

X1

Classic Adventure
Module Conversion



THE ISLE OF DREAD

Conversion Guide by Jay Murphy

For Character Levels 3 - 5



Classic Modules Today

A D&D 5th Edition Conversion of the Early Adventure Modules

X1 THE ISLE OF DREAD

CONVERSION GUIDE

Introduction: Written by David Cook and Tom Moldvay for the Expert set of the Dungeons & Dragons rules, X1 The Isle of Dread came with the original Expert Dungeons & Dragons boxed set. The module was published in 1981 and first introduced gamers to the “Known World”. This conversion guide allows Dungeon Masters to run the original 1st Edition module with 5th Edition rules and provides a reference sheet for encounters.

*A 5th Edition adventure conversion guide
for 3rd to 5th level 5th Edition characters*

***This product requires the original X1 The Isle of Dread adventure module to use.
Copies of original classic modules are available at dmsguild.com***

BY JAY MURPHY



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X1: THE ISLE OF DREAD

"Nostalgia runs deep with this pivotal adventure penned by the mighty Tom Moldvay and David "Zeb" Cook. The entire Mystara product line from the late 80s is derived from 13 short descriptions included in the introduction of this module; 13 standard fare fantasy kingdoms with succinct snippets of text that draw parallels to Earth's various ancient kingdoms, the "Known World" as it was called."

Random Wizard blog

Introduction

To use this conversion guide you will need a copy of "X1 The Isle of Dread", originally available in hard copy for the first edition of Expert Dungeons & Dragons and now for sale in Digital format at www.dmsguild.com.

This document gives DMs advice to convert the module to the latest 5th Edition rules and guidance on preparing the adventure. Spell conversion notes, a list of monsters, and a summary of principle NPC's provide a quick in-game reference. Most creatures refer to stat blocks found in the D&D 5e Monster Manual. The different inhabitants of the module are included in the "Monster" list in alphabetical order to facilitate the DM looking them up at the table. "New Monsters" which cannot be referenced from the D&D 5e Monster Manual have suggested statistics provided.

Page listings may refer to abbreviations: MM (Monster Manual), CR (Challenge rating), DMG (Dungeon Master Guide), etc. Any other page numbers refer to the locations in the original "Isle of Dread" module. Key text is in **bold** for easy scanning. Magic items and spell notes are noted in *italics*.

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

Reference Sheet

The last five pages make a Reference Sheet which summarizes the key information you'll need during the game onto a concise sheet. You can print this onto a two, double-sided pages (perhaps on colored card stock) 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, Reference Sheet, and optionally, any notes or visuals you've prepared.

Adventure Summary

The Isle of Dread was initially designed to introduce new players and Dungeon Masters to wilderness adventuring, also known as a "hex crawl". Included in the Expert Dungeons & Dragons boxed set the center map in the module offers a southeastern portion of a larger continent as well as an archipelago where the Isle of Dread is located.

The challenge facing the DM is coming up for a reason the PC's would wish to travel long distances to explore an unknown and deadly island. The module itself does not contain any significant plot hooks built in. It is more of an assemblage of exotic locations. There are also much of the island which is not detailed at all. The DM has plenty of room to drop in other location based modules, such as I1 Dwellers of the Forbidden City. What the adventure does have plenty of are primitive natives, monstrous wildlife (including dinosaurs!), inhospitable terrain, ancient evils, and wealth galore.

Converting to the Realms

To bring "The Isle of Dread" into the Forgotten Realms world of Faerun the DM will need to consider how well known the location of the island is and how far it lies off any of the coasts which currently exist for the Forgotten Realms campaign world. While the original module has The Isle of Dread located in an archipelago a thousand miles from the coast of the main continent, the DM could place it closer to civilization. Perhaps hiding this "lost world" via ever present fog banks, or through magical gateways into the Elemental Plane of Water. For terrestrial locations east of Chult or south of the Great Sea are undefined locations of Faerun and the island (and archipelago) can easily be placed there.

Further Adventures

In the appendix found on p. 28 of the module there is a list of six alternate scenarios suitable for pursuing further adventures on the Isle of Dread.

Notes for the Dungeon Master

5e and 1e experience point awards and character levels don't match up. Low level 1e PC's have much less mechanical features and take more experience points to advance in level. Another key difference is 1e gives much lower XP awards for NPC's and creatures defeated. The acquisition of monetary treasure was the best way to advance PC level. To reflect this "old school" method of play the XP awards for adversaries found in the 5e Monster Manual have been reduced considerably in this conversion guide.

If the DM wants to further enforce old school flavor it is recommended the monetary treasure values of the original module be adjusted downward by a factor of five to ten. While the original module is recommended for characters levels 3-7 for 5e this module is recommended for levels 3-5.

Visuals

Suggested visuals to create:

- The DM would remiss to pass up creating a mysterious treasure map for the PC's. While the module includes a colored map of the edges of the island, something with hard to decode symbols and intriguing clues of locations and inhabitants (and the promise of treasure of course) should not be passed up.
- The Isle of Dread is a rumored, undiscovered lost world and if the location is not one you plan on having your PC's randomly stumble across a sailing map of dubious origins providing a heading to the island may be appropriate.
- Since the isle is littered with dinosaurs locating color graphics of these fearsome creatures should be easy. No need to describe a Trachodon or Plesiosaurus when you can just show the PC's a picture of what is coming at them out of the thick jungle.

From the Dungeon Master's Guide

Special rules and tactics to brush up on from the published core rule books prior to the game:

- Leverage **Conversation Reaction Table (DMG 244-245)** for NPC reactions. Specific reactions of notable NPC's and new monsters may not be clearly defined. The DM should be prepared to know what motivates the islands various inhabitants when rolling on the Reaction Table.
- Know how to use **perception** rules (**PH 182**) to detect **wilderness encounters** as well as **traps and secret doors (PH 178)**.
- Determine **spell tactics** for NPC Magi and Clerics.
- Review the **Wilderness Survival** rules (**DMG 109**).
- Understand the **Exhaustion** rules (**PH 181, 185, 291**).
- Know the **Cover** rules from the Player's Handbook (**PH 196**).
- Plan how to run sea travel, ship damage, and shipwrecks from **The Sea** rules available in the Dungeon Master's Guide (**DMG 117-119**).

Notable NPC's

Wandering Human Party #1 Fighter

Level 4, Lawful Neutral, CR 1 XP 200

AC: 18 **HP:** 36 **Speed:** 30ft.

S:16(+3) **D:**13(+1) **C:**15(+2) **I:**8(-1) **W:**10 **Ch:**12(+1)

Saving Throws: Str+5, Con+4.

Senses: passive Perception 10.

Action Surge (Recharges on a short rest). Can take one additional action on his turn.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 1d8 5 slashing.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. Hit: 1d8+2 piercing.

Wandering Human Party #1 Wizard

Level 1, Lawful Neutral, CR .50 XP 100

AC: 11/14 Mage Armor **HP:** 8 **Speed:** 30ft.

S:8(-1) **D:**12(+1) **C:**14(+2) **I:**15(+2) **W:**13(+1) **Ch:**10

Saving Throws: Int+5, Wis+3.

Senses: passive Perception 11.

Spellcasting. 2nd level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). Has the following spells prepared:

Cantrips (at will): *blade ward, fire bolt, light*

1st level (2 slots): *mage armor, charm person*

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 1d4-1 piercing.

Fire Bolt. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. Hit: 1d10 fire.

Wandering Human Party #1 Thief

Level 1, Lawful Neutral, CR .25 XP 50

AC: 13 **HP:** 9 **Speed:** 30ft.

S:8(-1) **D:**15(+2) **C:**13(+1) **I:**12(+1) **W:**14(+2) **Ch:**10

Saving Throws: Dex+4, Int+3.

Senses: passive Perception 15.

Sneak Attack. Once per turn, if the rogue makes a weapon attack with advantage or flanking, it inflicts an extra 1d6 damage.

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. Hit: 1d6 piercing.

Cunning Action. May use bonus action to Dash,

Disengage, or Hide.

Wandering Human Party #2 Fighter

Level 2, Neutral, CR .50 XP 100

AC: 19 **HP:** 19 **Speed:** 30ft.

S:15(+2) **D:**13(+1) **C:**14(+2) **I:**8(-1) **W:**10 **Ch:**12(+1)

Saving Throws: Str+4, Con+4.

Senses: passive Perception 10.

Action Surge (Recharges on a short rest). Can take one additional action on his turn.

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 1d8+3 bludgeoning.

Wandering Human Party #2 Wizard

Level 3, Neutral, CR 1 XP 200

AC: 11/14 Mage Armor **HP:** 18 **Speed:** 30ft.

S:8(-1) **D:**12(+1) **C:**14(+2) **I:**16(+3) **W:**14(+2) **Ch:**10

Saving Throws: Int+5, Wis+4.

Senses: passive Perception 12.

Spellcasting. 3rd level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +5 to hit with spell attacks). Has the following spells prepared:

Cantrips (at will): *blade ward, fire bolt, light, shocking grasp*

1st level (4 slots): *detect magic, mage armor, protection from good/evil, phantasmal force*

2nd level (2 slots): *blur, misty step*

Shocking Grasp. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. Hit: 1d8 lightning damage.

Fire Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. Hit: 1d10 fire damage.

Wandering Human Party #3 Fighter

Level 3, Chaotic Neutral, CR .50 XP 100

AC: 18 **HP:** 26 **Speed:** 30ft.

S:16(+3) **D:**13(+1) **C:**15(+2) **I:**8(-1) **W:**10 **Ch:**12(+1)

Saving Throws: Str+5, Con+4.

Senses: passive Perception 10.

Action Surge (Recharges on a short rest). Can take one additional action on his turn.

Battle Ax. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 1d8+4 slashing.

Wandering Human Party #3 Wizard

Level 1, Chaotic Neutral, CR .50 XP 100

AC: 11/14 **Mage Armor** **HP:** 8 **Speed:** 30ft.

S:8(-1) **D:**12(+1) **C:**14(+2) **I:**15(+2) **W:**13(+1) **Ch:**10

Saving Throws: Int+5, Wis+3.

Senses: passive Perception 11.

Spellcasting. 2nd level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). Has the following spells prepared:

Cantrips (at will): *blade ward, fire bolt, light.*

1st level (2 slots): *feather fall, sleep, mage armor, magic missile.*

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 1d4-1 piercing.

Fire Bolt. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. Hit: 1d10 fire.

Wandering Human Party #3 Thief

Level 2, Chaotic Neutral, CR .25 XP 50

AC: 13 **HP:** 17 **Speed:** 30ft.

S:10 **D:**15(+2) **C:**14(+2) **I:**12(+1) **W:**13(+1) **Ch:**10

Saving Throws: Dex+4, Int+3.

Senses: passive Perception 15.

Sneak Attack. Once per turn, if the rogue makes a weapon attack with advantage or flanking, it inflicts an extra 1d6 damage.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 1d8+1/+4 vs. dragons, slashing.

Cunning Action. May use bonus action to Dash, Disengage, or Hide.

Wandering Human Party #3 Cleric

Level 2, Chaotic Neutral, CR .25 XP 50

AC: 18 **HP:** 17 **Speed:** 30ft.

S:14(+2) **D:**8(-1) **C:**13(+1) **I:**10 **W:**15(+2) **Ch:**12(+1)

Saving Throws: Wis+4, Cha+3.

Senses: passive Perception 12.

Guided Strike (1 use, recharges on short rest). When the cleric makes a melee attack, it may add a +10 bonus to the roll.

Spellcasting. 2nd level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The cleric has the following spells prepared:

Cantrips (at will): *sacred flame*

1st level (3 slots): *bless, command, purify food and*

water, guiding bolt

Sanar Level 3 Thief, Chaotic Neutral, CR .25 XP 50

AC: 11 **HP:** 17 **Speed:** 40ft.

S:8(-1) **D:**15(+2) **C:**13(+1) **I:**12(+1) **W:**14(+2) **Ch:**10

Saving Throws: Dex+4, Int+3.

Senses: passive Perception 15.

Sneak Attack. Once per turn, if Sanar makes a weapon attack with advantage or flanking, she inflicts an extra 1d6 damage.

Dagger. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. Hit: 1d4-1 piercing.

Dagger. *Missile Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 1d4 piercing.

Bakora Level 5 Fighter, Chaotic Good, CR 1 XP 200

AC: 14 **HP:** 38 **Speed:** 30ft.

S:15(+2) **D:**13(+1) **C:**15(+2) **I:**8(-1) **W:**10 **Ch:**12(+1)

Saving Throws: Str+4, Con+4.

Senses: passive Perception 10.

Action Surge (Recharges on a short rest). Bakora can take one additional action on his turn.

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 1d6 + 4 piercing.

Spear. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. Hit: 1d8+2 piercing.

Kuro Level 6 Fighter, Lawful Good, CR 1 XP 200

AC: 13 **HP:** 45 **Speed:** 40ft.

S:16(+3) **D:**11 **C:**15(+2) **I:**8(-1) **W:**10 **Ch:**12(+1)

Saving Throws: Str+6, Con+5.

Senses: passive Perception 12.

Action Surge (Recharges on a short rest). Kuro can take one additional action on his turn.

Multi-attack. Kuro can make two attacks.

Spear. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 1d6 + 6 piercing.

Spear. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. Hit: 1d8+3 piercing.

Masawa Level 4 Fighter, Neutral Evil, CR 1 XP 200

AC: 13 **HP:** 36 **Speed:** 40ft.

S:12(+1) **D:**10 **C:**15(+2) **I:**8(-1) **W:**10 **Ch:**12(+1)

Saving Throws: Str+4, Con+4.

Senses: passive Perception 9.

Action Surge (Recharges on a short rest). Masawa

can take one additional action on his turn.

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 1d6 + 3 piercing.

Spear. *Ranged Weapon Attack:* +2 to hit, range 20/60 ft., one target. Hit: 1d8+2 piercing.

Taboo Island Fighter Level 5, Chaotic Neutral, CR 1 XP 200

AC: 15 **HP:** 34 **Speed:** 30ft.

S:10 **D:**11 **C:**10 **I:**10 **W:**10 **Ch:**12(+1)

Saving Throws: Str+2, Con+2.

Senses: passive Perception 11.

Action Surge (Recharges on a short rest). Fighter can take one additional action on his turn.

Spear. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 1d6 + 3 piercing.

The Chief Level 7 Fighter, Chaotic Neutral, CR 2 XP 450

AC: 15 **HP:** 52 **Speed:** 40ft.

S:14(+2) **D:**11 **C:**10 **I:**10 **W:**10 **Ch:**12(+1)

Saving Throws: Str+5, Con+3.

Senses: passive Perception 11.

Action Surge (Recharges on a short rest). The Chief can take one additional action on his turn.

Multi-attack. The Chief can make two attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 1d8 + 6 slashing.

The Chief's Son Level 3 Fighter, Chaotic Neutral, CR .5 XP 100

AC: 13 **HP:** 26 **Speed:** 40ft.

S:10 **D:**11 **C:**10 **I:**10 **W:**10 **Ch:**10

Saving Throws: Str+2, Con+2.

Senses: passive Perception 11.

Action Surge (Recharges on a short rest). The Son can take one additional action on his turn.

Spear. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 1d6 piercing.

Spear. *Ranged Weapon Attack:* +2 to hit, range 20/60 ft., one target. Hit: 1d8 piercing.

Witchdoctor Level 5 Cleric, Chaotic Neutral, CR 1 XP 200

AC: 14 **HP:** 29 **Speed:** 40ft.

S:10 **D:**11 **C:**13(+1) **I:**10 **W:**14(+2) **Ch:**12(+1)

Saving Throws: Wis+5, Cha+4.

Senses: passive Perception 12.

Spellcasting. 5th level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following spells prepared:

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

1st level (4 slots): *cause wounds x2, command, bane*

2nd level (3 slots): *snake charm, hold person, warding bond*

3rd level (2 slots): *animate dead, dispel magic*

Bone Club. *Melee Weapon Attack:*+3 to hit, reach 5 ft., one target. Hit: 1d6 bludgeoning.

Fano Level 4 Fighter, Lawful Neutral, CR 1 XP 200

AC: 11 **HP:** 34 **Speed:** 40ft.

S:10 **D:**11 **C:**10 **I:**10 **W:**10 **Ch:**12(+1)

Saving Throws: Str+2, Con+2.

Senses: passive Perception 10.

Action Surge (Recharges on a short rest). Fighter can take one additional action on his turn.

Spear. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 1d6 + 2 piercing.

Umlat Level 6 Cleric, Lawful Neutral, CR 2 XP 450

AC: 11 **HP:** 29 **Speed:** 40ft.

S:6(-2) **D:**8(-1) **C:**10 **I:**10 **W:**14(+2) **Ch:**12(+1)

Saving Throws: Wis+5, Cha+4.

Senses: passive Perception 13.

Spellcasting. 6th level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Umlat has the following spells prepared:

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

1st level (4 slots): *bless, cure wounds, purify food & water, detect poison & disease*

2nd level (3 slots): *snake charm, calm emotions, prayer of healing*

3rd level (3 slots): *clairvoyance, dispel magic, mass healing word*

Bone Club. *Melee Weapon Attack:*+1 to hit, reach 5 ft., one target. Hit: 1d6-2 bludgeoning.

Pirate Leader Level 4 Fighter, Neutral Evil, CR .50 XP 100

AC: 15 **HP:** 38 **Speed:** 30ft.

S:10 D:11 C:10 I:10 W:10 Ch:12(+1)

Saving Throws: Str+2, Con+2.

Senses: passive Perception 10.

Action Surge (Recharges on a short rest). Leader can take one additional action on his turn.

2HSword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 1d10 + 2 slashing.

Zombie Masters Level 6 Cleric, Chaotic Neutral, CR 2 XP 450

AC: 11 HP: 44 Speed: 40ft.

S:10 D:10 C:10 I:10 W:15(+3) Ch:8(-1)

Saving Throws: Wis+6, Cha+1.

Senses: passive Perception 13.

Spellcasting. 6th level spellcaster. Their spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). They have the following spells prepared:

Cantrips (at will): *chill touch, sacred flame, spare the dying, thaumaturgy*

1st level (4 slots): *bane, inflict wounds, command, false life*

2nd level (3 slots): *blindness/deafness, hold person, ray of enfeeblement, silence*

3rd level (3 slots): *animate dead, bestow curse, spirit guardians, vampiric touch*

Touch of Death (2 uses, recharges on short rest).

Bare handed melee attack, +3 to hit, deal 17 necrotic damage..

New Monsters

Animal Herd Large Beast, Unaligned

AC: 10 HP: 22 CR: 0 XP: 10 Speed: 40ft.

S: 16(+3) D: 8(-1) C: 14(+2) I: 2(-4) W: 10 Ch: 6(-2)

Senses: passive Perception 10.

Trampling Charge; Group Melee Weapon Attack +7, reach all targets in path of stampeding herd. 2d6+3 bludgeoning, target must make successful DC 15 Dex saving throw or take another 2d6+3 bludgeoning.

Trampling Charge; Individual Melee Weapon Attack +3, reach 5 ft. one target. 1d6+3 bludgeoning.

Aranea Large Monstrosity, Chaotic Evil

AC: 14 HP: 39 CR: 1 XP: 200 Speed: 30ft.

S: 14(+2) D: 16(+3) C: 12(+1) I: 16(+3) W: 12(+1) Ch: 6(-2)

Senses/Skills: Darkvision 60ft., passive Perception 13, Int. +5, Stealth +5.

Shapechanger; The Aranea can use its action to polymorph into a medium beast or humanoid. It reverts to its true form if it dies.

Spellcasting; Intelligence DC 13, +5 attack as 3rd level Wizard. No material spell components are required.

Cantrips (at will): *dancing lights, poison cloud, shocking grasp*

1st level (4 slots): *charm person, sleep*

2nd level (2 slots): *invisibility, mirror image*

Web; Aranea spin elaborate webs in which to ensnare the unwary. As an action, anyone caught in it's web can make a DC 15 Strength check to get free. Like any spider, the Aranea knows immediately when something touches its webbing.

Spider Climb; can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Bite; Melee Weapon Attack +5, reach 5 ft. one target. 1d8+3 piercing. DC 11 Con save or paralyzed 1 hour.

Bee, Giant Medium Beast, Unaligned

AC: 12 HP: 13 CR: .25 XP: 50 Speed: 10ft./Fly 50ft.

S: 10 D: 14(+2) C: 10 I: 5(-5) W: 10 Ch: 3(-4)

Senses: passive Perception 10.

Sting; Melee Weapon Attack +4 to hit, reach 5 ft. one target. 1d6+2 piercing, DC 11 Con save or take 3d6 poison damage.

Brontosaurus Gargantuan Beast, Unaligned

AC: 16 HP: 148 CR: 3 XP: 700 Speed: 30ft.

S: 25(+7) D: 7(-2) C: 23(+6) I: 1(-1) W: 10 Ch: 7(-2)

Saving Throws: Str+9, Con+8

Senses: passive Perception 10.

Sure-footed; Advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Stomp; Melee Weapon Attack: +9 to hit, reach 5 ft.

one target. 2d10+7 bludgeoning, DC 17 Str save or be knocked prone.

Tail; Melee Weapon Attack: +9 to hit, reach 5 ft. one target. 2d8+7 bludgeoning.

Dimetrodon Huge Beast, Unaligned

AC: 13 **HP:** 68 **CR:** 1 **XP:** 200 **Speed:** 30ft.

S: 19(+4) **D:** 11 **C:** 15(+2) **I:** 2(-4) **W:** 12(+1) **Ch:** 5(-3)

Senses: passive Perception 11.

Bite; Melee Weapon Attack: +7 to hit, reach 10 ft. one target. 4d6+4 slashing.

Giant Elk Huge Beast, Unaligned

AC: 14 **HP:** 42 **CR:** .50 **XP:** 100 **Speed:** 60ft.

S: 19(+4) **D:** 16(+3) **C:** 14(+2) **I:** 7(-2) **W:** 14(+2) **Ch:** 10

Senses: passive Perception 14.

Charge. If the elk moves at least 20 feet straight toward a target and hits with ram attack on the same turn, take an extra 2d6 damage. Succeed on a DC 14 Strength saving throw or be knocked prone.

Ram; Melee Weapon Attack: +6 to hit, reach 10 ft. one target. 2d6+4 bludgeoning.

Hooves; Melee Weapon Attack: +6 to hit, reach 5 ft. one target. 4d8+4 bludgeoning.

Giant Oyster Large Beast, Unaligned

AC: 15/22 **HP:** 94 **CR:** 3 **XP:** 700 **Speed:** 30ft.

S: 18(+4) **D:** 1(-5) **C:** 16(+3) **I:** 2(-4) **W:** 2(-4) **Ch:** 5(-3)

Senses: passive Perception 8.

Bite; Melee Weapon Attack: +8 to hit, reach 10 ft. one target. 4d6+7 bludgeoning. Any character hit by the closing shell requires a DC 25 Strength save to get free. The Strength check can be accomplished by others coming to the characters aid as well.

Grangeri Huge Beast, Unaligned

AC: 13 **HP:** 142 **CR:** 5 **XP:** 1,800 **Speed:** 40ft.

S: 20(+5) **D:** 10 **C:** 16(+3) **I:** 4(-3) **W:** 6(-2) **Ch:** 6(-2)

Senses: passive Perception 8.

Bite; Melee Weapon Attack: +5 to hit, reach 5 ft. one target. 2d12+5 piercing.

Trample; Melee Weapon Attack: +5 to hit, reach 5 ft. one target. 3d6+5 bludgeoning.

Kopru Medium Abberation, Chaotic Evil

AC: 14 **HP:** 44 **CR:** 3 **XP:** 700 **Speed:** 10/30ft. swim

S: 18(+4) **D:** 12(+1) **C:** 14(+2) **I:** 10 **W:** 11 **Ch:** 12(+1)

Senses: passive Perception 10.

Amphibious; can breath air and water.

Magic Resistance; advantage on all saving throws against magic.

Spell Casting; ability is Intelligence (Spell Save DC 12). Innately cast the following spell once a day requiring no spell components; *Dominate Person* (last until dispelled).

Claws; Melee Weapon Attack: +8 to hit, reach 5 ft. one target. 2d4+4 slashing.

Tail; Melee Weapon Attack: +4 to hit, reach 5 ft. one target. 3d4+4 bludgeoning. Target becomes restrained. While target is restrained Kopru can make no other attacks. At the start further Kopru's turn target takes 3d6+4 bludgeoning and 1d4+4 piercing.

Multiattack; Makes two attacks, one with claws and one with tail.

Megatherium Large Beast, Unaligned

AC: 14 **HP:** 114 **CR:** 1 **XP:** 200 **Speed:** 30ft.

S: 20(+5) **D:** 8(-1) **C:** 18(+4) **I:** 2(-4) **W:** 6(-2) **Ch:** 6(-2)

Senses: passive Perception 8.

Claws; Melee Weapon Attack: +5 to hit, reach 5 ft. one target. 4d6+5 slashing.

Phanaton Small Humanoid, Chaotic Good

AC: 16 **HP:** 9 **CR:** .125 **XP:** 25 **Speed:** 30/50ft. Glide

S: 6(-2) **D:** 17(+3) **C:** 13(+1) **I:** 10 **W:** 10 **Ch:** 13(+1)

Saving Throws: Str+2, Dex+2, Con+2, Int+2, Wis+2, Cha+2.

Skills: Perception +4, Stealth +7.

Senses: passive Perception 10.

Dagger; Melee Weapon Attack: +5 to hit, reach 5 ft. one target. 1d4+3 piercing.

Rakasta Medium Humanoid, Neutral

AC: 13 **HP:** 11 **CR:** .125 **XP:** 25 **Speed:** 35ft.

S: 13(+1) **D:** 15(+2) **C:** 12(+1) **I:** 10 **W:** 11 **Ch:** 10

Skills: Perception +2, Stealth +4.

Senses: darkvision 60ft., passive Perception 12.

Keen Smell; advantage Wisdom (Perception) checks relying on smell.

Claws; Melee Weapon Attack: +3 to hit, reach 5 ft. one target. 1d4+1 slashing.

Bite; Melee Weapon Attack: +3 to hit, reach 5 ft. one target. 1d4+1 piercing.

Multiattack; Makes two attacks, one with claws and one with bite.

Robber Fly Small Beast, Unaligned

AC: 14 **HP:** 13 **CR:** 0 **XP:** 10 **Speed:** 30/60ft. fly

S: 12(+1) **D:** 16(+3) **C:** 12(+1) **I:** 1(-5) **W:** 5(-3) **Ch:** 3(-4)

Damage Immunities: Poison.

Condition Immunities: Poisoned.

Senses: passive Perception 7.

Bite; Melee Weapon Attack: +3 to hit, reach 5 ft. one target. 1d8+1 piercing.

Spider, Giant Black Widow Medium Beast, Unaligned

AC: 15 **HP:** 37 **CR:** 1 **XP:** 200 **Speed:** 30/30ft. climb

S: 19(+4) **D:** 15(+2) **C:** 16(+3) **I:** 1(-5) **W:** 10 **Ch:** 3(-4)

Skills: Stealth +7.

Senses: darkvision 60ft., passive Perception 10.

Web; The Black Widow spins elaborate webs in which to ensnare the unwary. As an action, anyone caught in it's web can make a DC 12 Strength check to get free. Like any spider, the Black Widow knows immediately when something touches its webbing.

Spider Climb; can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Bite; Melee Weapon Attack: +6 to hit, reach 5 ft. one target. 1d8+4 piercing plus poison. Target must make a DC 17 Constitution save or die.

Spider, Giant Crab Medium Beast, Unaligned

AC: 13 **HP:** 20 **CR:** 1 **XP:** 200 **Speed:** 20/30ft. climb

S: 10 **D:** 15(+2) **C:** 12(+1) **I:** 2(-4) **W:** 11 **Ch:** 4(-3)

Skills: Stealth +10/+21 when stationary.

Senses: darkvision 60ft., passive Perception 10.

Spider Climb; can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Bite; Melee Weapon Attack: +2 to hit, reach 5 ft. one target. 1d4 piercing plus poison. Target must make a DC 12 Constitution save or die in 4 rounds.

Spider, Giant Tarantella Medium Beast, Unaligned

AC: 15 **HP:** 41 **CR:** 2 **XP:** 450 **Speed:** 40/40ft. climb

S: 14(+2) **D:** 12(+1) **C:** 15(+2) **I:** 4(-3) **W:** 6(-2) **Ch:** 3(-4)

Skills: Stealth +10/+21 when stationary.

Senses: passive Perception 8.

Spider Climb; can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Bite; Melee Weapon Attack: +4 to hit, reach 5 ft. one target. 1d8+2 piercing plus poison. Target must make a DC 12 Constitution save or spasm for ten minutes in a jerky, dance-like motion. Anyone in 30ft. of victim must make a DC 10 Wisdom save or start to dance as well. Causes disadvantages on all skill tests, attacks and saves. Attacking the victim have advantage. Every 5 turns the victim is poisoned adds level of exhaustion. A dispel magic spell ends the effect.

Water Termite Medium Beast, Unaligned

AC: 15 **HP:** 42 **CR:** 1 **XP:** 200 **Speed:** 15/60ft. swim

S: 20(+5) **D:** 12(+1) **C:** 18(+4) **I:** 1(-5) **W:** 5(-3) **Ch:** 3(-4)

Senses: passive Perception 10.

Bite; Special Weapon Attack: automatic hit on ships and boats only, reach 5 ft. one target. 1d8+5 piercing. Ignores Damage Threshold. Continuous until discovered and driven away.

Inky Spray; Special defense. When retreating from attack. +5 to hit, reach 15ft. all targets in range. DC 12 Constitution save or paralyzed for 1 turn.

Spell Conversion Notes

For spells not directly found in the PH

Cause Light Wounds: Treat as Inflict Wounds, PH

Cure Disease: Treat as Lesser Restoration, PH 255

Cure Light Wounds: Treat as Cure Wounds, PH 230

Protection from Elementals: Treat as Protection from Evil and Good, PH 270

Protection from Evil: Treat as Protection from Evil and Good, PH 270

Protection from Undead: Treat as Protection from Evil and Good, PH 270

Read Languages: Treat as Comprehend Languages, PH 224

Snake Charm: Treat as Charm Person, but limited to snakes, PH 221

Magic Items Conversion Notes

For magic items not directly found in the DMG

- **Potion of Control Undead (Aranea Lair p.12);** Treat effects as spell of Animate Dead, PH 212, but with the following limitations: Does not allow for creation of new undead. The drinker of the potion gains control over any zombies and skeletons he can issue commands to. This command ability lasts for twenty four hours.
- **Sword +1 (Cave p.10);** Treat as Neutral Aligned Sentient Magic Item, DMG 214, with the following statistics and abilities; Int: 8(-1) Wis: 9(-1) Cha: 13(+1), Detect Metal, and Levitate with wielder for 3 turns 3 times a day. Communicates telepathically with wielder. Hearing and normal vision 30ft. The sword will only reveal its enhanced abilities if the wielder can defeat it in a contested Charisma roll. If not it will only appear as a +1 magic item.
- **Sword +2 (The Hidden Throne p.28);** Requires attunement, DMG 136, to reveal its Charm Person ability. A successful DC 13 Intelligence (Arcana) check is required to tell of this ability and the sword's attunement needs. The DM is left to describe the attunement method.

Traps found in The Isle of Dread

Tar Pits (p.9): Obvious to see during daylight. A DC 9 passive Wisdom (Perception) check is required to avoid stumbling into a tar pit in the dark. Actively searching for hazards in the dark will spot a tar pit. DC 20 Strength check to win free of being stuck, 25 if in heavy armor.

Secrete Compartment with Snake (p.10): Actively searching for traps discovers the compartment on a DC 12 Wisdom (Perception) check. A DC 12 Intelligence (Investigation) check will reveal how it functions, but will not reveal what is inside. A DC 12 Dexterity (Thieves Tools) check will get the compartment open without forcing the lid of the iron box.

Tremors, Major Shock (p.22): DC 10 Strength check to avoid falling if climbing cliffs.

Tremors, Sever Shock (p.22): DC 15 Strength check to avoid falling if climbing cliffs. DC 5 Dexterity check to avoid 3d6 bludgeoning damage from falling trees if in forest.

Climbing the Central Plateau (p.22): A DC 25 Strength (Athletics) check to climb cliffs. A DC 10 passive Perception check will reveal fifteen checks required before reaching the top. While climbing gear can arrest long falls, characters without Athletics can not attempt the climb.

Climbing the Cliff Wall (p.23): DC 10 Strength check to avoid falling while making the twelve hour ascent. Athletics skill provides Advantage.

Overnights on the Cliff Wall (p.23): For every hour spent on top a DC 10 Constitution save must be made or gain one level of exhaustion.

Gummy Vegetable Poisoning (p.24): DC 15 Constitution save or suffer +1d10 poison damage and are poisoned for 2d10 hours as described.

Trap Door (p.25): DC 15 passive Perception to notice under the dust. Active searching of floor will reveal the trap door. 2d6 falling damage for falling through the trap door. DC 15 Dexterity save to catch oneself from falling through.

Inflammable Dust (p. 25): Combustion of the dust causes 4d8 fire damage. A DC 12 Dexterity save reduces damage by half. Fire damage occurring on the platform is only 2d8, same save opportunity.

Weakend Floor (p.25): Actively searching for traps discovers the condition of the floor on a DC 12 Wisdom (Perception) check.

Kopru Statuette (p.25): DC 12 Wisdom save to avoid effects of the statuette. Blessing by Cleric can be of any Lawful alignment (as opposed to any Good alignment).

Submerged Items (p.26): Must probe to discover otherwise 1d6 slashing damage every 10 feet.

Cell Doors (p.26): DC 10 Strength check to break.

Portcullis Trap (p.26): DC 15 Wisdom (Perception) to spot trigger. DC 10 Intelligence (Investigation) to figure out what the trigger does. DC 20 Strength save to raise portcullis back up.

Fire Trap (p.27): DC 12 Wisdom (Perception) to spot trip wire. DC 15 Dexterity (Thieves Tools) to deactivate wire. After the second round of the trap being activated the smoke from the burning oil forces a DC 10 Constitution save each round or fall unconscious into the water. Apply fire damage per the module. The door leading out requires a DC 10 Strength check to open.

Weak Crust (p.27): Actively searching for traps discovers the condition of the crust on a DC 12 Wisdom (Perception) check.

Monsters

1. **Allosaurus;** Allosaurus MM 79 CR .50 XP 100
2. **Ankylosaurus;** Ankylosaurus MM 79 CR .50 XP 100
3. **Cave Bears;** Cave Bear MM 334 CR 1 XP 200
4. **Crab, Giant;** Giant Crab MM 324 CR 0 XP 10
5. **Boars;** Boar MM 319 CR 0 XP 10
6. **Bugbears;** Bugbear MM 33 CR .50 XP 100
7. **Cat, Great: Saber-tooth Tiger;** Saber-tooth Tiger MM 336 CR .50 XP 100
8. **Centaur;** Centaur MM 38 CR .50 XP 100
9. **Crocodile, Giant;** Giant Crocodile MM 324 CR 2 XP 450
10. **Cyclops;** Cyclops MM 45 CR 3 XP 700
11. **Dire Wolves;** Dire Wolf MM 321 CR .50 XP 100
12. **Dragon, Black;** Adult Black Dragon MM 88 CR 7 XP 2,900
13. **Dragon, Green;** Adult Green Dragon MM 94 CR 7 XP 2,900
14. **Dragon, Red;** Adult Red Dragon MM 98 CR 7 XP 2,900
15. **Dryad;** Dryad MM 121 CR .25 XP 50
16. **Elephants;** Elephant MM 322 CR 2 XP 450
17. **Elephant, Prehistoric;** Treat as Elephant MM 322 CR 2 XP 450
18. **Elk, Giant;** Treat as Elk MM 322 CR 0 XP 10
19. **Fighters;** Treat as Guard MM 347 CR 0 XP 10
20. **Gargoyle;** Gargoyle MM 140 CR .50 XP 100
21. **Giant, Hill;** Hill Giant MM 155 CR 3 XP 700
22. **Giant, Stone;** Stone Giant MM 156 CR 4 XP 1,100
23. **Ghoul;** Ghoul MM 148 CR .25 XP 50
24. **Hippogriffs;** Hippogriff MM 184 CR .25 XP 50
25. **Hydra, 5 Heads;** Hydra MM 190 CR 3 XP 700
26. **Human;** Treat as Commoner MM 345 CR 0 XP 10
27. **Leaders, Neanderthal;** Treat as Thug MM 350 CR .125 XP 25
28. **Living Statues;** Treat as Animated Armor MM 19 CR .25 XP 50
29. **Lizard, Giant Gecko;** Treat as Giant Lizard MM 326 CR 0 XP 10
30. **Lizard, Giant Draco;** Treat as Giant Lizard MM

- 326 CR 0 XP 10
- 31. Lizard, Giant Horned Chameleon;** Treat as Giant Lizard MM 326 CR 0 XP 10
- 32. Lizard, Giant Tuatara;** Treat as Giant Lizard MM 326 CR 0 XP 10
- 33. Lizard Men;** Treat as Lizardfolk MM 204 CR .25 XP 50
- 34. Lycanthropes, Wererat;** Wererat MM 209 CR .50 XP 100
- 35. Lycanthropes, Werewolf;** Werewolf MM 211 CR 1 XP 200
- 36. Lycanthropes, Wereboar;** Wereboar MM 209 CR 2 XP 200
- 37. Lycanthropes, Weretiger;** Weretiger MM 210 CR 2 XP 450
- 38. Lycanthropes, Werebear;** Werebear MM 208 CR 3 XP 700
- 39. Mummy;** Mummy MM 228 CR 1 XP 200
- 40. Native;** Treat as Tribal Warrior MM 350 CR 0 XP 10
- 41. Native Chieftan;** Treat as Veteran (AC:12) MM 350 CR 0 XP 10
- 42. Native Fighter;** Treat as Scout MM 349 CR 0 XP 10
- 43. Native Tribal Shaman;** See Notable NPC's, Witch Doctor.
- 44. Native War Leader;** Treat as Thug MM 350 CR 0 XP 10
- 45. Neanderthal;** Treat as Tribal Warrior MM 350 CR 0 XP 10
- 46. Neanderthal Leader;** Treat as Thug MM 350 CR 0 XP 10
- 47. Ogres;** Ogre MM 237 CR .50 XP 100
- 48. Pit Viper;** Treat as Poisonous Snake MM 334 CR 0 XP 10
- 49. Phororhacos;** Treat as Ax Beak MM 317 CR 0 XP 10
- 50. Plesiosaurus;** Plesiosaurus MM 80 CR .50 XP 100
- 51. Pterodactyls;** Treat as Pteranodon MM 80 CR .125 XP 25
- 52. Pteranodons;** Pteranodon MM 80 CR .125 XP 25
- 53. Rat, Giant;** Giant Rat MM 327 CR 0 XP 10
- 54. Rhagodessa;** Treat as Giant Spider MM 328 CR .50 XP 100
- 55. Rocs;** Roc MM 260 CR 5 XP 1,800
- 56. Rock Baboon;** Treat as Baboon MM 318 CR
- 57. Saber-tooth Tigers;** Saber-tooth Tiger MM 336 CR .50 XP 100
- 58. Sea Hydra;** Treat as Hydra MM 190 CR 5 XP 1,800
- 59. Sea Snake;** Treat as Poisonous Snake MM 334 CR 0 XP 10
- 60. Scorpion, Giant;** Giant Scorpion MM 327 CR 1 XP 200
- 61. Skeletons;** Skeleton MM 272 CR 0 XP 10
- 62. Snake, Spitting Cobra;** Treat as Poisonous Snake MM 334 CR 0 XP 10
- 63. Snake, Pit Viper;** Treat as Poisonous Snake MM 334 CR 0 XP 10
- 64. Snake, Giant Rattlesnake;** Treat as Poisonous Snake MM 334 CR 0 XP 10
- 65. Snake, Rock Python;** Treat as Giant Constrictor Snake MM 324 CR .50 XP 100
- 66. Toad, Giant;** Giant Toad MM 329 CR 0 XP 10
- 67. Trachodon;** Treat as Elephant MM 322 CR 2 XP 450
- 68. Treants;** Treat MM 289 CR 5 XP 1,800
- 69. Tribesmen;** Treat as Tribal Warrior MM 350 CR 0 XP 10
- 70. Triceratops;** Triceratops MM 80 CR 2 XP 450
- 71. Troglodytes;** Troglodytes MM 290 CR 0 XP 10
- 72. Tyrannosaurus Rex;** Tyrannosaurus Rex MM 80 CR 5 XP 1,800
- 73. Troll;** Troll MM 291 CR 2 XP 450
- 74. Wight;** Wight MM 300 CR 1 XP 200
- 75. Wraith;** Wraith MM 302 CR 2 XP 450
- 76. Wyvern;** Wyvern MM 303 CR 3 XP 700
- 77. Yellow Mold;** Found in DMG 105
- 78. Young Men;** Treat as Tribal Warrior MM 350 CR 0 XP 10
- 79. Zombie;** Zombie MM 316 CR .125 XP 25

X1 The Isle of Dread Reference

Notable NPC's

Wandering Human Party #1 Fighter

Level 4, Lawful Neutral, CR 1 XP 200

AC: 18 **HP:** 36 **Speed:** 30ft.

S:16(+3) **D:**13(+1) **C:**15(+2) **I:**8(-1) **W:**10 **Ch:**12(+1)

Saving Throws: Str+5, Con+4.

Senses: passive Perception 10.

Action Surge (Recharges on a short rest). Can take one additional action on his turn.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 1d8 5 slashing.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. Hit: 1d8+2 Piercing.

Wandering Human Party #1 Wizard

Level 1, Lawful Neutral, CR .50 XP 100

AC: 11/14 Mage Armor **HP:** 8 **Speed:** 30ft.

S:8(-1) **D:**12(+1) **C:**14(+2) **I:**15(+2) **W:**13(+1) **Ch:**10

Saving Throws: Int+5, Wis+3.

Senses: passive Perception 11.

Spellcasting. 2nd level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). Has the following spells prepared:

Cantrips (at will): *blade ward, fire bolt, light*

1st level (2 slots): *mage armor, charm person*

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 1d4-1 piercing.

Fire Bolt. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. Hit: 1d10 fire.

Wandering Human Party #1 Thief

Level 1, Lawful Neutral, CR .25 XP 50

AC: 13 **HP:** 9 **Speed:** 30ft.

S:8(-1) **D:**15(+2) **C:**13(+1) **I:**12(+1) **W:**14(+2) **Ch:**10

Saving Throws: Dex+4, Int+3.

Senses: passive Perception 15.

Sneak Attack. Once per turn, if the rogue makes a weapon attack with advantage or flanking, it inflicts an extra 1d6 damage.

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

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. Hit: 1d6 piercing.

Cunning Action. May use bonus action to Dash, Disengage, or Hide.

Wandering Human Party #2 Fighter

Level 2, Neutral, CR .50 XP 100

AC: 19 **HP:** 19 **Speed:** 30ft.

S:15(+2) **D:**13(+1) **C:**14(+2) **I:**8(-1) **W:**10 **Ch:**12(+1)

Saving Throws: Str+4, Con+4.

Senses: passive Perception 10.

Action Surge (Recharges on a short rest). Can take one additional action on his turn.

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 1d8+3 bludgeoning.

Wandering Human Party #2 Wizard

Level 3, Neutral, CR 1 XP 200

AC: 11/14 Mage Armor **HP:** 18 **Speed:** 30ft.

S:8(-1) **D:**12(+1) **C:**14(+2) **I:**16(+3) **W:**14(+2) **Ch:**10

Saving Throws: Int+5, Wis+4.

Senses: passive Perception 12.

Spellcasting. 3rd level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +5 to hit with spell attacks). Has the following spells prepared:

Cantrips (at will): *blade ward, fire bolt, light, shocking grasp*

1st level (4 slots): *detect magic, mage armor, protection from good/evil, phantasmal force*

2nd level (2 slots): *blur, misty step*

Shocking Grasp. *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. Hit: 1d8 lightning damage.

Fire Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. Hit: 1d10 fire damage.

Wandering Human Party #3 Fighter

Level 3, Chaotic Neutral, CR .50 XP 100

AC: 18 **HP:** 26 **Speed:** 30ft.

S:16(+3) **D:**13(+1) **C:**15(+2) **I:**8(-1) **W:**10 **Ch:**12(+1)

Saving Throws: Str+5, Con+4.

Senses: passive Perception 10.

Action Surge (Recharges on a short rest). Can take one additional action on his turn.

Battle Ax. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 1d8+4 slashing.

Wandering Human Party #3 Wizard

Level 1, Chaotic Neutral, CR .50 XP 100

AC: 11/14 Mage Armor **HP:** 8 **Speed:** 30ft.

S:8(-1) **D:**12(+1) **C:**14(+2) **I:**15(+2) **W:**13(+1) **Ch:**10

Saving Throws: Int+5, Wis+3.

Senses: passive Perception 11.

Spellcasting. 2nd level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). Has the following spells prepared:

Cantrips (at will): *blade ward, fire bolt, light*

1st level (2 slots): *feather fall, sleep, mage armor, magic missile*

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 1d4-1 piercing.

Fire Bolt. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. Hit: 1d10 fire.

Wandering Human Party #3 Thief

Level 2, Chaotic Neutral, CR .25 XP 50

AC: 13 **HP:** 17 **Speed:** 30ft.

S:10 **D:**15(+2) **C:**14(+2) **I:**12(+1) **W:**13(+1) **Ch:**10

Saving Throws: Dex+4, Int+3.

Senses: passive Perception 15.

Sneak Attack. Once per turn, if the rogue makes a weapon attack with advantage or flanking, it inflicts an extra 1d6 damage.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 1d8+1/+4 vs. dragons, slashing.

Cunning Action. May use bonus action to Dash, Disengage, or Hide.

Wandering Human Party #3 Cleric

Level 2, Chaotic Neutral, CR .25 XP 50

AC: 18 **HP:** 17 **Speed:** 30ft.

S:14(+2) **D:**8(-1) **C:**13(+1) **I:**10 **W:**15(+2) **Ch:**12(+1)

Saving Throws: Wis+4, Cha+3.

Senses: passive Perception 12.

Guided Strike (1 use, recharges on short rest). When the cleric makes a melee attack, it may add a +10 bonus to the roll.

Spellcasting. 2nd level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with

spell attacks). The cleric has the following spells prepared:

Cantrips (at will): *sacred flame*

1st level (3 slots): *bless, command, purify food and water, guiding bolt*

Sanar Level 3 Thief, Chaotic Neutral, CR .25 XP 50

AC: 11 **HP:** 17 **Speed:** 40ft.

S:8(-1) **D:**15(+2) **C:**13(+1) **I:**12(+1) **W:**14(+2) **Ch:**10

Saving Throws: Dex+4, Int+3.

Senses: passive Perception 15.

Sneak Attack. Once per turn, if Sanar makes a weapon attack with advantage or flanking, she inflicts an extra 1d6 damage.

Dagger. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. Hit: 1d4-1 piercing.

Dagger. *Missile Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 1d4 piercing.

Bakora Level 5 Fighter, Chaotic Good, CR 1 XP 200

AC: 14 **HP:** 38 **Speed:** 30ft.

S:15(+2) **D:**13(+1) **C:**15(+2) **I:**8(-1) **W:**10 **Ch:**12(+1)

Saving Throws: Str+4, Con+4.

Senses: passive Perception 10.

Action Surge (Recharges on a short rest). Bakora can take one additional action on his turn.

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 1d6 + 4 piercing.

Spear. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. Hit: 1d8+2 piercing.

Kuro Level 6 Fighter, Lawful Good, CR 1 XP 200

AC: 13 **HP:** 45 **Speed:** 40ft.

S:16(+3) **D:**11 **C:**15(+2) **I:**8(-1) **W:**10 **Ch:**12(+1)

Saving Throws: Str+6, Con+5.

Senses: passive Perception 12.

Action Surge (Recharges on a short rest). Kuro can take one additional action on his turn.

Multi-attack. Kuro can make two attacks.

Spear. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 1d6 + 6 piercing.

Spear. *Ranged Weapon Attack:* +3 to hit, range 20/60 ft., one target. Hit: 1d8+3 piercing.

Masawa Level 4 Fighter, Neutral Evil, CR 1 XP 200

AC: 13 **HP:** 36 **Speed:** 40ft.

S:12(+1) **D:**10 **C:**15(+2) **I:**8(-1) **W:**10 **Ch:**12(+1)

Saving Throws: Str+4, Con+4.

Senses: passive Perception 9.

Action Surge (Recharges on a short rest). Masawa can take one additional action on his turn.

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 1d6 + 3 piercing.

Spear. *Ranged Weapon Attack:* +2 to hit, range 20/60 ft., one target. Hit: 1d8+2 piercing.

Taboo Island Fighter Level 5, Chaotic Neutral, CR 1 XP 200

AC: 15 **HP:** 34 **Speed:** 30ft.

S:10 **D:**11 **C:**10 **I:**10 **W:**10 **Ch:**12(+1)

Saving Throws: Str+2, Con+2.

Senses: passive Perception 11.

Action Surge (Recharges on a short rest). Fighter can take one additional action on his turn.

Spear. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 1d6 + 3 piercing.

The Chief Level 7 Fighter, Chaotic Neutral, CR 2 XP 450

AC: 15 **HP:** 52 **Speed:** 40ft.

S:14(+2) **D:**11 **C:**10 **I:**10 **W:**10 **Ch:**12(+1)

Saving Throws: Str+5, Con+3.

Senses: passive Perception 11.

Action Surge (Recharges on a short rest). The Chief can take one additional action on his turn.

Multi-attack. The Chief can make two attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 1d8 + 6 slashing.

The Chief's Son Level 3 Fighter, Chaotic Neutral, CR 5 XP 100

AC: 13 **HP:** 26 **Speed:** 40ft.

S:10 **D:**11 **C:**10 **I:**10 **W:**10 **Ch:**10

Saving Throws: Str+2, Con+2.

Senses: passive Perception 11.

Action Surge (Recharges on a short rest). The Son can take one additional action on his turn.

Spear. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 1d6 piercing.

Spear. *Ranged Weapon Attack:* +2 to hit, range 20/60 ft., one target. Hit: 1d8 piercing.

Witchdoctor Level 5 Cleric, Chaotic Neutral, CR 1 XP 200

AC: 14 **HP:** 29 **Speed:** 40ft.

S:10 **D:**11 **C:**13(+1) **I:**10 **W:**14(+2) **Ch:**12(+1)

Saving Throws: Wis+5, Cha+4.

Senses: passive Perception 12.

Spellcasting. 5th level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following spells prepared:

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

1st level (4 slots): *cause wounds x2, command, bane*

2nd level (3 slots): *snake charm, hold person, warding bond*

3rd level (2 slots): *animate dead, dispel magic*

Bone Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 1d6 bludgeoning.

Fano Level 4 Fighter, Lawful Neutral, CR 1 XP 200

AC: 11 **HP:** 34 **Speed:** 40ft.

S:10 **D:**11 **C:**10 **I:**10 **W:**10 **Ch:**12(+1)

Saving Throws: Str+2, Con+2.

Senses: passive Perception 10.

Action Surge (Recharges on a short rest). Fighter can take one additional action on his turn.

Spear. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 1d6 + 2 piercing.

Umlat Level 6 Cleric, Lawful Neutral, CR 2 XP 450

AC: 11 **HP:** 29 **Speed:** 40ft.

S:6(-2) **D:**8(-1) **C:**10 **I:**10 **W:**14(+2) **Ch:**12(+1)

Saving Throws: Wis+5, Cha+4.

Senses: passive Perception 13.

Spellcasting. 6th level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). Umlat has the following spells prepared:

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

1st level (4 slots): *bless, cure wounds, purify food & water, detect poison & disease*

2nd level (3 slots): *snake charm, calm emotions, prayer of healing*

3rd level (3 slots): *clairvoyance, dispel magic, mass healing word*

Bone Club. *Melee Weapon Attack:* +1 to hit, reach 5

ft., one target. Hit: 1d6-2 bludgeoning.

Pirate Leader Level 4 Fighter, Neutral Evil, CR 50 XP 100

AC: 15 **HP:** 38 **Speed:** 30ft.

S:10 **D:**11 **C:**10 **I:**10 **W:**10 **Ch:**12(+1)

Saving Throws: Str+2, Con+2.

Senses: passive Perception 10.

Action Surge (Recharges on a short rest). Leader can take one additional action on his turn.

2HSword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 1d10 + 2 slashing.

Zombie Masters Level 6 Cleric, Chaotic Neutral, CR 2 XP 450

AC: 11 **HP:** 44 **Speed:** 40ft.

S:10 **D:**10 **C:**10 **I:**10 **W:**15(+3) **Ch:**8(-1)

Saving Throws: Wis+6, Cha+1.

Senses: passive Perception 13.

Spellcasting. 6th level spellcaster. Their spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). They have the following spells prepared:

Cantrips (at will): *chill touch, sacred flame, spare the dying, thaumaturgy*

1st level (4 slots): *bane, inflict wounds, command, false life*

2nd level (3 slots): *blindness/deafness, hold person, ray of enfeeblement, silence*

3rd level (3 slots): *animate dead, bestow curse, spirit guardians, vampiric touch*

Touch of Death (2 uses, recharges on short rest).

Bare handed melee attack, +3 to hit, deal 17 necrotic damage..

New Monsters

Animal Herd Large Beast, Unaligned

AC: 10 **HP:** 22 **CR:** 0 **XP:** 10 **Speed:** 40ft.

S: 16(+3) **D:** 8(-1) **C:** 14(+2) **I:** 2(-4) **W:** 10 **Ch:** 6(-2)

Senses: passive Perception 10.

Trampling Charge; Group *Melee Weapon Attack* +7, reach all targets in path of stampeding herd. 2d6+3 bludgeoning, target must make successful DC 15 Dex saving throw or take another 2d6+3 bludgeoning.

Trampling Charge; Individual *Melee Weapon Attack* +3, reach 5 ft. one target. 1d6+3 bludgeoning.

Aranea Large Monstrosity, Chaotic Evil

AC: 14 **HP:** 39 **CR:** 1 **XP:** 200 **Speed:** 30ft.

S: 14(+2) **D:** 16(+3) **C:** 12(+1) **I:** 16(+3) **W:** 12(+1) **Ch:** 6(-2)

Senses/Skills: Darkvision 60ft., passive Perception 13, Int. +5, Stealth +5.

Shapechanger; The Aranea can use its action to polymorph into a medium beast or humanoid. It reverts to its true form if it dies.

Spellcasting; Intelligence DC 13, +5 attack as 3rd level Wizard. No material spell components are required.

Cantrips (at will): *dancing lights, poison cloud, shocking grasp*

1st level (4 slots): *charm person, sleep*

2nd level (2 slots): *invisibility, mirror image*

Web; Aranea spin elaborate webs in which to ensnare the unwary. As an action, anyone caught in its web can make a DC 15 Strength check to get free. Like any spider, the Aranea knows immediately when something touches its webbing.

Spider Climb; can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Bite; *Melee Weapon Attack* +5, reach 5 ft. one target. 1d8+3 piercing. DC 11 Con save or paralyzed 1 hour.

Bee, Giant Medium Beast, Unaligned

AC: 12 **HP:** 13 **CR:** .25 **XP:** 50 **Speed:** 10ft./Fly 50ft.

S: 10 **D:** 14(+2) **C:** 10 **I:** 5(-5) **W:** 10 **Ch:** 3(-4)

Senses: passive Perception 10.

Sting; *Melee Weapon Attack* +4 to hit, reach 5 ft. one target. 1d6+2 piercing, DC 11 Con save or take 3d6 poison damage.

Brontosaurus Gargantuan Beast, Unaligned

AC: 16 **HP:** 148 **CR:** 3 **XP:** 700 **Speed:** 30ft.

S: 25(+7) **D:** 7(-2) **C:** 23(+6) **I:** 1(-1) **W:** 10 **Ch:** 7(-2)

Saving Throws: Str+9, Con+8

Senses: passive Perception 10.

Sure-footed; Advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Stomp; *Melee Weapon Attack:* +9 to hit, reach 5 ft. one target. 2d10+7 bludgeoning, DC 17 Str save or be knocked prone.

Tail; *Melee Weapon Attack:* +9 to hit, reach 5 ft. one target. 2d8+7 bludgeoning.

Dimetrodon Huge Beast, Unaligned

AC: 13 **HP:** 68 **CR:** 1 **XP:** 200 **Speed:** 30ft.

S: 19(+4) **D:** 11 **C:** 15(+2) **I:** 2(-4) **W:** 12(+1) **Ch:** 5(-3)

Senses: passive Perception 11.

Bite; *Melee Weapon Attack:* +7 to hit, reach 10 ft. one target. 4d6+4 slashing.

Giant Elk Huge Beast, Unaligned

AC: 14 **HP:** 42 **CR:** .50 **XP:** 100 **Speed:** 60ft.

S: 19(+4) **D:** 16(+3) **C:** 14(+2) **I:** 7(-2) **W:** 14(+2) **Ch:** 10

Senses: passive Perception 14.

Charge. If the elk moves at least 20 feet straight toward a target and hits with ram attack on the same turn, take an extra 2d6 damage. Succeed on a DC 14 Strength saving throw or be knocked prone.

Ram; *Melee Weapon Attack:* +6 to hit, reach 10 ft. one target. 2d6+4 bludgeoning.

Hooves; *Melee Weapon Attack:* +6 to hit, reach 5 ft. one target. 4d8+4 bludgeoning.

Giant Oyster Large Beast, Unaligned

AC: 15/22 **HP:** 94 **CR:** 3 **XP:** 700 **Speed:** 30ft.

S: 18(+4) **D:** 1(-5) **C:** 16(+3) **I:** 2(-4) **W:** 2(-4) **Ch:** 5(-3)

Senses: passive Perception 8.

Bite; *Melee Weapon Attack:* +8 to hit, reach 10 ft. one target. 4d6+7 bludgeoning. Any character hit by the closing shell requires a DC 25 Strength save to get free. The Strength check can be accomplished by others coming to the characters aid as well.

Grangeri Huge Beast, Unaligned

AC: 13 **HP:** 142 **CR:** 5 **XP:** 1,800 **Speed:** 40ft.

S: 20(+5) **D:** 10 **C:** 16(+3) **I:** 4(-3) **W:** 6(-2) **Ch:** 6(-2)

Senses: passive Perception 8.

Bite; Melee Weapon Attack: +5 to hit, reach 5 ft. one target. 2d12+5 piercing.

Trample; Melee Weapon Attack: +5 to hit, reach 5 ft. one target. 3d6+5 bludgeoning.

Kopru Medium Abberation, Chaotic Evil

AC: 14 **HP:** 44 **CR:** 3 **XP:** 700 **Speed:** 10/30ft. swim

S: 18(+4) **D:** 12(+1) **C:** 14(+2) **I:** 10 **W:** 11 **Ch:** 12(+1)

Senses: passive Perception 10.

Amphibious; can breath air and water.

Magic Resistance; advantage on all saving throws against magic.

Spell Casting; ability is Intelligence (Spell Save DC 12). Innately cast the following spell once a day requiring no spell components; *Dominant Person* (last until dispelled).

Claws; Melee Weapon Attack: +8 to hit, reach 5 ft. one target. 2d4+4 slashing.

Tail; Melee Weapon Attack: +4 to hit, reach 5 ft. one target. 3d4+4 bludgeoning. Target becomes restrained. While target is restrained Kopru can make no other attacks. At the start further Kopru's turn target takes 3d6+4 bludgeoning and 1d4+4 piercing.

Multiattack; Makes two attacks, one with claws and one with tail.

Megatherium Large Beast, Unaligned

AC: 14 **HP:** 114 **CR:** 1 **XP:** 200 **Speed:** 30ft.

S: 20(+5) **D:** 8(-1) **C:** 18(+4) **I:** 2(-4) **W:** 6(-2) **Ch:** 6(-2)

Senses: passive Perception 8.

Claws; Melee Weapon Attack: +5 to hit, reach 5 ft. one target. 4d6+5 slashing.

Phanaton Small Humanoid, Chaotic Good

AC: 16 **HP:** 9 **CR:** 125 **XP:** 25 **Speed:** 30/50ft. Glide

S: 6(-2) **D:** 17(+3) **C:** 13(+1) **I:** 10 **W:** 10 **Ch:** 13(+1)

Saving Throws: Str+2, Dex+2, Con+2, Int+2, Wis+2, Cha+2.

Skills: Perception +4, Stealth +7.

Senses: passive Perception 10.

Dagger; Melee Weapon Attack: +5 to hit, reach 5 ft. one target. 1d4+3 piercing.

Rakasta Medium Humanoid, Neutral

AC: 13 **HP:** 11 **CR:** 125 **XP:** 25 **Speed:** 35ft.

S: 13(+1) **D:** 15(+2) **C:** 12(+1) **I:** 10 **W:** 11 **Ch:** 10

Skills: Perception +2, Stealth +4.

Senses: darkvision 60ft., passive Perception 12.

Keen Smell; advantage Wisdom (Perception) checks relying on smell.

Claws; Melee Weapon Attack: +3 to hit, reach 5 ft. one target. 1d4+1 slashing.

Bite; Melee Weapon Attack: +3 to hit, reach 5 ft. one target. 1d4+1 piercing.

Multiattack; Makes two attacks, one with claws and one with bite.

Robber Fly Small Beast, Unaligned

AC: 14 **HP:** 13 **CR:** 0 **XP:** 10 **Speed:** 30/60ft. fly

S: 12(+1) **D:** 16(+3) **C:** 12(+1) **I:** 1(-5) **W:** 5(-3) **Ch:** 3(-4)

Damage Immunities: Poison.

Condition Immunities: Poisoned.

Senses: passive Perception 7.

Bite; Melee Weapon Attack: +3 to hit, reach 5 ft. one target. 1d8+1 piercing.

Spider, Giant Black Widow Medium Beast, Unaligned

AC: 15 **HP:** 37 **CR:** 1 **XP:** 200 **Speed:** 30/30ft. climb

S: 19(+4) **D:** 15(+2) **C:** 16(+3) **I:** 1(-5) **W:** 10 **Ch:** 3(-4)

Skills: Stealth +7.

Senses: darkvision 60ft., passive Perception 10.

Web; The Black Widow spins elaborate webs in which to ensnare the unwary. As an action, anyone caught in it's web can make a DC 12 Strength check to get free. Like any spider, the Black Widow knows immediately when something touches its webbing.

Spider Climb; can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Bite; Melee Weapon Attack: +6 to hit, reach 5 ft. one target. 1d8+4 piercing plus poison. Target must make a DC 17 Constitution save or die.

Spider, Giant Crab Medium Beast, Unaligned

AC: 13 **HP:** 20 **CR:** 1 **XP:** 200 **Speed:** 20/30ft. climb

S: 10 **D:** 15(+2) **C:** 12(+1) **I:** 2(-4) **W:** 11 **Ch:** 4(-3)

Skills: Stealth +10/+21 when stationary.

Senses: darkvision 60ft., passive Perception 10.

Spider Climb; can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Bite; Melee Weapon Attack: +2 to hit, reach 5 ft. one target. 1d4 piercing plus poison. Target must make a DC 12 Constitution save or die in 4 rounds.

Spider, Giant Tarantella Medium Beast, Unaligned

AC: 15 **HP:** 41 **CR:** 2 **XP:** 450 **Speed:** 40/40ft. climb

S: 14(+2) **D:** 12(+1) **C:** 15(+2) **I:** 4(-3) **W:** 6(-2) **Ch:** 3(-4)

Skills: Stealth +10/+21 when stationary.

Senses: passive Perception 8.

Spider Climb; can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Bite; Melee Weapon Attack: +4 to hit, reach 5 ft. one target. 1d8+2 piercing plus poison. Target must make a DC 12 Constitution save or spasm for ten minutes in a jerky, dance-like motion. Anyone in 30ft. of victim must make a DC 10 Wisdom save or start to dance as well. Causes disadvantages on all skill tests, attacks and saves. Attacking the victim have advantage. Every 5 turns the victim is poisoned adds level of exhaustion. A dispel magic spell ends the effect.

Water Termite Medium Beast, Unaligned

AC: 15 **HP:** 42 **CR:** 1 **XP:** 200 **Speed:** 15/60ft. swim

S: 20(+5) **D:** 12(+1) **C:** 18(+4) **I:** 1(-5) **W:** 5(-3) **Ch:** 3(-4)

Senses: passive Perception 10.

Bite; Special Weapon Attack: automatic hit on ships and boats only, reach 5 ft. one target. 1d8+5 piercing. Ignores Damage Threshold. Continuous until discovered and driven away.

Inky Spray; Special defense. When retreating from attack. +5 to hit, reach 15ft. all targets in range. DC 12 Constitution save or paralyzed for 1 turn.

Spell Conversion Notes

For spells not directly found in the PH

Cause Light Wounds: Treat as Inflict Wounds, PH

Cure Disease: Treat as Lesser Restoration, PH 255

Cure Light Wounds: Treat as Cure Wounds, PH 230

Protection from Elementals: Treat as Protection from Evil and Good, PH 270

Protection from Evil: Treat as Protection from Evil and Good, PH 270

Protection from Undead: Treat as Protection from Evil and Good, PH 270

Read Languages: Treat as Comprehend Languages, PH 224

Snake Charm: Treat as Charm Person, but limited to snakes, PH 22

Magic Item Conversion Notes

For magic items not directly found in the DMG

- **Potion of Control Undead (Aranea Lair p.12);** Treat effects as spell of Animate Dead, PH 212, but with the following limitations: Does not allow for creation of new undead. The drinker of the potion gains control over any zombies and skeletons he can issue commands to. This command ability lasts for twenty four hours.
- **Sword +1 (Cave p.10);** Treat as Neutral Aligned Sentient Magic Item, DMG 214, with the following statistics and abilities; Int: 8(-1) Wis: 9(-1) Cha: 13(+1), Detect Metal, and Levitate with wielder for 3 turns 3 times a day. Communicates telepathically with wielder. Hearing and normal vision 30ft. The sword will only reveal its enhanced abilities if the wielder can defeat it in a contested Charisma roll. If not it will only appear as a +1 magic item.
- **Sword +2 (The Hidden Throne p.28);** Requires attunement, DMG 136, to reveal its Charm Person ability. A successful DC 13 Intelligence (Arcana) check is required to tell of this ability and the sword's attunement needs. The DM is left to describe the attunement method.

Monsters

1. **Allosaurus;** Allosaurus MM 79 CR .50 XP 100
2. **Ankylosaurus;** Ankylosaurus MM 79 CR .50 XP 100
3. **Cave Bears;** Cave Bear MM 334 CR 1 XP 200
4. **Crab, Giant;** Giant Crab MM 324 CR 0 XP 10
5. **Boars;** Boar MM 319 CR 0 XP 10
6. **Bugbears;** Bugbear MM 33 CR .50 XP 100
7. **Cat, Great: Saber-tooth Tiger;** Saber-tooth Tiger MM 336 CR .50 XP 100
8. **Centaur;** Centaur MM 38 CR .50 XP 100
9. **Crocodile, Giant;** Giant Crocodile MM 324 CR 2 XP 450
10. **Cyclops;** Cyclops MM 45 CR 3 XP 700
11. **Dire Wolves;** Dire Wolf MM 321 CR .50 XP 100
12. **Dragon, Black;** Adult Black Dragon MM 88 CR 7 XP 2,900
13. **Dragon, Green;** Adult Green Dragon MM 94 CR 7 XP 2,900
14. **Dragon, Red;** Adult Red Dragon MM 98 CR 7 XP 2,900
15. **Dryad;** Dryad MM 121 CR .25 XP 50
16. **Elephants;** Elephant MM 322 CR 2 XP 450
17. **Elephant, Prehistoric;** Treat as Elephant MM 322 CR 2 XP 450
18. **Elk, Giant;** Treat as Elk MM 322 CR 0 XP 10
19. **Fighters;** Treat as Guard MM 347 CR 0 XP 10
20. **Gargoyle;** Gargoyle MM 140 CR .50 XP 100
21. **Giant, Hill;** Hill Giant MM 155 CR 3 XP 700
22. **Giant, Stone;** Stone Giant MM 156 CR 4 XP 1,100
23. **Ghoul;** Ghoul MM 148 CR .25 XP 50
24. **Hippogriffs;** Hippogriff MM 184 CR .25 XP 50
25. **Hydra, 5 Heads;** Hydra MM 190 CR 3 XP 700
26. **Human;** Treat as Commoner MM 345 CR 0 XP 10
27. **Leaders, Neanderthal;** Treat as Thug MM 350 CR .125 XP 25
28. **Living Statues;** Treat as Animated Armor MM 19 CR .25 XP 50
29. **Lizard, Giant Gecko;** Treat as Giant Lizard MM 326 CR 0 XP 10
30. **Lizard, Giant Draco;** Treat as Giant Lizard MM 326 CR 0 XP 10
31. **Lizard, Giant Horned Chameleon;** Treat as Giant Lizard MM 326 CR 0 XP 10
32. **Lizard, Giant Tuatara;** Treat as Giant Lizard MM 326 CR 0 XP 10
33. **Lizard Men;** Treat as Lizardfolk MM 204 CR .25 XP 50
34. **Lycanthropes, Wererat;** Wererat MM 209 CR .50 XP 100
35. **Lycanthropes, Werewolf;** Werewolf MM 211 CR 1 XP 200
36. **Lycanthropes, Wereboar;** Wereboar MM 209 CR 2 XP 200
37. **Lycanthropes, Weretiger;** Weretiger MM 210 CR 2 XP 450
38. **Lycanthropes, Werebear;** Werebear MM 208 CR 3 XP 700
39. **Mummy;** Mummy MM 228 CR 1 XP 200
40. **Native;** Treat as Tribal Warrior MM 350 CR 0 XP 10
41. **Native Chieftan;** Treat as Veteran (AC:12) MM 350 CR 0 XP 10
42. **Native Fighter;** Treat as Scout MM 349 CR 0 XP 10
43. **Native Tribal Shaman;** See Notable NPC's, Witch Doctor.
44. **Native War Leader;** Treat as Thug MM 350 CR 0 XP 10
45. **Neanderthal;** Treat as Tribal Warrior MM 350 CR 0 XP 10
46. **Neanderthal Leader;** Treat as Thug MM 350 CR 0 XP 10
47. **Ogres;** Ogre MM237 CR .50 XP 100
48. **Pit Viper;** Treat as Poisonous Snake MM 334 CR 0 XP 10
49. **Phororhacos;** Treat as Ax Beak MM 317 CR 0 XP 10
50. **Plesiosaurus;** Plesiosaurus MM 80 CR .50 XP 100
51. **Pterodactyls;** Treat as Pteranodon MM 80 CR .125 XP 25
52. **Pteranodons;** Pteranodon MM 80 CR .125 XP 25
53. **Rat, Giant;** Giant Rat MM 327 CR 0 XP 10
54. **Rhagodessa;** Treat as Giant Spider MM 328 CR .50 XP 100
55. **Rocs;** Roc MM 260 CR 5 XP 1,800
56. **Rock Baboon;** Treat as Baboon MM 318 CR
57. **Saber-tooth Tigers;** Saber-tooth Tiger MM 336 CR .50 XP 100
58. **Sea Hydra;** Treat as Hydra MM 190 CR 5 XP 1,800
59. **Sea Snake;** Treat as Poisonous Snake MM 334 CR 0 XP 10
60. **Scorpion, Giant;** Giant Scorpion MM 327 CR 1 XP 200
61. **Skeletons;** Skeleton MM 272 CR 0 XP 10
62. **Snake, Spitting Cobra;** Treat as Poisonous Snake MM 334 CR 0 XP 10
63. **Snake, Pit Viper;** Treat as Poisonous Snake MM 334 CR 0 XP 10
64. **Snake, Giant Rattlesnake;** Treat as Poisonous Snake MM 334 CR 0 XP 10
65. **Snake, Rock Python;** Treat as Giant Constrictor Snake MM 324 CR .50 XP 100
66. **Toad, Giant;** Giant Toad MM 329 CR 0 XP 10
67. **Trachodon;** Treat as Elephant MM 322 CR 2 XP 450
68. **Treants;** Treat MM 289 CR 5 XP 1,800
69. **Tribesmen;** Treat as Tribal Warrior MM 350 CR 0 XP 10
70. **Triceratops;** Triceratops MM 80 CR 2 XP 450
71. **Troglodytes;** Troglodytes MM 290 CR 0 XP 10
72. **Tyrannosaurus Rex;** Tyrannosaurus Rex MM 80 CR 5 XP 1,800
73. **Troll;** Troll MM 291 CR 2 XP 450
74. **Wight;** Wight MM 300 CR 1 XP 200
75. **Wraith;** Wraith MM 302 CR 2 XP 450
76. **Wyvern;** Wyvern MM 303 CR 3 XP 700
77. **Yellow Mold;** Found in DMG 105
78. **Young Men;** Treat as Tribal Warrior MM 350 CR 0 XP 10
79. **Zombie;** Zombie MM 316 CR .125 XP 25

Traps found in The Isle of Dread

Tar Pits (p.9): Obvious to see during daylight. A DC 9 passive Wisdom (Perception) check is required to avoid stumbling into a tar pit in the dark. Actively searching for hazards in the dark will spot a tar pit. DC 20 Strength check to win free of being stuck, 25 if in heavy armor.

Secrete Compartment with Snake (p.10): Actively searching for traps discovers the compartment on a DC 12 Wisdom (Perception) check. A DC 12 Intelligence (Investigation) check will reveal how it functions, but will not reveal what is inside. A DC 12 Dexterity (Thieves Tools) check will get the compartment open without forcing the lid of the iron box.

Tremors, Major Shock (p.22): DC 10 Strength check to avoid falling if climbing cliffs.

Tremors, Sever Shock (p.22): DC 15 Strength check to avoid falling if climbing cliffs. DC 5 Dexterity check to avoid 3d6 bludgeoning damage from falling trees if in forest.

Climbing the Central Plateau (p.22): A DC 25 Strength (Athletics) check to climb cliffs. A DC 10 passive Perception check will reveal fifteen checks required before reaching the top. While climbing gear can arrest long falls, characters without Athletics can not attempt the climb.

Climbing the Cliff Wall (p.23): DC 10 Strength check to avoid falling while making the twelve hour ascent. Athletics skill provides Advantage.

Overnights on the Cliff Wall (p.23): For every hour spent on top a DC 10 Constitution save must be made or gain one level of exhaustion.

Gummy Vegetable Poisoning (p.24): DC 15 Constitution save or suffer +1d10 poison damage and are poisoned for 2d10 hours as described.

Trap Door (p.25): DC 15 passive Perception to notice under the dust. Active searching of floor will reveal the trap door. 2d6 falling damage for falling through the trap door. DC 15 Dexterity save to catch oneself from falling through.

Inflammable Dust (p. 25): Combustion of the dust causes 4d8 fire damage. A DC 12 Dexterity save reduces damage by half. Fire damage occurring on the platform is only 2d8, same save opportunity.

Weakend Floor (p.25): Actively searching for traps discovers the condition of the floor on

a DC 12 Wisdom (Perception) check.

Kopru Statuette (p.25): DC 12 Wisdom save to avoid effects of the statuette. Blessing by Cleric can be of any Lawful alignment (as opposed to any Good alignment).

Submerged Items (p.26): Must probe to discover otherwise 1d6 slashing damage every 10 feet.

Cell Doors (p.26): DC 10 Strength check to break.

Portcullis Trap (p.26): DC 15 Wisdom (Perception) to spot trigger. DC 10 Intelligence (Investigation) to figure out what the trigger does. DC 20 Strength save to raise portcullis back up.

Fire Trap (p.27): DC 12 Wisdom (Perception) to spot trip wire. DC 15 Dexterity (Thieves Tools) to deactivate wire. After the second round of the trap being activated the smoke from the burning oil forces a DC 10 Constitution save each round or fall unconscious into the water. Apply fire damage per the module. The door leading out requires a DC 10 Strength check to open.

Weak Crust (p.27): Actively searching for traps discovers the condition of the crust on a DC 12 Wisdom (Perception) check.