Classic Adventure Module Conversion

# The Ghost Tower of Inverness

By Stan Shinn

**For Characters Levels 5-7**

# Classic Modules Today

**A D&D 5<sup>th</sup> Edition Conversion of the Early Edition Adventure Module**

# C2 THE GHOST TOWER OF INVERNESS

## By Stan Shinn

**Introduction:** In 1980, TSR published the module named "The Ghost Tower of Inverness" with the module code "C2". It was written by Allen Hammack and illustrated by Jeff Dee, David S. "Diesel" LaForce, Jim Roslof, Erol Otus, David C. Sutherland III, and Bill Willingham. The original 20-page module included many maps of the different levels and player handouts. It had a good mix of combat and puzzles.

In 2004, for the 30th anniversary of the Dungeons & Dragons game, Dungeon magazine ranked this module the 30th greatest adventure of all time. This conversion guide allows DMs to run the original module with 5$^{th}$ Edition rules and provides a reference sheet for encounters.

*A 15+ hour adventure for character levels 5-7*

# C2: The Ghost Tower of Inverness

*"The Ghost Tower is a big puzzle, a brain teaser that tests the quick thinking and logic of the players."*
—James Maliszewski, *grognardia.blogspot.com*

## Introduction

In writing this conversion, I had the great honor to run some ideas and ask for clarification from the original author of the module, Allen Hammack. I was able to ask him about his original intent on certain encounters, and advice on trying to keep the feel and spirit of the original module. To use this conversion guide you will need a copy of "C2 The Ghost Tower of Inverness", originally available in hard-copy and now for sale in Digital format at www.dndclassics.com.

This document gives GMs advice to convert the module to the latest 5th Edition rules and guidance on preparing the adventure. A list of random encounters provides a quick in-game reference. Most creatures refer to stat blocks in the D&D 5E Monster Manual.

Page listings may refer to abbreviations: MM (Monster Manual), CR (Challenge rating), and DMG (Dungeon Master Guide). All other page number refer to the locations in the original 'The Ghost Tower of Inverness' module. Key text is in **bold** for easy scanning. Magic items are noted in *italics*.

Find more information about this and other early edition conversions at www.classicmodulestoday.com.

If you have comments, suggestions, or questions, please
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## Reference Sheet

For convenience, there is a Reference Sheet at the end of this document which summarizes the key information you'll need during the game onto one concise sheet. You can print this onto a single, double-sided page (perhaps on colored cardstock) as a handy tool that you can use alongside a hard copy of the module. After reading this document, all you'll need to run the game is the original module, the Monster Manual, the Reference Sheet, and optionally any notes or visuals you've prepared.

## Adventure Summary

A shadow from the past, the Ghost Tower of Inverness has loomed ever larger in the mind of the great Seer of Urnst. Now he has convinced the Duke that an expedition should be organized to go to the ancient keep and recover its greatest treasure – the fabled Soul Gem.

## Converting to the Realms

This brief guide outlines a few thematic changes and additions to bring "The Ghost Tower of Inverness" into the Forgotten Realms world of Faerûn.

This module was originally written for the World of Greyhawk. The Ghost Tower was located in the foothills of the Abbor-Alz, on a rocky outcropping overlooking Wooly Bay, just northwest of the Bright Desert.

An abandoned castle, with a legendary, powerful mysterious magical gem, on the outskirts of a desert? In the Forgotten Realms, this lend itself well to be set in or adjacent to Netheril.

Many years ago, the once-great empire of Netheril was shattered when the prodigious arcanist Karsus attempted to steal the power of the goddess Mystryl. This event led to the temporary nullification of all the world's magic, which caused the empire's floating cities to plummet to the ground. Most of the Netherese Empire was lost in history as the land where the cities fell were gradually transformed into the vast desert of Anauroch.

For the purposes of this conversion, assume that the Ghost Tower is one of the ruined deserted castles that was once part of a Netherese city that was buried under the sands of Anauroch.

The Seer could be from any neighboring kingdom of Netheril, rather than the Duchy of Urnst.

This module was originally written for tournament play, and has a specific setup/storyhook for that (p. 4, "Tournament Background"). For non-tournament storyhooks, read the section on "Non-Tournament Play", starting on p. 3. However, regarding party sizes, I will be assuming a party size of 4-6, rather than 5-10, as the module assumes.

## GM Notes

Special rules and tactics to brush up on prior to the game:
- Review rules for swimming, PHB p. 175 and 181-182, and underwater combat, p. 198, and DMG p. 116
- Know rules if throwing a lit **Flask of Oil**.
- Know how to use **perception** rules for numerous **traps and secret doors**.
- Determine **spell tactics** for spellcasters (Random Encounters tables, Sea Hag coven, etc)

## Visuals

One of the things this module is known for is the great use of player handouts, and the great artwork on them. Make copies of them to give to your players.

# Random Encounters

To keep the random encounters balanced for 5th Edition, I started with rules for encounter building in the DMG starting on p. 81, and random encounter building on p. 85. I used a party size of 5, average level of 6 for the baseline.

I also utilized the guidelines provided in "Unearthed Arcana: Encounter Building": http://dnd.wizards.com/articles/unearthed-arcana/encounter-building, as well as the guidelines from Sly Flourish: http://slyflourish.com/5e_encounter_building.html

In addition to some of the more common type of "wandering monsters", I also included many unusual monsters. The Ghost Tower has extra-temporal and extra-planar properties. It's easy enough to conceive a devil getting scooped up randomly and being *VERY* annoyed about it!

If you need to adjust the difficulty of the random encounters because your party is of a different size or average party level, remember that adjusting the number of monsters has more of an impact than adjusting the strength of the individual monsters. Search the internet for "action economy" for more on that topic.

## Wandering Monsters (Upper Ruins)

Using only the Monster Manual: **Roll 1d12**
Using MM and Volo's Guide to Monsters: **Roll 1d12 + 1d8**

1. 7 Bugbears, 1 Bugbear Chief
2. 4 Githyanki Warriors
3. 4 Shadows, 1 Wraith
4. 3 Nothic, 1 Grell
5. 3 Lamias
6. 1 Ettercap, 3 Giant Spiders, 1 Phase Spider
7. 3 Flameskulls
8. 1 Chain Devil
9. 5 Ghouls, 2 Ghasts
10. 1 Chimera
11. 3 Displacer Beasts
12. 5 Gnolls, 1 Gnoll Fang of Yeenoghu, 3 hyenas
13. 1 Shoosuva
14. 3 Babau
15. 4 Hobgoblins, 1 Hobgoblin Devastator, 1 Hobgoblin Iron Shadow
16. 2 Banderhobb
17. 1 Tlincalli, 2 Giant Scorpions
18. 3 Girallon
19. 1 Bodak
20. 1 Warlock of the Archfey, 2 Yeth Hounds

## Wandering Monsters (Dungeon Level)

Using only the Monster Manual: **Roll 1d12**
Using MM and Volo's Guide to Monsters: **Roll 1d12 + 1d8**

1. 4 Carrion Crawlers
2. 2 Gelatinous Cubes
3. 5 Ghouls, 2 Ghasts
4. 2-3 Rust Monsters
5. 3 Basilisk
6. 2 Revenants
7. 5 Hobgoblins, 1 Hobgoblin Captain
8. 4-6 Gargoyles
9. 3 Helmed Horror
10. 4 Grick, 1 Grick Alpha
11. 4 Hook Horrors
12. 2 Otyughs
13. Yuan-Ti Pit Master, 3 Yuan-Ti Broodguard
14. 1 Trapper, 3 Kobold Dragonshield, 1 Kobold Scale Sorcerer
15. 5 Darklings, 2 Darkling Elders
16. 4 Chitine, 1 Choldrith
17. 3 Shadow Mastiffs, 1 Warlock of the Great Old One
18. 2 Tanarukk
19. 1 Draegloth
20. 1 Gauth

## Further Adventures

If the PCs are all trapped within the Soul Gem, make an adventure out of their attempt to free themselves from the Soul Gem. A crystalline world filled with damned souls seems like it would be fun.

# Magic Items

*By room number*

**7**: Chainmail +1, Potion of Flying, Potion of Water Breathing, scroll of Rope Trick
**9**: Crystal Ball (Very Rare version)
**18**: Potion of Greater Healing, Mace +2
**22**: Potion of Sweet Water (use Vitality), Bracers of Defense
**26**: Ring of Feather Falling
**32**: 2 scrolls of inflict wounds, Ring of Protection

There are not many magic items in this module. If the party is low on items, or on the weaker side, consider adding some magic items that will assist them in some of the fights. Consumable items are good choices if you don't want to give them a bunch of permanent magic items.
Some suggestions:
- **Healing**: More Potions of Healing (various strengths), Elixer of Health, Periapt of Wound Closure
- **Swimming**: Potion or Cap of Water Breathing, Cloak of the Manta Ray, Gloves of Swimming and Climbing, Ring of Swimming, Ring of Water Walking, or Mariner's Armor
- **Combat**: Giant Slayer weapon for Fire Giant fight
- **Flying:** Potion of Flying, Potion of Gaseous Form, Ring of Feather Falling, Winged Boots

# Rooms

**2: The Upper Ruins, Rubble:** Collapse will call 2d6 damage, Dex save (DC 12) for half. Climbing out requires a DC8 Athletics check.

**The Dungeon Level:** If a spell that causes thunder damage is cast, a collapse of 20' radius will occur. This will cause 2d10 damage, Dex save (DC 10) for half.

**5: The Monster Squares** Use this table

| 1 | Hell Hound |
|---|---|
| 2 | Owlbear (instead of Giant Lizard) |
| 3 | Phase Spider (instead of Giant Spider) |
| 4 | Leucrotta |
| 5 | Rust Monster |
| 6 | Yuan-ti Malison (instead of Giant Spitting Snake) |

**6: Bugbear Room**: For a stronger or lighter challenge, adjust the number of bugbears that animate at once, and periodically a Bugbear Chief.

**7: Rubble Room**: Use 3 manticores.

**8: Illusory Ball**: 12" movement in 1ˢᵗ Edition D&D is equivalent to standard 30' movement in 5E. So, a character with 35' movement can stay ahead of the ball if they declare they are going to just keep running down the hall. Treat the ball as if it had been created by a Major Illusion spell.

**9: The Crystal Pedestal**: Use this table

| IXAM | Giant Ape (or 2 Girallon from Volo's) |
|---|---|
| ALRASTIL | Young Remorhaz |
| PENTUKO | 2 Minotaurs |
| MYRG | 2 Owlbears |

**11: The Bead Curtain**: DM's discretion on what will destroy the curtain (e.g., dispel magic, knock ritual, etc). Use a DC 15 Athletics or Acrobatics check for a PC forcing themselves through the curtain, and a DC 18 Acrobatics check to stay on their feet. The first PC forcing their way through is surprised by the creatures on the other side.

This is only a 10' square room, so use single monsters for the encounters. Or, make the room bigger. Start with CR 3 creatures, then progress to tougher ones the more PCs force themselves through. Some examples:
- Displacer Beast (CR3)
- Wereboar (CR4)
- Gorgon (CR5)
- Galeb Duhr (CR 6)
- Blue Slaad (CR7)

**13: The Chess Room**: DC 20 Strength check to topple or move a statue.

**16: The Chute**: DC 10 Athletics check to climb.

**17: The Air Level**: Treat as difficult terrain. If a character runs or charges, they need to succeed on a DC 8 Acrobatics check or fall prone after moving 5'.

**18: The Hieracosphinx**: Use a Chimera instead. There is no heiracosphinx in 5E, and the other sphinxes are too powerful.

**19: Staircase to the Earth Level**: Use 7 Pteranodons instead of 3. Roll stealth to determine surprise.

Note: This can be a fun but complicated encounter depending on the approach the PCs take. For most encounters, the length and width axes are represented by a battle map, and the height axis is represented by placing a die next to a mini representing the number of squares high the creature is. If you don't have a 3D aid representing the PCs place on the staircase, it's probably better to use the battlemap to represent the height and width axes. This can get very confusing, so use a 3D aid if at all possible.

**21: The Strange Monkeys**: Use Bulettes or earth elementals instead, coming up out of the ground instead of dropping down from the trees.

**25: The Flame Creatures**: Use 3 Giant Bats, with the following additional properties: Immune to fire, bite damage is piercing and fire.

**26: The Fire Level**: A Fire Giant is CR 9, which would be a fairly tough fight for level 6 PCs. But they do not have to kill him, they just need to get to the next level, which is accomplished by going up through the anti-gravity field. I considered suggesting something weaker, but the fire giant fits the room strategy and theme (throwing the rocks while the PCs are on the pathways). If the PCs are a bit beat up, or weaker than average for this module, give the giant lower hp, lower AC, and/or lower damage.

**28: The Water Level**: Use 5E rules for swimming and underwater combat. PHB 175, 181-182, 198, and DMG p. 116.

**29: The Great Fish**: Treat as Giant Shark.

**32: The Ixitxachtl Lair**: Use 3 Sea Hags (coven), and 3 Merrow. If the PCs are pretty beat up from the fire giant fight and came straight to here, consider just using the sea hags, or another giant shark.

**33: The Jewel Room**: When a PC is in one of the sectors that is blasted, they must make a DC 16 Constitution save. If successful, the bleaching effect happens, and magic items are suppressed for 1d4 rounds (not permanently drained). On a failed save, you read the nasty, soul-sucking effect.

If the PCs do 150 points of damage to the force-field, it drops, and the Soul Gem may be seized. Dispel Magic will do 20 damage per spell slot level used.

# Monsters

1. **Babau** (VGM 136, CR 4 (1,100 xp))
2. **Banderhobb** (VGM 122, CR 5 (1,800 xp))
3. **Basilisk** (MM 24, CR 3 (700 xp))
4. **Blue Slaad** (MM 276, CR 7 (2,900 xp))
5. **Bodak** (VGM 127, CR 6 (2,300 xp))
6. **Bugbear** (MM 33, CR 1 (200 xp))
7. **Bugbear Chief** (MM 33, CR 3 (700 xp))
8. **Bulette** (MM 34, CR 5 (1,800 xp))
9. **Carrion Crawler** (MM 37, CR 2 (450 xp))
10. **Chain Devil** (MM 72, CR 8 (3,900 xp))
11. **Chimera** (MM 39, CR 6 (2,300 xp))
12. **Chitine** (VGM 131, CR 1/2 (100 xp))
13. **Choldrith** (VGM 132, CR 3 (700 xp))
14. **Darkling** (VGM 134 , CR 1/2 (100 xp))
15. **Darkling Elder** (VGM 134, CR 2 (450 xp))
16. **Displacer Beast** (MM 81, CR 3 (700 xp))
17. **Draegloth** (VGM 141, CR 7 (2,900 xp))
18. **Earth Elemental** (MM 124, CR 5 (1,800 xp))
19. **Ettercap** (MM 131, CR 2 (450 xp))
20. **Fire Giant** (MM 154, CR 9 (5,000 xp))
21. **Flameskull** (MM 134, CR 4 (1,100 xp))
22. **Galeb Duhr** (MM 139, CR 6 (2,300 xp))
23. **Gargoyle** (MM 140, CR 2 (450 xp))
24. **Gauth** (VGM 125, CR 6 (2,300 xp))
25. **Gelatinous Cube** (MM 242, CR 2 (450 xp))
26. **Ghast** (MM 148, CR 2 (450 xp))
27. **Ghoul** (MM 148, CR 1 (200 xp))
28. **Giant Ape** (MM 323, CR 7 (2,900 xp))
29. **Giant Bat** (MM 323, CR 1/4 (50 xp))
30. **Giant Scorpion** (MM 327, CR 3 (700 xp))
31. **Giant Shark** (MM 328, CR 5 (1,800 xp))
32. **Giant Spider** (MM 328, CR 1 (200 xp))
33. **Girallon** (VGM 152, CR 4 (1,100 xp))
34. **Githyanki Warrior** (MM 160, CR 3 (700 xp))
35. **Gnoll** (MM 163, CR 1/2 (100 xp))
36. **Gnoll Fang of Yeenoghu** (MM 163, CR 4 (1,100 xp))
37. **Gorgon** (MM 171, CR 5 (1,800 xp))
38. **Grell** (MM 172, CR 3 (700 xp))
39. **Grick** (MM 173, CR 2 (450 xp))
40. **Grick Alpha** (MM 173, CR 7 (2,900 xp))
41. **Hell Hound** (MM 182, CR 3 (700 xp))
42. **Helmed Horror** (MM 183, CR 4 (1,100 xp))
43. **Hobgoblin** (MM 186, CR 1/2 (100 xp))
44. **Hobgoblin Captain** (MM 186, CR 3 (700 xp))
45. **Hobgoblin Devastator** (VGM 161 , CR 4 (1,100 xp))
46. **Hobgoblin Iron Shadow** (VGM 162, CR 2 (450 xp))
47. **Hook Horror** (MM 189, CR 3 (700 xp))
48. **Hyena** (MM 331, CR 0 (10 xp))
49. **Kobold Dragonshield** (VGM 165, CR 1 (200 xp))
50. **Kobold Scale Sorcerer** (VGM 167, CR 1 (200 xp))
51. **Lamia** (MM 201, CR 4 (1,100 xp))
52. **Leucrotta** (VGM 169, CR 3 (700 xp))
53. **Manticore** (MM 213, CR 3 (700 xp))
54. **Merrow** (MM 219, CR 2 (450 xp))
55. **Minotaur** (MM 223, CR 3 (700 xp))
56. **Nothic** (MM 236, CR 2 (450 xp))
57. **Owlbear** (MM 249, CR 3 (700 xp))
58. **Oytugh** (MM 248, CR 5 (1,800 xp))
59. **Phase Spider** (MM 334, CR 3 (700 xp))
60. **Pteranodon** (MM 80, CR 1/4 (50 xp))
61. **Revenant** (MM 259, CR 5 (1,800 xp))
62. **Rust Monster** (MM 262, CR 1/2 (100 xp))
63. **Sea Hag** (MM 179, CR 2 (450 xp))
64. **Sea Hag Coven** (MM 179, CR 4 (1,100))
65. **Shadow** (MM 269, CR 1/2 (100 xp))
66. **Shadow Mastiff** (VGM 190, CR 2 (450 xp))
67. **Shoosuva** (VGM 137, CR 8 (3,900 xp))
68. **Tanarukk** (VGM 186, CR 5 (1,800 xp))
69. **Tlingcalli** (VGM 193, CR 5 (1,800 xp))
70. **Trapper** (VGM 194, CR 3 (700 xp))
71. **Warlock of the Archfey** (VGM 219, CR 4 (1,100 xp))
72. **Warlock of the Great Old One** (VGM 220, CR 6 (2,300 xp))
73. **Wereboar** (MM 209, CR 4 (1,100 xp))
74. **Wraith** (MM 302, CR 5 (1,800 xp))
75. **Yeth Hound** (VGM 201, CR 4 (1,100 xp))
76. **Young Remorhaz** (MM 258, CR 5 (1,800 xp))
77. **Yuan-Ti Broodguard** (VGM 203, CR 2 (450 xp))
78. **Yuan-Ti Malison** (MM 309, CR 3 (700 xp))
79. **Yuan-Ti Pit Master** (VGM 206 , CR 5 (1,800 xp))

# C2 The Ghost Tower of Inverness Reference Sheet

## Random Encounters

### Upper Ruins

Using only the Monster Manual: **Roll 1d12**
Using MM and Volo's Guide to Monsters: **Roll 1d12 + 1d8**

1. 3 Nothic, 1 Grell
2. 6 Bugbears, 1 Bugbear Chief
3. 4 Githyanki Warriors
4. 4 Shadows, 1 Wraith
5. 3 Lamias
6. 1 Ettercap, 3 Giant Spiders, 1 Phase Spider
7. 3 Flameskulls
8. 1 Chain Devil
9. 5 Ghouls, 2 Ghasts
10. 1 Chimera
11. 3 Displacer Beasts
12. 5 Gnolls, 1 Gnoll Fang of Yeenoghu, 3 hyenas
13. 1 Shoosuva
14. 3 Babau
15. 4 Hobgoblins, 1 Hobgoblin Devastator, 1 Hobgoblin Iron Shadow
16. 2 Banderhobb
17. 1 Tlincalli, 2 Giant Scorpions
18. 3 Girallon
19. 1 Bodak
20. 1 Warlock of the Archfey, 2 Yeth Hounds

### Dungeon Level

Using only the Monster Manual: **Roll 1d12**
Using MM and Volo's Guide to Monsters: **Roll 1d12 + 1d8**

1. 6 Hobgoblins, 1 Hobgoblin Captain
2. 4 Carrion Crawlers
3. 2 Gelatinous Cubes
4. 5 Ghouls, 2 Ghasts
5. 2-3 Rust Monsters
6. 3 Basilisk
7. 2 Revenants
8. 4-6 Gargoyles
9. 3 Helmed Horrors
10. 4 Grick, 1 Grick Alpha
11. 4 Hook Horrors
12. 2 Otyughs
13. Yuan-Ti Pit Master, 3 Yuan-Ti Broodguard
14. 1 Trapper, 3 Kobold Dragonshield, 1 Kobold Scale Sorcerer
15. 5 Darklings, 2 Darkling Elders
16. 4 Chitine, 1 Choldrith
17. 3 Shadow Mastiffs, 1 Warlock of the Great Old One
18. 2 Tanarukk
19. 1 Draegloth
20. 1 Gauth

# Magic Items (by room number)

**7**: Chainmail +1, Potion of Flying, Potion of Water Breathing, scroll of Rope Trick

**9**: Crystal Ball (Very Rare version)

**18**: Potion of Greater Healing, Mace +2

**22**: Potion of Sweet Water (use Vitality), Bracers of Defense

**26**: Ring of Feather Falling

**32**: 2 scrolls of inflict wounds, Ring of Protection

# Rooms (by room number)

**2: The Ruins**: Collapse will call 2d6 damage, Dex save (DC 12) for half. Climbing out requires a DC8 Athletics check.

**The Dungeon Level:** If a spell that causes thunder damage is cast, a collapse of 20' radius will occur.  This will cause 2d10 damage, Dex save (DC 10) for half.

**5: Monster Squares**: Use this table: 1: Hell Hound, 2: Owlbear, 3: Phase Spider, 4: Leucrotta, 5: Rust Monster, 6: Yuan-ti Malison

**7: Rubble Room**: Use 3 manticores

**8: Illusory Ball**:  Treat the ball as if it had been created by a Major Illusion spell

**9: Crystal Pedestal**: IXAM: Giant Ape or 2 Girallon, ALRASTIL: Young Remorhaz, PENTUKO: 2 Minotaurs, MYRG: 2 Owlbears.

**11: Bead Curtain:** DC 15 Athletics or Acrobatics check for a PC forcing themselves through the curtain, and a DC 18 Acrobatics check to stay on their feet.  The first PC forcing through is surprised.
- Displacer Beast (CR3)
- Wereboar (CR4)
- Gorgon (CR5)
- Galeb Duhr (CR 6)
- Blue Slaad (CR7)

**13: The Chess Room**: DC 20 Strength check to topple or move a statue.

**16: The Chute**: DC 10 Athletics check to climb.

**17: The Air Level**: Difficult terrain.  If a character runs or charges, DC 8 Acrobatics check or fall prone after moving 5'.

**18: The Hieracosphinx**: Treat as Chimera.

**19: Staircase to the Earth Level**: Use 7 Pteranodons instead of 3.  Roll stealth to determine surprise.

**21: The Strange Monkeys**: Use Bulettes or earth elementals instead.

**25: The Flame Creatures**: Use 3 Giant Bats, with the following additional properties: Immune to fire, bite damage is piercing and fire.

**28: The Water Level**: 5E rules for swimming and underwater combat. PHB 175, 181-182, 198, and DMG p. 116.

**29: The Great Fish**: Treat as Giant Shark.

**32: The Ixitxachtl Lair**: Use 3 Sea Hags (coven), and 3 Merrow.

**33: The Jewel Room**: When a PC is in one of the sectors that is blasted, they must make a DC 16 Constitution save.  If successful, the bleaching effect happens, and magic items are suppressed for 1d4 rounds (not permanently drained).  On a failed save, you read the nasty, soul-sucking effect.

If the PCs do 150 points of damage to the force-field, it drops, and the Soul Gem may be seized.  Dispel Magic will do 20 damage per spell slot level used.

# Monsters

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2. **Banderhobb** (VGM 122, CR 5 (1,800 xp))
3. **Basilisk** (MM 24, CR 3 (700 xp))
4. **Blue Slaad** (MM 276, CR 7 (2,900 xp))
5. **Bodak** (VGM 127, CR 6 (2,300 xp))
6. **Bugbear** (MM 33, CR 1 (200 xp))
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17. **Draegloth** (VGM 141, CR 7 (2,900 xp))
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25. **Gelatinous Cube** (MM 242, CR 2 (450 xp))
26. **Ghast** (MM 148, CR 2 (450 xp))
27. **Ghoul** (MM 148, CR 1 (200 xp))
28. **Giant Ape** (MM 323, CR 7 (2,900 xp))
29. **Giant Bat** (MM 323, CR 1/4 (50 xp))
30. **Giant Lizard** Use Owlbear (MM 249, CR 3 (700 xp))
31. **Giant Scorpion** (MM 327, CR 3 (700 xp))
32. **Giant Shark** (MM 328, CR 5 (1,800 xp))
33. **Giant Spider** (MM 328, CR 1 (200 xp))
34. **Girallon** (VGM 152, CR 4 (1,100 xp))
35. **Githyanki Warrior** (MM 160, CR 3 (700 xp))
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37. **Gnoll Fang of Yeenoghu** (MM 163, CR 4 (1,100 xp))
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54. **Manticor** (MM 213, CR 3 (700 xp))
55. **Merrow** (MM 219, CR 2 (450 xp))
56. **Minotaur** (MM 223, CR 3 (700 xp))
57. **Nothic** (MM 236, CR 2 (450 xp))
58. **Owlbear** (MM 249, CR 3 (700 xp))
59. **Oytugh** (MM 248, CR 5 (1,800 xp))
60. **Phase Spider** (MM 334, CR 3 (700 xp))
61. **Pteranodon** (MM 80, CR 1/4 (50 xp))
62. **Revenant** (MM 259, CR 5 (1,800 xp))
63. **Rust Monster** (MM 262, CR 1/2 (100 xp))
64. **Sea Hag** (MM 179, CR 2 (450 xp))
65. **Sea Hag Coven** (MM 179, CR 4 (1,100))
66. **Shadow** (MM 269, CR 1/2 (100 xp))
67. **Shadow Mastiff** (VGM 190, CR 2 (450 xp))
68. **Shoosuva** (VGM 137, CR 8 (3,900 xp))
69. **Tanarukk** (VGM 186, CR 5 (1,800 xp))
70. **Tlingcalli** (VGM 193, CR 5 (1,800 xp))
71. **Trapper** (VGM 194, CR 3 (700 xp))
72. **Warlock of the Archfey** (VGM 219, CR 4 (1,100 xp))
73. **Warlock of the Great Old One** (VGM 220, CR 6 (2,300 xp))
74. **Wereboar** (MM 209, CR 4 (1,100 xp))
75. **Wraith** (MM 302, CR 5 (1,800 xp))
76. **Yeth Hound** (VGM 201, CR 4 (1,100 xp))
77. **Young Remorhaz** (MM 258, CR 5 (1,800 xp))
78. **Yuan-Ti Broodguard** (VGM 203, CR 2 (450 xp))
79. **Yuan-Ti Malison** (MM 309, CR 3 (700 xp))
80. **Yuan-Ti Pit Master** (VGM 206 , CR 5 (1,800 xp))