

## 5E to 1E Conversions for Till Death Do Us Part

These conversions are basic and intended to leave as much to the DMs imagination as possible. Have fun! ~Erik

### Encounter #1: Are We There Yet?

#### The Septopus

FREQUENCY: Rare  
NO. APPEARING: 1  
ARMOR CLASS: 7  
MOVE: 3"/12"  
HIT DICE: 13  
% IN LAIR: 0%  
TREASURE TYPE: B, Q, S, T, X  
NO. OF ATTACKS: 6  
DAMAGE/ATTACK: 1-6 (x6)  
SPECIAL ATTACKS: See below  
SPECIAL DEFENSES: See below  
MAGIC RESISTANCE: 90%  
INTELLIGENCE: Genius  
ALIGNMENT: Undetectable, Chaotic evil  
SIZE: L (60' long)  
PSIONIC ABILITY: 241-340  
Attack/Defense Modes: B/FGH

A Septopus is a seven armed creature, similar in appearance to an Octopus. Little is known about the species, although lore has it they are quite clever and can be communicated with if approached peacefully. If approached with malice they can be quite deadly.

A septopus will generally attack with 5 of its 7 tentacles while using 2 to anchor itself to a craft or its prey. Each tentacle striking does only 1-6 hit points of damage. There is a 25% chance that a creature struck by a tentacle will have its upper limbs pinned. If

this is the case the septopus will immediately attempt to throw the victim into the nearest open water. Any creature with a strength equal to or greater than 17 can grab the nearest protrusion and avoid being thrown. If a creature resists being "chucked" into the water, the Septopus will immediately release it to try again next turn. Any creature will be struck only by 1 tentacle at a time unless it is larger than 6' tall/long.

Underwater camouflage. The Septopus is practically invisible (85% undetectable) if completely submerged and not moving. The Septopus has the ability to speak via telepathy but will only do so if a member of the party tries to communicate with it before combat ensues.

### Encounter #2: Do you have a light?

The monster in this encounter is equal to a Piercer. See page 78 in the Advanced Dungeons & Dragons Monster Manual for details.

### Encounter #3B: The Documina-Tree

A party member may recognize: This is a Documina-tree. Documina-trees are an odd thing. They are typically a long lived hardwood and can grow just about anywhere they are planted. They are not a popular sort of tree as they rarely have any great value and are quite mundane and without dramatic or exciting cinematic characteristics. Frequently they have runes, sigils or writing spaced randomly around their trunks or exposed roots, although the missives have no real meaning and are incomprehensible. **They never have leaves.**

## Leaf Spider

SIZE: Large  
FREQUENCY: Rare  
NO. APPEARING: 1-20  
ARMOR CLASS: 7  
MOVE: 3"/20"  
HIT DICE: 1  
IN LAIR: 90%  
TREASURE TYPE: J-N  
NO. OF ATTACKS: 1  
DAMAGE/ATTACK: 1-4  
SPECIAL ATTACKS: See below Poison  
SPECIAL DEFENSES: Camouflage  
MAGIC RESISTANCE: Standard  
INTELLIGENCE: Low  
ALIGNMENT: Neutral  
SIZE: L  
PSIONIC ABILITY: Nil  
Attack/Defense Modes: Nil

These creatures remain motionless during daylight hours while waiting for victims to move into range. Their webs are only built in concealed areas to hide the nests presence. for victims. The spiders are intelligent enough to wait for a good meal. They will wait until at least half of the party approaches within 20' before beginning their attack. When the spiders release from the branches it is a very subtle action. They drift down like falling leaves and unfold at the last moment to attack. If within range, the party will be attacked by all the Leaf Spiders in the nest. There is a 50% chance the party will be surprised but the leaf spiders. They are 100% likely to attack any creature within range of their glide attack. 3". Their poison is relatively weak in most cases, so saving throws are at +3.

If the party flees combat and runs onto the rock bridge, the Leaf Spiders will not pursue them and will slowly return to their hunting

positions in the branches. The spiders will not leave the plateau.

## Abulousfay Ootsbay

While wearing these boots, your move speed doubles. In addition, you can jump three times the normal distance. Also, you look really terrific while wearing them.

## Encounter #4: Bachelor Party of One

### Elija the Goblin

FREQUENCY: Uncommon  
NO. APPEARING: 40-400  
ARMOR CLASS: 7  
MOVE: 6"  
HIT DICE: 1-7 hit points  
% IN LAIR: 100%  
TREASURE TYPE: Nil  
NO. OF ATTACKS: 1  
DAMAGE/ATTACK: 1-6, Champagne bottle  
SPECIAL ATTACKS: Nil  
SPECIAL DEFENSES: Nil  
MAGIC RESISTANCE: Standard  
INTELLIGENCE: Average (low)  
ALIGNMENT: Lawful evil  
SIZE: S (4' tall)  
PSIONIC ABILITY: Nil  
Attack/Defense Modes: Ni

### Bat

This monster is equal to an Ordinary Bat, Common. See page 15 in the Advanced Dungeons & Dragons Monster Manual II for details.

## Encounter #4A: The Arrow Trap

There are a series of pressure plates concealed at the EAST end of the hallway. For each 3" a party member travels there is a 75% the trap will be activated causing 2 concealed crossbows to fire bolts toward the WEST end of the hall. There is a 25% chance each arrow will hit a target within a

3" area around the trigger. A target that is hit takes 1d4 damage.

The crossbows are hidden in the walls at the WEST end of the hallway, concealed by paneling disguised to look like the surrounding stone walls. The crossbows will reload automatically after 1 turn and the pressure plate trigger will again be active if not disarmed.

If a party member states they simply want to follow the goblin footprints, the DM may decide that is a safe path.

The door at the WEST end of the hallway is not locked.

## **Encounter #5 Skeletons in the Closet**

This monster is equal to a Skeleton. See page 87 in the Advanced Dungeons & Dragons Monster Manual for details.

### **Capricious (Cursed Item)**

Cat-o-nine-tails: 1d4 -1) damage. If a player attempts to use this cursed weapon, he/she will immediately receive 2 HP of self inflicted damage and find they are unable to release the weapon from their grasp unless they successfully save vs spell. The curse will persist until they are targeted by a Remove Curse spell or similar magic.

## **Encounter #6: Protestants**

Nozomi and Yumiko are equal to Imps. See page 54 in the Advanced Dungeons & Dragons Monster Manual for details. They are ensorcelled and will continue their litany and continue marching in circles, even

if confronted. They have no interest in talking to or fighting with party members and only wish to continue their protest unhindered.

Each time a party member engages with the Imps in combat or attempts to interfere with the marching, he or she will need to roll save versus being charmed (as Charm Person). If the recipient of the charm person spell makes his or her saving throw versus the spell, its effect is negated. If the party member fails their save, they immediately pick up a placard, don it, and join the Imps in their march until the player makes their saving throw or the placard is destroyed by another party member.

To destroy a placard worn by a cursed party member a player must attack it with either a physical weapon or spell. The placard automatically has the same Armor Class of the cursed wearer. Each successful attack on the wearer deals damage dealt to the placard and ½ damage dealt to the wearer. Each placard has 4 HP.

## **Encounter #7: Just Swipe Left**

### **The Bucket of Fish**

If a party member deliberately gazes into the bucket, i.e. "***I'm going to stare at the images and see what happens***", they will see ethereal figures drifting and swimming lazily in the mist. The apparitions will come in and out of focus almost like they are in a crystal ball.

If they gaze longer than one turn they will see images of "the partner of their dreams". Party members who see the "partner of their

dreams" must make a save vs spell or be **Twitterpated** for the rest of the game.

## Encounter #8: Have We Met?

### Rime

FREQUENCY: Rare  
NO. APPEARING: 1  
ARMOR CLASS: 7 MOVE: 3"  
HIT DICE: 3  
IN LAIR: 100%  
TREASURE TYPE: Nil  
NO. OF ATTACKS: 1  
DAMAGE/ATTACK: 1-4  
SPECIAL ATTACKS: Spirit drain (strength)  
SPECIAL DEFENSES: Non-magical weapons do ½ damage  
MAGIC RESISTANCE: See below  
INTELLIGENCE: Low  
ALIGNMENT: Chaotic evil  
SIZE: M  
PSIONIC ABILITY: Nil  
Attack/Defense Modes: Nil

Created by an ancient necromantic ritual, Rimes are shadowy forms and resemble the general shape of the body from whence they were torn. The Rime has an instinctive drive to seek out a living body to feed from. They drain strength by successfully attacking an opponent. In addition to the 1-4 hit points of damage their chill touch causes, each hit also steals 1d4 points of the victim's strength.

If an opponent reaches 0 strength or hit points, the rime drains his life force and he/she becomes a Rime. The rime rises from the corpse 24 hours later. Strength returns to a creature after a short rest. Rimes are immune to sleep, charm or hold spells as well as cold-based attacks.

They are vulnerable to light and will be destroyed if exposed to sunlight.

### The Wand of Revelation

Can be used 3 times per day.

## Encounter #9C: Les Mein Lei

### Les Mein Lei Varmechty (Stealer of Dreams)

FREQUENCY: Rare  
NO. APPEARING: 1  
ARMOR CLASS: 0  
MOVE: 12"  
HIT DICE: 4  
IN LAIR: 90%  
TREASURE TYPE: I, Q  
NO. OF ATTACKS: 1  
DAMAGE/ATTACK: 1-3  
SPECIAL ATTACKS: Paralysis  
SPECIAL DEFENSES:  
MAGIC RESISTANCE: 50% except for fire based attacks.  
INTELLIGENCE: Exceptional  
ALIGNMENT: Chaotic evil  
SIZE: L  
PSIONIC ABILITY: 200  
Attack/Defense Modes: D/G, I

Varmechty are particularly vulnerable to fire, taking 200% fire damage from any flame attack.

Spider Climb. The Varmechty can climb difficult surfaces at normal speed, including upside down on ceilings.

Lurk Unseen: The Varmechty has the ability to become practically invisible (3/Day) when it becomes completely still. If the Varmechty moves, speaks or attacks, the spell is broken.

Innate Spellcasting: The Varmechty can

innately cast the following spells, requiring no material components.

Web (1/Day), Charm Person (1/Day)

Sting (the Varmechty can use its tongue like a whip). Reach 2" for 1d3 damage. If hit, the target must make a save vs paralysis or be paralyzed for 1d4+1 turns. Victims of Varmechty poison make a save on each turn they are paralyzed as they attempt to shake off the poison's effects.

## Cape of the Mountebank

The wearer can use it to cast the Dimension Door spell as an Action. The cape can only be used once per day. When the character disappears, they leave behind a cloud of smoke emitting a faint odor of Brimstone and will appear in a similar cloud of smoke at their destination. The smoke lightly obscures the space they left and the space they appear in. It dissipates at the end of their next turn. A light wind will disperse the smoke more quickly.

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