

B2

**Classic Adventure
Module Conversion**



The Keep on the Borderlands

Conversion Guide by Jay Murphy

For Characters Levels 1-3



Classic Modules Today

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

B2 THE KEEP ON THE BORDERLANDS

CONVERSION GUIDE

Introduction: An introductory adventure written by the late Gary Gygax with many features to aid novice players and Dungeon Masters. This conversion guide allows DMs to run the original module with 5th Edition rules and provides a reference sheet for encounters.

An adventure location for 1st–3rd level characters which also includes an intended starting place for first time Dungeon Masters and their first ever campaign setting.

BY JAY MURPHY



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B2: THE KEEP ON THE BORDERLANDS

“In honor of DeD’s 40th anniversary, I have read and reviewed the product that gave me my first exposure to DeD and fantasy in general - the module B2 - Keep on the Borderlands.”

—<http://dungeonofsigns.blogspot.com/2014/01/b2-keep-on-borderlands-review.html>

Introduction

To use this conversion guide you will need a copy of “B2 The Keep on the Borderlands”, originally available in hard copy and now for sale in Digital format at www.dndclassics.com.

This document gives DMs advice to convert the module to the latest 5th Edition rules and guidance on preparing the adventure. A list of random encounters and a summary of principle NPC’s provide a quick in-game reference. Most creatures refer to stat blocks in the D&D 5e Monster Manual. The regular inhabitants of the Keep are included in the “Monster” list. This includes most of the soldiery in the Keep. Important NPC’s for both the Keep as well as the Caves of Chaos have their own sections.

Page listings may refer to abbreviations: MM (Monster Manual), CR (Challenge rating), DMG (Dungeon Master Guide), etc. All other page numbers refer to the locations in the original ‘The Keep on the Borderlands’ 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.

Reference Sheet

For your convenience, the last two pages make a Reference Sheet 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 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, the Reference Sheet, and optionally, any notes or visuals you’ve prepared.

Adventure Summary

“If it were not for a stout few, many in the Realm would indeed fall prey to the evil which surrounds them.”

—Gary Gygax, *B2 The Keep on the Borderlands*

Players begin by arriving at the eponymous keep, and can base themselves there before investigating the series of caverns in the nearby hills teeming with monsters. These Caves of Chaos house multiple species of vicious humanoids. Plot twists include a treacherous priest within the keep, hungry lizardmen in a nearby swamp, and a mad hermit in the wilderness. It typifies the dungeon crawls associated with beginning D&D players, while permitting some limited outdoor adventures.

Notes for the Dungeon Master

The Keep on the Borderlands is a Dungeons & Dragons module by Gary Gygax, first printed in December 1979. In it, player characters are based at a keep and investigate a nearby series of caves that are filled with a variety of monsters. It was designed to be used with the Dungeons & Dragons Basic Set, and was included in the 1979–1982 editions of the Basic Set. It was designed for people new to Dungeons & Dragons.

Therefore, Gygax included a lengthy section, “Notes for the Dungeon Master”, at the beginning of the module which for many kids in the early eighties, like myself, became our first introduction on what a Dungeon Master was supposed to *do* playing a game of Dungeons & Dragons. In fact, it was our first introduction on *how* to play a role playing game.

And therein lies the true treasure to be found in this adventure module. Not so much the hodgepodge of creatures from the games bestiary to be found within the adventure location, not the wonderfully detailed starting location filled with such classic fantasy gaming tropes as the rumor riddled tavern, duplicitous NPC’s, the safety and succor to be found at the chapel, etc. No, it is the advice laid down by the co-creator of the game itself on what to do. Packed with maps, rules reference sheets, glossary, numerous statted out NPC’s. The greatest gift this module gives is showing new players the tools they will want to master for fantastic adventurers in role playing!

Converting to the Realms

This brief guide outlines a suggested location and ideas to bring “The Keep on the Borderlands” into the Forgotten Realms world of Faerun.

The northern borders of Halruaa, especially near the Bandit Wastes serve as a useful location for the Keep on the Borderlands. During the self-satisfied reign of Netyarch Zalathorm Kirkson, the Wizard-King, before the Year of Blue Fire, the Caves of Chaos can serve as a hint of the malignant evil to come.

The Snowflake Mountains, a range of mountains in West Faerûn forming the borders between Tethyr, Amn, and what was once the barony of Impresk. is also useful.

High Horn, a huge Cormyr military stronghold at the top of High Horn mountain in the Storm Horns, makes for a good location. In the Year of the Shield, 1367 DR, it was led by Lord Commander Thursk Dembarron and was garrisoned by approximately a hundred archers and three hundred other soldiers. In the winter, it was home to half of the entire army of Cormyr. The stronghold was often home to War Wizards as well. As of that year, it had never come under serious siege or attack.

Bhaal, the Lord of Murder, favoring violent or ritual deaths, provides a cult suitably abhorrant to serve as the religion of the chaos priests which inhabit the caves and have infiltrated the Keep.

Further Adventures

One of the central conceits of *B2 The Keep on the Borderlands* is that DM's new to D&D, and role playing games in general, will use this module as the stepping off place for further adventures in a campaign world of their own making. The module is specifically designed to provide beginning DM's with all the tools TSR felt were needed to create and run a campaign world. These are represented on the perforated pages at the center of the module containing the Wilderness Map, Map of the Keep as well as the double sided Reference Tables. Coupled with the first seven pages of DM advice, NPC tables, instruction for designing floor plans, as well as a glossary of common medieval fantasy terms the entire module's intent is to force the novice DM out the door and on the road to the land of their imagination!

GM Notes

Special rules and tactics to brush up on prior to the game:

- Leverage **Conversation Reaction Table (DMG 245)** for NPC reactions. Specific reactions of notable NPC's and monsters are found detailed throughout the module and should be considered when rolling on the Reaction Table.
- Know how to use **perception** rules for numerous **traps and secret doors**.
- Know the **poison** rules.
- Determine **spell tactics** for NPC Magi and Clerics.
- Think about how you intend to use the Wandering Monster Tables in the Caves of Chaos, especially if the rolled encounter is as much of a threat to the monsters living in the caves as it is to the PC's.

Visuals

Suggested visuals to create:

- The center two page spread of the original module made a two page reference gaming rules table while the other page provided a keyed map of the Keep on one side and the immediate wilderness environment on the other. The DM will find it useful to have these in hardcopy. The Non-Player Characters record sheet found at the end of the module is worth copying as well.
- While the Guild House floor plan is provided, a floor plan of the Tavern for the players is a must if the DM wants to make the most out of his tavern room brawls.
- An equipment and weapons price list so your new PC's know what adventuring items are available for their starting characters in your campaign world.
- Prepare a map and dungeon key so PC's will be able to explore the undefined Caves of the Unknown.

Notable NPC's of the Keep

- 1. The Castellan:** Treat as Knight with an effective AC of 21 due to magic items. (MM 347, CR 3 (700 XP)). How the PC's gain entrance to the Inner Bailey and get the opportunity to interact with the Castellan is detailed on p. 7.
- 2. Advisor:** Treat as Elven Wizard 3rd Level with the following spell list; Friends, Minor Illusion, Prestidigitation (0 level), Alarm, Charm Person, Comprehend Language, Identify (1st level), Detect Thoughts, and Suggestion (2nd level). AC 14, HP 14, CR 2 (450 XP).
- 3. Chaos Priest:** Treat as Priest with an effective AC of 20 due to magic items. (MM 348, CR 2 (450 XP)).
- 4. Banker:** Treat as Veteran (MM 350, CR 3 (700)). He does not go around wearing his armor and weapons, but keeps them handy while working.
- 5. Old Clerk:** Treat as Wizard 2nd Level with the following spell list; Friends, Mending, Message (0 level), Sleep, and Silent Image (1 level). AC 10, HP 10, CR 2 (450 XP).
- 6. The Curate:** Treat as Priest with an effective AC of 20 due to magic items. (MM 348, CR 2 (450 XP)).

Magic Items found at the Keep

1. *Sword +1*
2. *Plate Mail +1*
3. *Arrows +1*
4. *Shield +1*
5. *Mace +1*
6. *Cleric Scroll w/Hold Person and Silence 15'; substitute with Silence (Illusion)(2nd level)*
7. *Dagger +1*
8. *Sword +2*
9. *Ring of Protection +1*
10. *Staff of the Python*
11. *Potion of ESP; substitute with Potion of Mind Reading*
12. *Potion of Healing*
13. *Potion of Gaseous Form*
14. *Cleric Scroll w/Cure Light Wounds(1st level), Hold Person , and Cure Diseases; substitute with Lesser Restoration(2nd level)*
15. *Spear +1*
16. *Cleric Scroll w/Hold Person (2nd level)*
17. *Ring of Fire Resistance; substitute with Ring of Resistance*
18. *Elven Cloak & Boots*
19. *Potion of Levitation; substitute with Potion of Climbing*

Traps found at the Keep

- **Sleeping Gas Trap (p. 10);** Triggered by opening the compartment's door. First round characters will feel dizzy but take no damage. Second round, characters find it hard to breathe and must succeed on a DC 15 Constitution saving throw or fall asleep for thirty minutes. There are two ways to disarm. A DC 15 Intelligence (Investigation) check determines it can be disarmed by disconnecting the trigger from the latch. A DC 15 Wisdom (Perception) check determines a way to bypass the trap by opening the door from a distance allowing the gas to escape without harming characters.

9	Lizard, Draco (U)	1D4
10	Lizard Man (Nu)	1D3
11	Neanderthal (A)	1D10
12	Noble (A)	2D6
13	Pixie (NG)	2D4
14	Robber Fly (U)	1D6
15	Rock Baboon (U)	2D6
16	Snake, Pit Viper (U)	1D8
17	Spider, Black Widow (U)	1D3
18	Troglodyte (CE)	1D8
19	Veteran (A)	2D4
20	Zombie (NE)	2D4

Wandering Monsters: Level 1

Die Roll	Wandering Monsters	No.
1	Acolyte (A)	1D8
2	Bandit (N-C)	1D8
3	Beetle, Fire (U)	1D8
4	Dwarf (L)	1D6
5	Gnome (CE)	1D8
6	Goblin (NE)	2D4
7	Green Slime (U)	1
8	Halfling (L)	3D6
9	Killer Bee (U)	1D10
10	Kobold (LE)	4D4
11	Lizard, Gecko (U)	1D3
12	Orc (CE)	2D4
13	Shrew, Giant (U)	1D10
14	Skeleton (LE)	3D4
15	Snake, Cobra (U)	1D6
16	Spider, Crab (U)	1D4
17	Sprite (NG)	3D6
18	Stirge (U)	1D10
19	Trader (A)	1D8
20	Wolf (U)	2D6

Wandering Monsters: Level 3

Die Roll	Wandering Monsters	No.
1	Beetle, Tiger (U)	1D6
2	Bugbear (CE)	2D4
3	Carrion Crawler (U)	1D3
4	Dopplenganger (Nu)	1D6
5	Driver Ant (U)	2D4
6	Gargoyle (CE)	1D6
7	Gelatinous Cube (U)	1
8	Harpy (CE)	1D6
9	Living Statue, Crystal (U)	1D6
10	Lycanthrope, Wererat (LE)	1D8
11	Medium (A)	1D4
12	Medusa (LE)	1D3
13	NPC Party (A)	1D4+4
14	Ochre Jelly (U)	1
15	Ogre (CE)	1D6
16	Shadow (CE)	1D8
17	Spider, Tarantella (U)	1D3
18	Thoul (CE)	1D6
19	White Ape (U)	1D6
20	Wight (NE)	1D6

Wandering Monsters: Level 2

Die Roll	Wandering Monsters	No.
1	Beetle, Oil (U)	1D8
2	Berserker (C)	1D6
3	Cat, Mt. Lion (U)	1D4
4	Elf (LN)	1D6
5	Ghoul (CE)	1D6
6	Gnoll (CE)	1D6
7	Gray Ooze (U)	1
8	Hobgoblin (LE)	1D6

- The Wandering Monster Tables are to be used while exploring the Caves of Chaos.
- The letter(s) after the name of the wandering monster refers to the possible alignment of the character. For example; CE means Chaotic Evil while A means Any and L, N, or C indicates any Lawful, Neutral or Chaotic alignment. True Neutral is indicated by Nu.

Notable NPC's found at the Caves of Chaos

- 7. Elf:** Treat as Fighter/Warlock 1st level with the following spell list; Blade Ward and True Strike (0 level), Detect Magic and Shield (1st level), Archery Fighting Style. AC 11, HP 10, +2 PB to melee attacks, +4 PB to ranged attacks, CR 1 (200 XP))
- 8. Dwarf:** Treat as Fighter 2nd level, Great Weapon Fighting Style. AC 11, HP 16, +2 PB to melee attacks, CR 1 (200 XP))
- 9. Hero:** Treat as Fighter 4th level, Protection Fighting Style, Champion martial archetype. AC 11, HP 22, +6 PB to melee attacks, CR 2 (450 XP))
- 10. Evil Priest:** Treat as Cleric 3rd level with the following spell list; Guidance, Resistance, Sacred Flame (0 level), Bane, Command, Inflict Wounds, and Detect Magic (1st level). AC 20, HP 18, +2 PB to melee attacks, CR 2 (450 XP))

Magic Items found at the Caves of Chaos

1. *Shield +1*
2. *Potion of Healing*
3. *Hand Axe +1*
4. *Wizard Scroll w/Fireball (3rd level)*
5. *Rope of Climbing*
6. *Arrows +1*
7. *Potion of Invisibility*
8. *Cleric Scroll w/Cure Light Wounds (1st level), and Hold Person (2nd level)*
9. *Dagger +1*
10. *Wand of Paralyzation with 7 charges.*
11. *Cleric Scroll w/Magic Circle; Undead (3rd level)*
12. *Potion of Healing*
13. *Potion of Growth*
14. *Potion of Gaseous Form*
15. *Sword -1, cursed*
16. *Plate Mail +1*
17. *Staff of Healing*
18. *Amulet of Protection from Turning; provides a +1 for undead creatures when making their Wisdom save against turning.*
19. *Ring of Fire Resistance; substitute with Ring of Resistance*
20. *Elven Boots*
21. *Potion of Levitation; substitute with Potion of Climbing*

Traps found at the Caves of Chaos

1. **Pit Trap (p. 14);** Hinged floor panels drop when stepped on; any in the area may fall. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine the exact dimension of the trap door. DC 15 Wisdom (Perception) check to determine a way to bypass the trap by wedging daggers or spikes into the door's edges. When triggered, a creature within range which fails a DC 15 Dexterity saving throw to avoid falling takes 1d6 falling damage for every 10 feet it fell.
2. **Trip Wire Alarm (p. 16);** To spot the nearly invisible strings running across the entire passage it takes a DC 12 passive Wisdom (Perception) check to spot, or DC 10 Wisdom (Perception) check if actively searching. If the PC's have a light source up front the chance to spot the trip wires is automatic.

Monsters

1. Acolytes: Acolyte (MM 342, CR 0.25 (50 XP))
2. Adepts: Treat as Priest (MM 348, CR 2 (450 XP))
3. Assistants: Treat as Commoner (MM 345, CR 0 (10 XP))
4. Bandits: Bandit (MM 343, CR 0.25 (50 XP))
5. Beetle, Fire: Giant Fire Beetle (MM 325, CR 0 (10 XP))
6. Beetle, Oil: Treat as Giant Fire Beetle (MM 325, CR 0 (10 XP))
7. Beetle, Tiger: Treat as Giant Fire Beetle (MM 325, CR 0 (10 XP))
8. Berserker: Berserker (MM 344, CR 2 (450 XP))
9. Bugbears: Bugbear (MM 33, CR 1 (200 XP))
10. Captain of the Guard: Treat as Veteran (MM 350, CR 3 (700 XP))
11. Carrion Crawler: Carrion Crawler (MM 37, CR 2, (450 XP))
12. Cat, Mountain Lion: Treat as Lion (MM 331, CR 1, (200 XP))
13. Cavalrymen: Treat as Guard (MM 347, CR 0.125 (25 XP))
14. Centipedes, Giant: Giant Centipede (MM 323, CR 0.25 (50 XP))
15. Corporal of the Watch: Treat as Veteran (MM 350, CR 3 (700 XP))
16. Doppelganger: Doppelganger (MM 82, CR 3 (700 XP))
17. Driver Ant: Treat as Swarm of Insects (MM 338, CR .50 (100 XP))
18. Dwarf: Treat as Thug (MM 350, CR .50 (100 XP))
19. Elf: Treat as Scout (MM 349, CR 1 (200 XP))
20. Gargoyle: Gargoyle (MM 140, CR 2 (450 XP))
21. Gelatinous Cube: Gelatinous Cube (MM 242, CR 2 (450 XP))
22. Ghoul: Ghoul (MM 148, CR 1 (200 XP))
23. Gnolls: Gnoll (MM 163, CR .50 (100 XP))
24. Gnome: Gnome, Deep (MM 164 CR .50 (100 XP))
25. Goblins: Goblin (MM 165 CR .25 (50 XP))
26. Gray Ooze: Gray Ooze (MM 243 CR .50 (100 XP))
27. Green Slime: Treat as Ochre Jelly (MM 243 CR 2 (450 XP))
28. Guardsmen: Treat as Guard (MM 347, CR 0.125 (25 XP))
29. Halfling: Treat as Scout (MM 349, CR .50 (100 XP))
30. Harpy: Harpy (MM 181, CR 1 (200 XP))
31. Hobgoblins: Hobgoblin (MM 186, CR .50 (100 XP))
32. Jewel Merchant: Treat as Commoner (MM 345, CR 0 (10 XP))
33. Killer Bee: Treat as Swarm of Insects (MM 338, CR .50 (100 XP))
34. Kobolds: Kobold (MM 195, CR .125 (25 XP))
35. Living Statue, Crystal: Treat as Animated Armor (MM 19, CR 1, (200 XP))
36. Lizard, Draco: Treat as Giant Lizard (MM 326, CR .25 (50 XP))
37. Lizard, Gecko: Treat as Giant Lizard (MM 326, CR .25 (50 XP))
38. Lizard Man: Lizard Folk (MM 204, CR .50 (100 XP))
39. Lycanthrope, Wererat (MM 209, CR 2 (450 XP))
40. Mad Hermit: Treat as Cult Fanatic (MM 345, CR 2 (450 XP))
41. Medium: Treat as Druid (MM 346, CR 2 (450 XP))
42. Medusa: Medusa (MM 214, CR 6 (2,300 XP))
43. Men-at-Arms: Treat as Guard (MM 347, CR 0.125 (25 XP))
44. Minotaur: Minotaur (MM 223, CR 3 (700 XP))
45. Neanderthal: Treat as Tribal Warrior (MM 250, CR .125 (25 XP))
46. Noble: Noble (MM 348, CR .125 (25 XP))
47. NPC Party: Create using Non Player Character Tables (DMG 90)
48. Ochre Jelly: Ochre Jelly (MM 243, CR 2 (450 XP))
49. Ogre: Ogre (MM 237, CR 2 (450 XP))
50. Orcs: Orc (MM 246, CR .50 (100 XP))
51. Owl Bear: Owlbear (MM 249, CR 3 (700 XP))
52. Pixie: Pixie (MM 253, CR .25 (50 XP))
53. Provisioner: Treat as Commoner (MM 345, CR 0 (10 XP))
54. Rats, Giant: Treat as Swarm of Rats (MM 349, CR .25 (25 XP))
55. Robber Fly: Treat as Giant Wasp (MM 329, CR .50 (50 XP))
56. Rock Baboon: Baboon (MM 318, CR 0 (10 XP))
57. Scribe: Treat as Commoner (MM 345, CR 0 (10 XP))
58. Sergeant of the Guard: Treat as Veteran (MM 350, CR 3 (700 XP))
59. Shadow: Shadow (MM 269, CR .50 (100 XP))
60. Shrew, Giant: Treat as Giant Badger (MM 323, CR .25 (50 XP))
61. Skeletons: Skeleton (MM 272, CR .50 (100 XP))
62. Smith: Treat as Commoner (MM 345, CR 0 (10 XP))
63. Snake, Pit Viper: Treat as Poisonous Snake (MM 333, CR .125 (25 XP))
64. Snake, Cobra: Treat as Poisonous Snake (MM 333, CR .125 (25 XP))
65. Spider, Black Widow: Treat as Giant Spider (MM 328, CR 1 (200 XP))
66. Spider, Crab: Treat as Giant Wolf Spider (MM 330, CR .25 (50 XP))
67. Spider, Tarantella: Treat as Giant Wolf Spider (MM 330, CR .25 (50 XP))
68. Sprite: Sprite (MM 283, CR .25 (50 XP))
69. Stirges: Stirge (MM 284, CR .125 (25 XP))
70. Superintendent (Baliff): Treat as Veteran (MM 350, CR 3 (700 XP))
71. Thoul: Treat as Ghoul (MM 148, CR 1 (200 XP))
72. Trader: Treat as Commoner (MM 345, CR 0 (10 XP))
73. Troglodyte: Troglodyte (MM 290, CR .25 (50 XP))
74. Veteran: Veteran (MM 350, CR 3 (700 XP))
75. War Horse: Warhorse (MM 340, CR .50 (100 XP))
76. White Ape: Treat as Ape (MM 317, CR .50 (100 XP))
77. Wight: Wight (MM 300, CR 3 (700 XP))
78. Wolf: Wolf (MM 341, CR .25 (50 XP))
79. Zombies: Zombie (MM 316, CR .25 (50 XP))

B2 The Keep on the Borderlands Reference Sheet

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78. Wolf: Wolf (MM 341, CR .25 (50 XP))
79. Zombies: Zombie (MM 316, CR .25 (50 XP))

Wandering Monsters: Level 1

Die Roll	Wandering Monsters	No.
1	Acolyte (A)	1D8
2	Bandit (N-C)	1D8
3	Beetle, Fire (U)	1D8
4	Dwarf (L)	1D6
5	Gnome (CE)	1D8
6	Goblin (NE)	2D4
7	Green Slime (U)	1
8	Halfling (L)	3D6
9	Killer Bee (U)	1D10
10	Kobold (LE)	4D4
11	Lizard, Gecko (U)	1D3
12	Orc (CE)	2D4
13	Shrew, Giant (U)	1D10
14	Skeleton (LE)	3D4
15	Snake, Cobra (U)	1D6
16	Spider, Crab (U)	1D4
17	Sprite (NG)	3D6
18	Stirge (U)	1D10

19	Trader (A)	1D8
20	Wolf (U)	2D6

Wandering Monsters: Level 2

Die Roll	Wandering Monsters	No.
1	Beetle, Oil (U)	1D8
2	Berserker (C)	1D6
3	Cat, Mt. Lion (U)	1D4
4	Elf (LN)	1D6
5	Ghoul (CE)	1D6
6	Gnoll (CE)	1D6
7	Gray Ooze (U)	1
8	Hobgoblin (LE)	1D6
9	Lizard, Draco (U)	1D4
10	Lizard Man (Nu)	1D3
11	Neanderthal (A)	1D10
12	Noble (A)	2D6
13	Pixie (NG)	2D4
14	Robber Fly (U)	1D6
15	Rock Baboon (U)	2D6
16	Snake, Pit Viper (U)	1D8
17	Spider, Black Widow (U)	1D3
18	Troglodyte (CE)	1D8
19	Veteran (A)	2D4
20	Zombie (NE)	2D4

Wandering Monsters: Level 3

Die Roll	Wandering Monsters	No.
1	Beetle, Tiger (U)	1D6
2	Bugbear (CE)	2D4
3	Carrion Crawler (U)	1D3
4	Dopplenganger (Nu)	1D6
5	Driver Ant (U)	2D4
6	Gargoyle (CE)	1D6
7	Gelatinous Cube (U)	1
8	Harpy (CE)	1D6
9	Living Statue, Crystal (U)	1D6
10	Lycanthrope, Wererat (LE)	1D8
11	Medium (A)	1D4
12	Medusa (LE)	1D3
13	NPC Party (A)	1D4+4
14	Ochre Jelly (U)	1
15	Ogre (CE)	1D6
16	Shadow (CE)	1D8
17	Spider, Tarantella (U)	1D3
18	Thoul (CE)	1D6
19	White Ape (U)	1D6
20	Wight (NE)	1D6

Magic Items found at the Keep

1. *Sword +1*
2. *Plate Mail +1*
3. *Arrows +1*
4. *Shield +1*
5. *Mace +1*
6. *Cleric Scroll w/Hold Person and Silence 15; substitute with Silence (Illusion)(2nd level)*
7. *Dagger +1*
8. *Sword +2*
9. *Ring of Protection +1*
10. *Staff of the Python*
11. *Potion of ESP; substitute with Potion of Mind Reading*
12. *Potion of Healing*
13. *Potion of Gaseous Form*
14. *Cleric Scroll w/Cure Light Wounds(1st level), Hold Person, and Cure Diseases; substitute with Lesser Restoration(2nd level)*
15. *Spear +1*
16. *Cleric Scroll w/Hold Person (2nd level)*
17. *Ring of Fire Resistance; substitute with Ring of Resistance*
18. *Elven Cloak & Boots*
19. *Potion of Levitation; substitute with Potion of Climbing*

Magic Items found at the Caves of Chaos

1. *Shield +1*
2. *Potion of Healing*
3. *Hand Axe +1*
4. *Wizard Scroll w/Fireball (3rd level)*
5. *Rope of Climbing*
6. *Arrows +1*
7. *Potion of Invisibility*
8. *Cleric Scroll w/Cure Light Wounds (1st level), and Hold Person (2nd level)*
9. *Dagger +1*
10. *Wand of Paralyzation with 7 charges.*
11. *Cleric Scroll w/Magic Circle; Undead (3rd level)*
12. *Potion of Healing*
13. *Potion of Growth*
14. *Potion of Gaseous Form*
15. *Sword -1, cursed*
16. *Plate Mail +1*

17. *Staff of Healing*
18. *Amulet of Protection from Turning; provides a +1 for undead creatures when making their Wisdom save against turning.*
19. *Ring of Fire Resistance; substitute with Ring of Resistance*
20. *Elven Boots*
21. *Potion of Levitation; substitute with Potion of Climbing*

Notable NPC's of the Keep

- **The Castellan:** Treat as Knight with an effective AC of 21 due to magic items. (MM 347, CR 3 (700 XP)). How the PC's gain entrance to the Inner Bailey and get the opportunity to interact with the Castellan is detailed on p. 7.
- **Advisor:** Treat as Elven Wizard 3rd Level with the following spell list; Friends, Minor Illusion, Prestidigitation (0 level), Alarm, Charm Person, Comprehend Language, Identify (1st level), Detect Thoughts, and Suggestion (2nd level). AC 14, HP 14, CR 2 (450 XP).
- **Chaos Priest:** Treat as Priest with an effective AC of 20 due to magic items. (MM 348, CR 2 (450 XP)).
- **Banker:** Treat as Veteran (MM 350, CR 3 (700)). He does not go around wearing his armor and weapons, but keeps them handy while working.
- **Old Clerk:** Treat as Wizard 2nd Level with the following spell list; Friends, Mending, Message (0 level), Sleep, and Silent Image (1 level). AC 10, HP 10, CR 2 (450 XP).
- **The Curate:** Treat as Priest with an effective AC of 20 due to magic items. (MM 348, CR 2 (450 XP)).

Traps found at the Caves of Chaos

- **Pit Trap (p. 14);** Hinged floor panels drop when stepped on; any in the area may fall. DC 15 passive Wisdom (Perception) check to spot, or DC 12 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine the exact dimension of the trap door. DC 15 Wisdom (Perception) check to determine a way to bypass the trap by wedging daggers or spikes into the door's edges. When triggered, a creature within range which fails a DC 15 Dexterity saving throw to avoid falling takes 1d6 falling damage for every 10 feet it fell.
- **Trip Wire Alarm (p. 16);** To spot the nearly invisible strings running across the entire passage it takes a DC 12 passive Wisdom (Perception) check to spot, or DC 10 Wisdom (Perception) check if actively searching. If the PC's have a light source up front the chance to spot the trip wires is automatic.

Notable NPC's found at the Caves of Chaos

- **Elf:** Treat as Fighter/Warlock 1st level with the following spell list; Blade Ward and True Strike (0 level), Detect Magic and Shield (1st level), Archery Fighting Style. AC 11, HP 10, +2 PB to melee attacks, +4 PB to ranged attacks, CR 1 (200 XP))
- **Dwarf:** Treat as Fighter 2nd level, Great Weapon Fighting Style. AC 11, HP 16, +2 PB to melee attacks, CR 1 (200 XP))
- **Hero:** Treat as Fighter 4th level, Protection Fighting Style, Champion martial archetype. AC 11, HP 22, +6 PB to melee attacks, CR 2 (450 XP))
- **Evil Priest:** Treat as Cleric 3rd level with the following spell list; Guidance, Resistance, Sacred Flame (0 level), Bane, Command, Inflict Wounds, and Detect Magic (1st level). AC 20, HP 18, +2 PB to melee attacks, CR 2 (450 XP))