

# **B9 CASTLE CALDWELL AND BEYOND**

**DUNGEONS & DRAGONS 5TH EDITION CONVERSION BY KENTTI**

# THE CLEARING OF CASTLE CALDWELL

You can find this chapter on page 3 of the *B9 Castle Caldwell and Beyond* Module from TSR, Inc.

## WANDERING MONSTERS

See page 3 for the following information. The four wandering monsters are **goblins**.

### 1. ABANDONED DINING ROOM

See page 4 for the following information. To find the sack under the table requires a successful DC 10 Intelligence (Investigation) check.

### 2. GUARDROOM

See page 4 for the following information. To hear the argument requires a successful DC 10 Wisdom (Perception) check.

There are four **goblins** in the room.

### 3. BEDROOM

See page 4 for the following information. The trader is a **bandit**.

### 4. BEDROOM

See page 4 for the following information. The trader is a **bandit** without a magical weapon.

### 5. BEDROOM

See page 4 for the following information. The trader is a **bandit**.

### 7. UTILITY ROOM

See page 4 for the following information. The statue talks only to creatures with good alignment. It has AC 17 and 100 hp. No chance to break an edged weapon.

### 10. STOREROOM

See page 4 for the following information. There are two **stirges** in the room.

### 11. CHAPEL

See page 5 for the following information. There is an **acolyte** in the chapel. The two vials are *potions of healing*.

### 14. BEDROOM

See page 5 for the following information. There is a **giant wolf spider** in the room.

### 15. STOREROOM

See page 5 for the following information. There are three **bandits** in the room. One of the scimitars is cursed. The scimitar gives -1 to attack rolls and damage rolls. *Identify* spell doesn't reveal this curse. No attunement needed and the wielder doesn't know anything is wrong.

### 16. BEDROOM

See page 5 for the following information. There are three **kobolds** in the room.

### 19. GUARDROOM

See page 5 for the following information. To find the sack requires a successful DC 10 Intelligence (Investigation) check.

### 21. UTILITY ROOM

See page 5 for the following information. The door is *arcane locked*.

### 22. STOREROOM

See page 6 for the following information. There is a **giant badger** in the room.

### 23. LIBRARY

See page 6 for the following information. There are two **giant fire beetles** in the library.

### 24. PANTRY

See page 6 for the following information. There is a **poisonous snake** in the room.

### 25. PANTRY

See page 6 for the following information. The chest is trapped. A successful DC 10 Intelligence (Investigation) check required no notice the trap. If the trap is triggered, everyone within 5 feet of the chest must make a DC 10 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

### 27. BEDROOM

See page 6 for the following information. To find the sack requires a successful DC 10 Intelligence (Investigation) check.

### 31. COURTYARD

See page 6 for the following information. There are two **wolves** in the courtyard.



# DUNGEONS OF TERROR

You can find this chapter on page 8 of the B9 *Castle Caldwell and Beyond* Module from TSR, Inc.

## 1. DUNGEON ENTRANCE

---

See page 9 for the following information. There is a **doppelganger** at the entrance.

## 2. MAGIC-USER LAIR

---

See page 9 for the following information. There are two **apprentice wizards** in the room.

## 3. UNFINISHED ROOM

---

See page 9 for the following information. There is a **swarm of insects** in the room.

## 7. STOREROOM

---

See page 11 for the following information. There is a **gelatinous cube** in the room. The dagger inside the gelatinous cube is nonmagical.

## 10. CAVERN

---

See page 11 for the following information. There are four **bandits** in the cavern. All the scimitars are nonmagical.

## 11. CAVERN

---

See page 11 for the following information. To find the trap requires a successful DC 10 Intelligence (Investigation) check. To disarm the trap requires a successful DC 10 Dexterity check with thieves' tools. Each of the three dart makes a ranged melee attack with a +4 bonus dealing 2 (1d4) piercing damage on a hit.

## 13. CAVERN

---

See page 11 for the following information. There are three **thouls** in the room.

## 14. TOMB

---

See pages 11-12 for the following information. To slide the stone lids requires a successful DC 15 Strength check.

**Coffin 3.** There is a **wight** in the coffin.

**Coffin 5.** To find the trap requires a successful DC 15 Intelligence (Investigation) check. To disarm the trap requires a successful DC 15 Dexterity check with thieves' tools. If the trap is triggered, everyone within 5 feet of the coffin must make a DC 10 Constitution saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

**Coffin 7.** The coffin contains a *spell scroll of Tenser's floating disc*.

**Coffin 8.** There is a **wight** in the coffin.

# THE ABDUCTION OF PRINCESS SYLVIA

You can find this chapter on page 13 of the *B9 Castle Caldwell and Beyond* Module from TSR, Inc.

## 1. ENTRANCEWAY

See pages 13-14 for the following information. There is a **goblin** and a **lizardfolk** in the entranceway.

## 2. GUARD POST

See page 14 for the following information. The top drawer contains a *spell scroll of lesser restoration*.

To find the secret door requires a successful DC 15 Wisdom (Perception) check.

## 2A. SECRET TUNNEL

See page 14 for the following information. There is a **yellow mold** and a **green slime** in the tunnel.

## 4. OBSERVATION ROOM

See page 14 for the following information. To find the secret door requires a successful DC 10 Wisdom (Perception) check.

## 5. GOBLIN LEADER'S QUARTERS

See page 14 for the following information. There are two **goblins** and a **goblin boss** in the quarters. The goblin boss doesn't have a magical weapon.

To find the secret door requires a successful DC 15 Wisdom (Perception) check.

## 6. GOBLIN QUARTERS

See page 14 for the following information. There are five **goblins** in the room.

## 7. OLIVER'S BEDROOM

See page 16 for the following information. To find the trap requires a successful DC 20 Intelligence (Investigation) check. To disarm the trap requires a successful DC 15 Dexterity check with thieves' tools. If the trap is not disarmed, a creature within 3 inches of the lock takes 1 piercing damage and 11 (2d10) poison damage, and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour.

## 8. LIZARD MAN LEADER'S QUARTERS

See page 16 for the following information. Depending where the characters are entering the quarters, there are either a **lizardfolk** (lizardfolk leader) or four **lizardfolk** in the quarters. The lizardfolk are carrying a total of four *potions of healing*.

## 9. LIZARD MEN QUARTERS

See page 16 for the following information. Depending where the characters are entering the quarters, there is no one or there are three **lizardfolk** in the room.

## 10. TREASURE ROOM

See page 16 for the following information. To find the secret door requires a successful DC 15 Wisdom (Perception) check.

To notice the sliding door mechanism requires a successful DC 15 Intelligence (Investigation) check.

There are three **zombies** in the room.

## 11. DINING ROOM

See page 16 for the following information. There is a **goblin** in the room.

## 12. KITCHEN

See page 17 for the following information. There is a **goblin** in the room.

To find the secret door requires a successful DC 15 Wisdom (Perception) check.

## 13. LABORATORY

See page 17 for the following information. There is an **owlbear**, **Oliver of Horn**, and Princess Sylvia who is a **commoner** with Charisma score of 14 (+2).

**Treasure.** Two *potions of healing*, two *potions of invisibility*, *potion of diminution*, *potion of gaseous form*, *potion of growth*, and *potion of poison*.

Oliver's spellbook contains the following spells: *comprehend languages*, *detect magic*, *magic missile*, *mage armor*, *invisibility*, *phantasmal force*, *shield*, *sleep*, and *web*.



# THE GREAT ESCAPE

You can find this chapter on page 18 of the *B9 Castle Caldwell and Beyond* Module from TSR, Inc.

## NOTES FOR THE DUNGEON MASTER

See page 18 for the following information. Veterans are **guards** with shortswords and daggers instead of spears.

### 1. PRISON CELL

See page 19 for the following information. The jailer is a **gnoll**.

### 2. KITCHEN AND COMMON DINING ROOM

See page 19 for the following information. There are 12 **commoners** (servants), eight **guards** armed with daggers and wearing leather armor but no shields (AC 12), and two **warriors** armed with daggers and wearing leather armor but no shields (AC 12).

### 4. MEN'S BATH

See pages 19-20 for the following information. Any character searching the room must make a successful DC 10 Dexterity (Acrobatics) check or fall prone.

### 6. MEN'S EXERCISE ROOM

See page 20 for the following information. There is a **guard** (veteran) in the room armed with leather armor and an improvised weapon (weight). The veteran's Strength is 14 (+2).

### 8. WOMEN'S BATH

See page 20 for the following information. Any character searching the room must make a successful DC 10 Dexterity (Acrobatics) check or fall prone.

### 10. WOMEN'S EXERCISE ROOM

See page 20 for the following information. The weights can be used as improvised weapons.

### 11. PANTRY

See page 20 for the following information. Three of the five vials are *potions of healing*, one is a *potion of invisibility*, and one is a *potion of poison*.

### 15. JAILER'S QUARTERS

See page 22 for the following information. To find the large chest requires a successful DC 15 Intelligence (Investigation) check. The chest is trapped with a poison needle trap. A creature within 3 inches of the lock takes 1 piercing damage and 11 (2d10) poison damage, and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour. A successful DC 20 Intelligence (Investigation) check allows a character no notice the trap. A successful DC 15 Dexterity check using thieves' tools disarms the trap.

### 17. COMMON LIVING ROOM

See page 22 for the following information. There are two **guards** (veterans) armed with daggers and wearing studded leather armor but no shields (AC 13).

### 19. COMMANDER'S DINING ROOM

See page 22 for the following information. There is a **commander**, a **visiting officer**, and a **commoner** (wife) in the room.

### 20. COMMANDER'S BEDROOM

See page 22 for the following information. The sword and the shield are nonmagical.

To detect the false bottom requires a successful DC 15 Intelligence (Investigation) check. The dagger is cursed. It gives -1 to attack rolls and damage rolls. Identify spell doesn't reveal this curse. No attunement needed and the wielder doesn't know anything is wrong.

### 24. FEMALE VETERAN'S QUARTERS

See page 23 for the following information. There is a **guard** (veteran) in the room armed with dagger and wearing leather armor but no shield (AC 12).

To find the hidden coins requires a successful DC 10 Intelligence (Investigation) check.

### 27. FEMALE WARRIOR'S QUARTERS

See page 23 for the following information. There is a **guard** with a Strength score of 14 (+2) and a nonmagical weapon.

### 31. MALE VETERAN'S QUARTERS

See page 23 for the following information. To find the coins requires a successful DC 10 Intelligence (Investigation) check.

### 32. MALE VETERAN'S QUARTERS

See page 23 for the following information. There is a **guard** (veteran) in the room wearing leather armor but no shield (AC 12).

### 36 MALE VETERAN'S QUARTERS

See page 23 for the following information. There is a **guard** (veteran) in the room wearing leather armor but no shield (AC 12).

### 39. MALE WARRIOR'S QUARTERS

See page 24 for the following information. The chain mail is nonmagical.

To find the secret compartment requires a successful DC 15 Intelligence (Investigation) check.

### 41. MALE WARRIOR'S QUARTERS

See page 24 for the following information. There is a **guard** in the room.

To open the box requires a successful DC 15 Dexterity check with thieves' tools.

## 42. TREASURY

---

See page 24 for the following information. To open the iron box requires a successful DC 15 Dexterity check with thieves' tools. The box contains three *potions of growth*, a *ring of fire resistance*, but no *rod of cancellation*.



# THE SANCTUARY OF ELWYN THE ARDENT

You can find this chapter on page 25 of the *B9 Castle Caldwell and Beyond* Module from TSR, Inc.

## OUTSIDE THE FORTRESS

See page 26 for the following information. There are four **troglydites** outside the fortress. To find the troglodytes' lair requires a successful DC 10 Wisdom (Survival) check.

### 3. ALTAR

See pages 26-28 for the following information. There are six **acolytes** in the room.

### 5B. ORC LAIR

See page 28 for the following information. There are six **orcs** in the lair. The orc leader's weapons are nonmagical.

To find the loose stone requires a successful DC 20 Intelligence (Investigation) check. The cavity holds three *spell scrolls of cure wounds* and a *potion of growth*, but no *potion of polymorph*. The warhammer is nonmagical.

### 8. GOLEM CHAMBER

See pages 28-29 for the following information. There is an **animated armor** in the chamber.

### 9. TREASURE ROOM

See page 29 for the following information. To find the loose stone requires a successful DC 20 Intelligence (Investigation) check.

**Treasure.** *Wand of paralysis*, nonmagical longsword, *spell scroll of cure wounds*, *spell scroll of silence*, and *ring of spell storing* with the following spells stored: *two magic missile spells and lightning bolt spell*.

### 11. STATUE

See page 29 for the following information. The statue is a **gargoyle** without wings and no flying speed.

### 12. EMPTY ROOM

See pages 29-30 for the following information. There is a pit trap in the room. To notice the pit requires a successful DC 10 Wisdom (Perception) check. Anyone falling into the pit, takes 3 (1d6) bludgeoning damage as the pit is 10 feet deep.

### 13. STATUE

See page 30 for the following information. A creature striking the statue with a metal weapon takes 5 (2d4) lightning damage.

### 15. CELL

See page 30 for the following information. To bend bars requires a successful DC 20 Strength check.

### 16. BLACK DRAGON

See page 30 for the following information. There is a **black dragon wyrmling** in the room.

### 21. ALTAR

See page 31 for the following information. There are two **gargoyles** and two **shadows** in the room. Elwyn has cast *darkness* spell into the room.

### 16A. ELWYN THE ARDENT

See page 31 for the following information. **Elwyn the Ardent** is in the room. Her weapons and shield are nonmagical.

## APPENDIX: MONSTER/NPC STATISTICS

### COMMANDER

Medium humanoid (human), lawful neutral

**Armor Class** 20 (plate mail, shield)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	10 (+0)	11 (+0)	13 (+1)

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** Common

**Challenge** 1 (200 XP)

### Actions

**Multiattack.** The commander makes two attacks.

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 5 (1d6 + 2) piercing damage.

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

### ELWYN THE ARDENT

Medium humanoid (human), chaotic evil

**Armor Class** 20 (plate mail, shield)

**Hit Points** 38 (7d8 + 7)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

**Skills** Medicine +5, Persuasion +3, Religion +3

**Senses** passive Perception 11

**Languages** Common

**Challenge** 3 (700 XP)

**Divine Eminence.** As a bonus action, Elwyn can expend a spell slot to cause her melee weapon attacks to magically deal an extra 10 (3d6) necrotic damage to a target on a hit. This benefit lasts until the end of the turn. If Elwyn expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

**Spellcasting.** Elwyn is a 6th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Elwyn has following cleric spells prepared:

Cantrips (at will): *guidance, light, sacred flame, thaumaturgy*

1st level (4 slots): *bane, command, cure wounds, inflict wounds, protection from evil and good*

2nd level (3 slots): *darkness, hold person*

3rd level (3 slots): *bestow curse, dispel magic*

### Actions

**Warhammer.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, or 7 (1d10 + 2) bludgeoning damage if used with two hands.



## OLIVER OF HORN

Medium humanoid (human), chaotic evil

**Armor Class** 12 (15 with *mage armor*)  
**Hit Points** 18 (4d8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

**Skills** Arcana +5, History +4  
**Senses** passive Perception 11  
**Languages** Common  
**Challenge** 1 (200 XP)

**Special Equipment.** Oliver has *potion of healing* and *potion of invisibility*.

**Spellcasting.** The medium is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Oliver has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*

1st level (4 slots): *detect magic*, *magic missile*, *mage armor*, *shield*, *sleep*

2nd level (3 slots): *phantasmal force*, *web*

### Actions

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

## THOUL

Medium humanoid (thoul), neutral evil

**Armor Class** 12  
**Hit Points** 16 (3d8 + 3)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

**Senses** darkvision 60 ft., passive Perception 10  
**Languages** Common  
**Challenge** 1/4 (50 XP)

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## VISITING OFFICER

Medium humanoid (human), lawful neutral

**Armor Class** 18 (chain mail, shield)  
**Hit Points** 22 (4d8 + 4)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	10 (+0)	11 (+0)	11 (+0)

**Skills** Perception +2  
**Senses** passive Perception 12  
**Languages** Common  
**Challenge** 1 (200 XP)

### Actions

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.