

## 5E to C&C Conversions for Till Death Do Us Part

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

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

#### The Septopus

**NUMBER:** 1  
**SIZE:** L (60' long)  
**HD:** 13, 117HP  
**AC:** 16  
**SAVES:** M  
**MOVE:** 20' on land/120' in water  
**ATTACKS:** 7 (Tentacle 1d4, Throw, 1d6+1)  
**SPECIAL:**  
**INT:** High  
**ALIGNMENT:** Undetectable, Chaotic evil  
**TYPE:** Extraplanar  
**XP:** 3,375+15

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. Once per round the Septopus may use one of its attacks to grapple a smaller opponent. If successful, the septopus will immediately attempt to throw the victim into the nearest open water. Any creature may attempt its own grappling attack to 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 247 in Castles & Crusades, Monsters & Treasure 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

**NUMBER:** 1-20  
**SIZE:** Small  
**HD:** 1, 3 HP  
**AC:** 14  
**SAVES:** P  
**MOVE:** 10', 60' Gliding

**ATTACKS:** bite, 1d4  
**INT:** Animal  
**ALIGNMENT:** Neutral  
**TYPE:** Animal  
**XP:** 9+1

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. Their poison is relatively weak in most cases, so saving throws are at +1.

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 increases by 20'. 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**

**NUMBER:** 1  
**SIZE:** Small

**HD:** 2, 15 HP  
**AC:** 15  
**SAVES:** P  
**MOVE:** 15', 40' flying  
**ATTACKS:** Champagne bottle, 1d6+1  
**INT:** Average  
**ALIGNMENT:** Lawful Evil  
**TYPE:** Humanoid  
**XP:** 78 +8

### **Bat**

**NUMBER:** 1-12  
**SIZE:** Small  
**HD:** 1, 3 HP  
**AC:** 14  
**SAVES:** P  
**MOVE:** 15', 40' flying  
**ATTACKS:** bite, 1d4  
**INT:** Animal  
**ALIGNMENT:** Neutral  
**TYPE:** Animal  
**XP:** 9+1

## **Encounter #4A: The Arrow Trap**

There are a series of pressure plates concealed at the EAST end of the hallway. For each 10' 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 10" 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 each round 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 274 in Castles & Crusades, Monsters & Treasure 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 186 in Castles & Crusades, Monsters & Treasure 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, 1st level). 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 Charm (Charisma) or be **Twitterpated** for the rest of the game.

## Encounter #8: Have We Met?

### Rime

**NUMBER:** 1

**SIZE:** L (60' long)

**HD:** 3, 19 HP

**AC:** 13  
**SAVES:** M  
**MOVE:** 20' on land  
**ATTACKS:** 1d4 + Spirit drain (see below)  
**SPECIAL:** Non-magical weapons do ½ damage  
**INT:** High  
**ALIGNMENT:** Chaotic evil  
**TYPE:** Undead  
**XP:** 95 +3

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)**

**NUMBER:** 1  
**SIZE:** L (60' long)  
**HD:** 3, 19 HP

**AC:** 15  
**SAVES:** M  
**MOVE:** 30' on land  
**ATTACKS:** 1d4 + Spirit drain (see below)  
**SPECIAL:** Non-magical weapons do ½ damage. Fire does double damage.  
**INT:** High  
**ALIGNMENT:** Chaotic evil  
**TYPE:** Extraplanar  
**XP:** 120 +5

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 round 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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