5 melee 1d8 plus 4 Claws +5 melee (1d4); Space/Reach 5 ft./5 ft.; SA –; SQ Low-light Vision, Scent; AL CN; SV Fort +5, Ref +6, Will +1; Str 11 Dex 15 Con 12 Int 10 Wis 10 Cha 8; *Skills*: Balance +8, Climb +12, Hide+6, Listen +4, Spot +8 *Feats*: Alertness, Improved Natural Attack (Bite)
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22 The Medusa

Medusa CR 7; Medium Monstrous Humanoid; HD 6d8+6; HP 42; Init +3; Spd 30 ft (6 Squares); AC 15 (+2 Dex, +3 Natural), Touch 12, Flat-Footed 13; Base Atk +6; Grp +6; Atk Shortbow +8 ranged (1d6/x3) or Dagger +8 melee (1d4/19-20) or Snakes +8 melee (1d4 plus Poison)1; Full Atk Shortbow +8/+3 ranged (1d6/x3) or Dagger +8/+3 melee (1d4/19-20) and Snakes +3 melee (1d4 plus Poison); Space/Reach 5 ft./5 ft.; SA Petrifying Gaze 30 ft. Range, Turn to Stone permanently, Fort SV DC 15 negates), Poison (1d6 Str/2d6 Str, Fort SV DC 14); SQ Darkvision 60 ft.; AL LE; SV Fort +3, Ref +7, Will +6; Str 10 Dex 15 Con 12 Int 12 Wis 13 Cha 15; *Skills*: Bluff +9, Diplomacy +4, Disguise +9 (+11 Acting), Intimidate +4, Move Silently +8, Spot +8 *Feats*: Point Blank Shot, Precise Shot, Weapon Finesse
Monster Manual 3.5 p. 180

Treasure: Bracers of Defense +6, Potion of Sweet Water (Treat as Potion of Purify Drink only)

Poison Thorns:

Fortitude Save DC 11.
Primary Damage: Sleep 20 – 120 minutes
Secondary Damage: None

(25) The Flame Creatures

Firebats CR 3; Small Elemental (Fire); HD 6d8-6; HP 21; Init 3; Spd 10 ft., Fly 50 ft. (Good); AC 16 (+1 Size +3 Dex +2 Natural), Touch 14, Flat-footed 13; Base Att +3; Grp -2; Atk Bite +8 melee (1d6-1 plus Fire (1d6)); Full Atk Bite +8 melee (1d6-1 plus Fire (1d6)); Space/Reach 5 ft./5 ft.; SA Attach (Successful attack results in 1d6 fire damage per round), Burn (Successful attack causes victim to catch fire, Ref SV DC 12 negates), Devour (Once attached cause 1d6-1 points damage per round until 6 points inflicted); SQ Blindsight 120 ft., Elemental Traits, Fire Subtype, Regeneration 5; AL Neutral Evil; Fort +1; Ref +8; Will +0; Str 8, Dex 17, Con 8, Int 6, Wis 7, Cha 5; *Skills*: Hide +15 Listen +9 Spot +9; *Feats*: Flyby Attack, Weapon Finesse (Bite) Monster Manual II, p. 102

26 The Fire Giant

Giant, Fire CR 10; Large Giant (Fire); HD 15d8+75; HP 142; Init -1; Spd 40 ft Base Speed (8 Squares), 30 ft. in Half-Plate Armor; AC 23 (-1 Size, -1 Dex, +8 Natural, +7 Half-Plate Armor), Touch 8, Flat-Footed 23; Base Atk +11; Grp +25; Atk Greatsword +20 melee (3d6+15) or Slam +20 melee (1d4+10) or Rock +10 ranged (2d6+10 plus 2d6 fire); Full Atk Greatsword +20/+15/+10 melee (3d6+15) or 2 Slams +20 melee (1d4+10) or Rock +10 ranged (2d6+10 plus 2d6 fire); Space/Reach 10 ft./10 ft.; SA Rock Throwing; SQ Immunity to Fire, Low-light vision, Rock Catching, Vulnerability to Cold; AL LE; SV Fort +14, Ref +4, Will +9; Str 31 Dex 9 Con 21 Int 10 Wis 14 Cha 11; *Skills*: Climb +9, Craft +6, Intimidate +6, Jump +9, Spot +14 *Feats*: Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack
Monster Manual 3.5 p. 121

Reflex Save DC 25 to avoid knockback when struck by a boulder.

29 The Great Fish

Dinichthys CR 7; Huge Animal; HD 10d8+20; HP 65; Init +2; Spd Swim 60 ft (12 Squares); AC 17 (-2 Size, +4 Dex, +5 Natural), Touch 12, Flat-Footed 13; Base Atk +3; Grp +8; Atk Bite +10 melee (2d6+7); Full Atk Bite +10 melee (2d6+7); Space/Reach 25 ft./10 ft.; SA Swallow Whole; SQ -; AL N; SV Fort +9, Ref +9, Will +3; Str 24 Dex 15 Con 14 Int 2 Wis 10 Cha 6; *Skills*: Spot +5, Swim +8 *Feats*: Snatch, Weapon Focus (Bite)
d20™ System Conversion of Dungeon Module C2: The Ghost Tower of Inverness

27 The Reverse Gravity Area

Reflex Save DC 15 to catch the edge of the hole.

32 The Ixitxachitl Lair

Ixitxachitl CR 1; Small Aberration (Aquatic); HD 1d8+1; HP 5; Init +3; Swim 30 ft.; AC 16 (+1 Size +3 Dex +2 Natural), Touch 14, Flat-footed 13; Base Atk +0; Grp -3; Atk Bite +2 melee (1d6+1); Full Atk Bite +2 melee (1d6+1); Space/Reach 5 ft./5 ft.; SA -; SQ Darkvision 60 ft.; AL Chaotic Evil; Fort +1; Ref +3; Will +3; Str 12, Dex 16, Con 13, Int 12, Wis 13, Cha 7; *Skills*: Hide +11 Knowledge (Nature) +5 Listen +5 Spot +5 Survival +5 Swim +9 Tumble +7; *Feats*: Dodge
Monster Manual II, p. 128

33 The Jewel Room

If struck by the Soul Gem's Ray a Will Save DC 20 must be made. A successful save results in the character being bleached white. A failed roll indicates that the character's soul is captured by the gem. Additionally, whenever a character is struck all magic items carried must make a Will Save DC 20 to avoid being drained of all magical power permanently. All normal bonuses to the save apply (see Dungeon Master's Guide v 3.5 p. 214)

Updated Monsters

Dinosaur – Dinichtys

Huge Animal

Hit Dice: 10d8+20 (65 HP)

Initiative: +2

Speed: Swim 60 ft. (12 squares)

Armor Class: 17 (-2 Size, +4 Dex, +5 Natural), Touch 12, Flat-footed 13

Base Attack/Grapple: +3/+8

Attack: Bite +10 melee (2d6+7)

Full Attack: Bite +10 melee (2d6+7)

Space/Reach: 25 ft./10 ft.

Special Attacks: Swallow whole

Special Qualities: -

Saves: Fort +9, Ref +9, Will +3

Abilities: Str 24, Dex 15, Con 14, Int 2, Wis 10, Cha 6

Skills: Spot +5, Swim +8

Feats: Snatch, Weapon Focus (Bite)

Environment: Temperate Ocean

Organization: Solitary or Pair

Challenge Rating: 7

Treasure: None

Alignment: Always Neutral

Advancement: 11-20 HD (Huge); 21-30 HD (Gargantuan)

Level Adjustment: -

This massive fish resembles an armored shark. It is one of the most efficient killing machines ever to roam the oceans.

This animal is always found in salt water. It has a voracious appetite and will attack anything it can eat.

Dinosaur – Pteranodon

Large Animal

Hit Dice: 3d8+3 (16 HP)

Initiative: +1

Speed: 10 ft. (2 Squares) Fly 50 ft. (Average)

Armor Class: 13 (-1 Size, +2 Dex, +2 Natural), Touch 11, Flat-footed 11

Base Attack/Grapple: +1/+10

Attack: Bite +6 melee (1d8+5)

Full Attack: Bite +6 melee (1d8+5)

Space/Reach: 30 ft./5 ft.

Special Attacks: -

Special Qualities: -

Saves: Fort +4, Ref +4, Will +1

Abilities: Str 20, Dex 13, Con 12, Int 2, Wis 10, Cha 6

Skills: Spot +3

Feats: Flyby Attack

Environment: Temperate Forest, Hills or Mountains

Organization: Solitary, Pair or Clutch (3-18)

Challenge Rating: 2

Treasure: None

Alignment: Always Neutral

Advancement: 4-6 HD (Large), 7-9 HD (Huge)

Level Adjustment: -

These flying reptiles use their powerful wings to carry off prey 3 to 4 times their own weight.

These animals often lair in cliff faces, using the natural overhangs as shelter and attacking from the shadows in order to catch their prey off guard.

Su-Monster

Medium Magical Beast

Hit Dice: 5d10+5 (32 HP)
Initiative: +2
Speed: 30 ft. (6 Squares) Climb 30 ft.
Armor Class: 13 (+2 Dex, +1 Natural), Touch 12, Flat-footed 11
Base Attack/Grapple: +5/+5
Attack: Bite +5 melee (1d8)
Full Attack: Bite +5 melee (1d8) plus 4 Claws +5 melee (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Latent Psionics
Special Qualities: Low-light Vision, Scent
Saves: Fort +5, Ref +6, Will +1
Abilities: Str 11, Dex 15, Con 12, Int 10, Wis 10, Cha 8
Skills: Balance +8, Climb +12, Hide+6, Listen +4, Spot +8
Feats: Alertness, Improved Natural Attack (Bite)
Environment: Temperate Forest or Underground
Organization: Solitary, Pair or Troop (3-12)
Challenge Rating: 5
Treasure: None
Alignment: Always Chaotic Neutral
Advancement: 6-10 HD (Medium), 11-15 HD (Large)
Level Adjustment: –

These creatures resemble monkeys with long nails and often hang by their prehensile tails in order to attack with all four claws and their bite.

Su-Monsters are carnivorous and prefer to hunt small prey. Only males will be encountered unless a Troop appears. Troops will be 1/6 male, 1/3 female and the balance immature young. If the young are attacked the females gain a +2 bonus on all attack and save rolls until the threat ends. If a female is harmed the males will go into a frenzy, gaining +4 on attack and save rolls until all enemies are dead.

Latent Psionics: If a Su-Monster detects the use of Psionics or magic within 120 ft. it will rush to the scene and use its lone attack ability. These abilities lay dormant unless there is psionic or magical activity nearby. Choose one ability per Su-Monster: 3/day: Daze (DC 9), 1/day: Charm Person (DC 9) or 1/day: Mind Blast (20 ft. cone, all within cone Stunned for 1d3 rounds, SV DC 9)

Skills: Su-Monsters have a +8 racial bonus on Climb and Balance checks.