

5e Bestiary Conversion

This is a basic conversion document for all the monsters and creatures that appear in The Evils of Illmire. Page numbers to the 5th Edition Monster Manual (MM) are given whenever there is a direct or usable monster that appears in the core book. Otherwise, stats are provided for unique monsters. The OSR rule of "do not expect balanced battles" is still in play, and I recommend using the OSR paradigm of "combat as war, not as sport" even with 5E games. If you love 5E and see a way to improve this document, please reach out to spellswordnet@gmail.com so we can make this as document as useful as possible.

ASSASSIN: Use spy MM 349.

BANDIT: Use bandit MM 343.

BANSHEE: Use banshee MM 23.

BARBFANG SWARM: Use swarm of quippers MM 335.

BARFRAIN'S WRAITH: Use wraith MM 302.

BEAKED WATCHER: Use spectator MM 30.

CAPTAIN FREY: Use guard MM 347 with 16 hp. For the captain's goons, use a normal guard.

COMMONER OF ILLMIRE: Use commoner MM 345. **Profession:** 1) Farmer, 2) Fisherman, 3) Lumberjack, 4) Trapper, 5) Miner, 6) Craftsman.

CHIMERA GOBLIN: Use goblin MM 166. For champions, use goblin boss MM 166. **Random Malformation:** **1)** Toxic spit (15' attack, save vs. poison or die). **2)** Has wings (can fly). **3)** Bigger and stronger (+1 AC, +1 damage, +5 HP). **4)** Horns (+1 attack, +1 damage). **5)** Frog-legs (can jump 25'). **6)** Scale-hide (+2 AC). **7)** Hooves (run twice as fast as normal). **8)** Mandibles (vicious bite, d6 bleed damage). **9)** Owl-eyes (see in dark and from very far away). **10)** Many-armed (shield plus three weapons). **11)** Crab claw (pinch, +2 damage plus grab and hold). **12)** Smart (can speak and will parlay).

CULTIST: Use cultist MM 345. Use cult fanatic for tougher cultists.

COCKATRICE: Use cockatrice MM 42.

CORPSE CRAWLER: Use carrion crawler MM 37.

DELITHA THE DRYAD: Use dryad MM 121.

DEMON (EZRIKAAR AND ESHREA): Use barbed devil MM 70.

DIRE RACCOON SKELETON: Use ghost MM 148.

DIRE GRIZZLY: Large beast, unaligned. AC 17 (natural armor). HP 125 (10d10 + 70). Speed 40 ft., climb 40 ft. STR 22 (+6) DEX 12 (+1) CON 20 (+5) INT 3 (-4) WIS 15 (+2) CHA 7 (-2). Skills Athletics +9, Perception +5 Senses passive perception 15. Challenge 6 (2,300 XP). Endurance. The bear has advantage on Constitution saving throws against

exhaustion. **Tough.** The bear gains 2 extra hit points per hit die (included in the hit point total). **Keen Smell.** The bear has advantage on Wisdom (Perception) checks that rely on smell. **Multiattack.** The bear makes three attacks: one with its bite and two with its claws. **Bite.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 20). Until this grapple ends, the bear can't bite another target. **Claw.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage. A creature that is hit with two claw attacks in the same turn takes an extra 16 (2d6 + 9) slashing damage.

DROGUE FLY: Use giant wasp MM 329. Challenge 1 (200xp). **Harpoon:** Able to fire stinger up to 30'. Victim in skewered by stinger and can be dragged by the drogue fly back to lair.

DWARF: Use duergar MM 122 without sunlight sensitivity.

ELECTRIC EELS: Small beast, unaligned. AC 12 HP 13 (2d6+6) Speed 5 ft., swim 30 ft. STR 13 (+1) DEX 14 (+2) CON 16 (+3) INT 1 (-5) WIS 10 (+0) CHA 4 (-3) **Damage Resistances** lightning **Skills** Perception +2, Stealth +4 **Senses** blindsight 60 ft.; passive Perception 12 **Languages** — **Challenge** 1/4 (50 XP) **Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) piercing damage. **Shock** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) lightning damage. On a critical hit, the target must succeed on a DC 12 Constitution saving throw or be stunned. At the end of each of its turns, the target can make a new saving throw; on a success, it is no longer stunned.

ELF: Use drow MM 128 without sunlight sensitivity.

ESMERALDRA: Use mage MM 347.

ETTERCAP: Use ettercap MM 131.

FEARMOTHER: Large fiend, chaotic evil AC 17 (natural armor) HP 150 (15d10 + 70) Speed 30 ft. STR 18 (+4) DEX 15 (+2) CON 20 (+5) INT 19 (+4) WIS 17 (+3) CHA 16 (+3) **Damage Resistances** necrotic **Condition**

Immunities diseased, feared **Senses** darkvision 120 ft., passive Perception 13 **Challenge** 9 (5000 XP) **Curse of Terror:** Tentacle strike causes effect (p61). **Innate Spells:** *darkness, cause fear, emotion, detect good, cause light wounds, ESP, blight, hold person, silence 15', curse, cause disease, and invisibility.* **Death Spray:** If slain, a torrent of toxic ichor sprays 15' in all directions. Those hit must save vs. breath weapon or take 6d6 damage plus Curse of Terror. **Strength in Spawn:** For each fearspawn slain (one under the temple, one in the mines) reduce the Fearmother's HP by -10. **Multiattack.** The creature makes two attacks: one with its tentacle and one with its jaws. **Tentacle.** Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. Hit: 16 (2d10 + 5) slashing damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. **Jaws.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) piercing damage. The target must succeed on a DC 15 Constitution saving throw or lose 10 (2d10) hit points at the start of each of its turns due to chomping.

FEARSPAWN: Medium fiend, chaotic evil AC 13 (natural armor) **HP** 52 (8d8 + 16) **Speed** 30 ft. **STR** 16 (+3) **DEX** 15 (+2) **CON** 15 (+2) **INT** 9 (-1) **WIS** 11 (+0) **CHA** 8 (-1) **Damage Resistances** necrotic **Condition Immunities** diseased, feared **Senses** darkvision 120 ft., passive Perception 10 **Challenge** 3 (700 XP) **Spells:** *darkness, cause fear, curse, cause disease, and invisibility.* **Death Spray:** If the fearspawn is slain, it unleashes a torrent of black, toxic ichor that sprays in all directions for 15'. All must save or take 2d6 damage. **Multiattack.** The creature makes two attacks: one with its tentacle and one with its jaws. **Tentacle.** Melee Weapon Attack: +5 to hit, reach 10 ft., one creature. Hit: 5 (1d8 + 1) slashing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. **Jaws.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) piercing damage. The target must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to chomping.

FISHMAN: Use kua-toa MM 199.

FLYING SWORDS: Use flying sword MM 20.

FROGLINGS: Use bullywug MM 35.

FUNGAL BASILISK: Use basilisk MM 24, but

petrifying gaze turns victim to fungus, not stone.

FUNGAL STALKER: Use invisible stalker MM 192, with 90hp.

GARGOYLE: Use gargoyle MM 140.

GEKODA, EMPRESS GECKO: Use giant lizard MM326, but with 45hp **Challenge** 2 (450 XP). **Acidic Spit:** Ranged attack +4 to hit, 15' range, one target, 2d6+3 acid damage. **Swallow whole:** An attack roll of 20 indicates a small victim is swallowed. **Inside the gecko's belly:** suffer 1d10 damage per round (until the gecko dies); may attack with sharp weapons at -4 to hit; body digested in 6 turns after death.

GIANT BEETLE: Use giant fire beetle MM 325.

GIANT CRAYFISH: Use giant crab MM 324.

GIANT GECKO: Use giant lizard MM 326.

GIANT CAIMAN: Use giant crocodile MM 324.

GIANT DRAGONFLIES: Use giant vulture MM 329.

GIANT EARTH WORM: Large beast, unaligned AC 12 **HP** 40 (6d8+13) **Speed** 40ft **STR** 15 (+2) **DEX** 14 (+2) **CON** 14 (+2) **INT** 2 (-4) **WIS** 13 (+1) **CHA** 3 (-4) **Skills** Perception +5, Stealth +4 **Senses** blindsight 60 ft., passive Perception 11 **Language - Challenge** 1/4 (50 XP) **Earthsense:** The worm can vibrations in the earth as a method of sensing the world around them. **Slam.** Melee attack: +4 to hit, reach 5 ft., one creature, Hit: 5 (1d6+2) bludgeon damage.

GIANT FERRET: Use giant weasel MM 329.

GIANT FALCON: Use giant eagle MM 324.

GIANT LEECH: Medium beast (aquatic), unaligned Armor Class 11 Hit Points 26 (4d8 + 8) **Speed** 5 ft., swim 20 ft. **STR** 11 (+0) **DEX** 12 (+1) **CON** 14 (+2) **INT** 2 (-4) **WIS** 10 (+0) **CHA** 1 (-5) **Senses** blindsight 30 ft., passive Perception 10 **Languages** — **Challenge** 1 (200 XP). **Blood Drain.** Melee Weapon Attack: +3 to hit, reach 5 ft. one creature. Hit: 4 (1d6 + 1) piercing damage, and the leech attaches to the target. While attached, the leech doesn't attack. Instead, at the start of the leech's turns, the target loses 5 (1d8 + 1) hit points due to blood loss. The leech can detach itself by spending 5 feet of its movement. It does so after it drains 25 hit points of blood from the target or the target dies. A creature, including the target, can use its action to make a DC 10 Strength check to rip the leech off and make it detach.

GIANT SALAMANDER: Use fire snake MM 265.

GIANT SHREW: Use giant rat MM 327.

GIANT SNAPPING TURTLE: Large beast,

unaligned **AC** 17 (natural armor), 12 while prone **HP** 75 (10d10 + 20) **Speed** 30 ft., swim 40 ft. **STR** 19 (+4) **DEX** 10 (+0) **CON** 14 (+2) **INT** 2 (-4) **WIS** 12 (+1) **CHA** 5 (-3) **Senses** darkvision 60 ft., passive Perception 11 **Languages** — **Challenge** 3 (700 XP) **Amphibious**. The turtle can breathe air and water. **Stable**. Whenever an effect knocks the turtle prone, it can make a DC 10 Constitution saving throw to avoid being knocked prone. A prone turtle is upside down. To stand up, it must succeed on a DC 10 Dexterity check on its turn and then use all its movement for that turn. **Bite**. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 18 (4d6 + 4) slashing damage.

GIANT SPIDER: Use giant spider MM 328.

GIANT STURGEON: Gargantuan beast, unaligned **AC** 16 (natural armor) **HP** 130 (9d20 + 36) **Speed** 10 ft., swim 40 ft. **STR** 22 (+6) **DEX** 8 (-1) **CON** 18 (+4) **INT** 5 (-3) **WIS** 10 (+0) **CHA** 6 (-2) **Skills** Perception +8, Stealth +3 **Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 18 **Languages** understands Common but can't speak it. **Challenge** 9 (5,000 XP) **Hold Breath**. While out of water, the sturgeon can hold its breath for 30 minutes. **Slippery**. The sturgeon has advantage on ability checks and saving throws made to escape a grapple. **Water Breathing**. The sturgeon can breathe only underwater. **Bite**. Melee Weapon Attack: +10 to hit, reach 15 ft., one target. Hit: 17 (2d10 + 6) piercing damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the sturgeon can't bite another target. **Swallow**. The sturgeon makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the sturgeon, and it takes 10 (3d6) acid damage at the start of each of the sturgeon's turns. If the sturgeon dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

GIANT TOAD: Use giant toad MM 329.

GIANT TICK: Small beast, unaligned **AC** 13 (natural armor) **HP** 10 (3d6) **Speed** 10 ft., climb 20 ft. **STR** 11 (+0) **DEX** 10 (+0) **CON** 11 (+0) **INT** 2 (-4) **WIS** 10 (+0) **CHA** 2 (-4) **Senses** darkvision 60 ft., passive Perception 10 **Challenge** ¼ (50 XP) **Blood Drain**. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage and the tick attaches to the target. While attached, the tick doesn't attack. Instead, at the start

of each of the ticks's turns, the target loses 2 (1d4) hit points due to blood loss. The tick can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the tick.

GRIFFON: Use griffon MM 174.

HARPY: Use harpy MM 181.

HELL HOUND: Use hell hound MM 182.

HILL GIANT: Use hill giant MM 155.

HIPPOGRIFF: Use hippogriff MM 184.

HOBGOBLIN: Use hobgoblin MM 186.

LAVA DWARF: Use azer MM 22.

LAVA LORD: Use fire giant MM 154.

MALSTERN: Use bandit captain MM 344.

MANTISMAN: Use thri-kreen MM 288.

MOUNTAIN KING: Use storm giant MM 156.

MYCONID: Medium plant, lawful neutral **AC** 12 (natural armor) **HP** 22 (4d8 + 4) **Speed** 20 ft. **STR** 10 (+0) **DEX** 10 (+0) **CON** 12 (+1) **INT** 10 (+0) **WIS** 13 (+1) **CHA** 7 (-2) **Senses** darkvision 120 ft., passive Perception 11 **Languages** — **Challenge** 1/2 (100 XP) **Distress Spores**. When the myconid takes damage, all other myconids within 240 feet of it can sense its pain. **Fist**. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 5 (2d4) bludgeoning damage plus 5 (2d4) poison damage. **Pacifying Spores** (3/Day). The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 11 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ORANGE MOLD: Medium plant, unaligned **AC** 5 **HP** 5 (1d6 + 2) **Speed** 0 ft. **STR** 1 (-5) **DEX** 1 (-5) **CON** 15 (+2) **INT** 1 (-5) **WIS** 10 (+0) **CHA** 1 (-5) **Damage Immunities** All but fire. **Condition Immunities** charmed, frightened, poisoned, stunned **Senses** passive Perception 10 **Challenge** 2 (450 XP) **Spore Burst**. The orange mold releases spores that burst out in a cloud that fills a 15-foot cube centered on it, and the cloud lingers for 1 minute. Any creature that ends its turn in the cloud must make a DC 13 Constitution saving throw, taking 36 (8d8) nature damage on a failed save, or half as much damage on a successful one. Additionally, the target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long

rest. The target dies if this effect reduces its hit point maximum to 0.

PIT VIPER: Use giant poisonous snake MM 327.

RACKOO: Use skeleton MM 272. For Rackoo Champion, use minotaur skeleton MM273. For Rackoo Mystic, use Skeleton but add these spells: hold person, darkness, magic missile, mirror image. For the Sovereign, use minotaur skeleton but can cast spells as per Mystic.

RANCIDIUS: Use mage MM 347.

RAUGLE: Use scout MM 349. **Expert Mountaineer:** Reduce climbing events to 1-in-6 instead of 3-in-6.

RAZORHOUND: Use hyena MM 331. **Flail Tail:** Can whip its tail around in wide arcs, attacking up to three creatures with its razor-tail attack.

RIGDORF: Use hill giant MM . **Magic Axe:** In the hands of Rigdorf, the axe rolls double damage dice (already factored in). Can fell a tree in a single chop.

ROC: Use roc MM 260.

ROCK GNOME: Use deep gnome MM 164.

ROHN, BANDIT DRAGOON: Use berserker MM 344.

SCORIA, DEMON OF FIRE: Use fire elemental MM 125.

SGT WILFRET: Use bandit captain MM 344.

SHUSHFEROOS: Use treant MM 289.

SHRIEKER: Use shrieker MM 272 but can move with 5ft speed.

SKELETON: Use skeleton MM 272.

STIRGE: Use stirge MM 284.

STONE ROPER: Use roper MM 261.

SWAMP WITCH: Medium humanoid, neutral AC 13 (16 with mage armor) **HP** 120 **Speed** 40 ft. **STR** 14 (+2) **DEX** 16 (+3) **CON** 16 (+3) **INT** 20 (+5) **WIS** 18 (+4) **CHA** 16 (+3) **Senses** darkvision 60 ft., passive Perception 19 **Challenge** 14 (11,500 XP) **Magic Resistance.** The Swamp Witch has advantage on saving throws against spells and other magical effects. **Each can be used three times per day:** invisibility, summon thorny vines, polymorph to fungus, conjure food and drink, conjure fungus, transform into fungus, speak with plants, and speak with animals. **Multiattack.** The Swamp Witch makes two attacks. **Fungal Dagger.** Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage. Targets must make a successful DC 19 Constitution saving throw or take 24 (7d6) fungal damage, half damage on a save.

THE OBSERVER: Use beholder MM 28.

THE WIDOW: Huge beast, unaligned AC 15 **HP** 142 **Speed** 40ft., climb 40ft., **STR** 16 (+3) **DEX** 20 (+5) **CON** 16 (+3) **INT** 18 (+4) **WIS** 14 (+2) **CHA** 6 (-2) **Skills** Perception +8, Stealth +11, **Damage Immunities** poison, **Condition Immunities** poisoned **Senses** darkvision 120ft, passive Perception 18 **Languages** common, **Challenge** 5 (1800 XP) **Spider Climb:** Can climb difficult surfaces like upside down on ceilings without making an ability check. **Web sense.** While in contact with a web, the Widow can always tell where the disturbance is coming from. **Bite.** Melee Weapon Attack: +6 to hit, reach 5 ft., one creature, Hit: 10 (2d6 +3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 7 (2d4) poison damage on a failed save, or half on a successful one. **Spit.** Ranged Weapon Attack: +6 to hit, range 30/60 ft., one creature. Hit: 8 (1d6+5) piercing damage and the target must succeed on a DC 14 Constitution saving throw or be poisoned until the end of its next turn.

THORNBLIGHT: Use needle blight MM 32.

TRAVELER: Use commoner MM 345.

TROGLODYTES: Use troglodyte MM 290.

VIRICA: Use archmage MM 342.

WOLF: Use wolf MM 341.

WYVERN: Use wyvern MM 303.

YETI: Use yeti MM 305.

YORIVAR THE DRUID: Use druid MM 346.

ZESHARA: Use assassin MM 343.

ZOMBIE: Use zombie MM 315.