

## Original D&D Module B1: In Search of the Unknown Monster Conversions

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### **BANDIT**

**ST:** 12      **HP:** 12      **Speed:** 5.5

**DX:** 10      **Will:** 10      **Move:** 5

**IQ:** 8      **Per:** 8

**HT:** 12      **FP:** 12      **SM:** 0  
220 lbs.

**Dodge:** 8      **Parry:** 8      **DR:** 0

**Armor:** Leather Armor (DR 2, torso, groin)

**Combat Traits:** Arm ST +2

**Broadsword (12):** swing 2d+1 cut, thrust 1d+1 cr (Reach 1)

### **BERSERKER**

**ST:** 12      **HP:** 12      **Speed:** 5.5

**DX:** 10      **Will:** 10      **Move:** 5

**IQ:** 8      **Per:** 8

**HT:** 12      **FP:** 12      **SM:** 0  
220 lbs.

**Dodge:** 8+1      **Parry:** 8/8U      **DR:** 0

**Armor:** Leather Armor (DR 2, torso, groin)

**Combat Traits:** Arm ST +5; Berserk (6); Bloodlust (6); Combat Reflexes; Extra Attack 1

**Hatchet (12):** 3d-1 cut (Reach 1)

**Morningstar (10):** 3d+2 cr (Reach 1)

**Physical Traits:** Acute Hearing +3

**Mental Traits:** Bestial

**Social Traits:** Easy to Read

## **CARRION CRAWLER**

**Effectively Vermiform, Wild Animal**

**ST:** 13      **HP:** 13      **Speed:** 6

**DX:** 12      **Will:** 10      **Move:** 6

**IQ:** 2      **Per:** 10

**HT:** 12      **FP:** 12      **SM:** +1  
300 lbs.

**Dodge:** 9      **Parry:** —      **DR:** 1 (Tough skin)

**Bite (14):** 1d cut (Reach C)

•**Feeler Glue (14):** Affliction 1 (HT; Contact Agent; Melee Attack; Paralysis)

**Physical Traits:** Acute Taste and Smell 4

**Social Traits:** Bad Smell; Loner (6)

## **CENTIPEDE, GIANT**

**Effectively Vermiform, Wild Animal**

**ST:** 13      **HP:** 13      **Speed:** 5.0

**DX:** 10      **Will:** 10      **Move:** 5

**IQ:** 2      **Per:** 10

**HT:** 10      **FP:** 10      **SM:** +2  
300 lbs.

**Dodge:** 8      **Parry:** —      **DR:** 0

**Resistance:** Poison

**Injury Tolerance:** No Blood, No Brain, No Neck, No Vitals

**Vulnerability:** Cutting Damage x 2

**Combat Traits:** High Pain Threshold; Weak Bite

**Bite(12):** 1d-2 cut with Poison

•**Poison:** Toxic Attack 1d-2 (Cyclic, 1 day for 4 cycles; Follow-Up; Onset, 15 minutes; Resist HT-4); Affliction 1 (HT; Follow-Up; Moderate Pain; Secondary on critical failure, Heart Attack)

**Physical Traits:** Doesn't Breathe (Oxygen Absorption)

## **GHOUL**

**ST:** 12      **HP:** 12      **Speed:** 5  
**DX:** 10      **Will:** 10      **Move:** 5  
**IQ:** 7      **Per:** 10  
**HT:** 10      **FP:** 10      **SM:** 0  
80-100 lbs.  
**Dodge:** 8      **Parry:** 8      **DR:** —

**Bite (10):** 1d-2 cut

**Thrust:** 1d-1

**Swing:** 1d+2

•**Voices of the Dead (M, Psionic):** Affliction 3 (HT-2; Costs Fatigue, 1 FP; Disadvantage: Phantom Voices [Diabolical]; Extended Duration, x10; Malediction 1)

**Combat Skills:** Broadsword-9

**Physical Traits:** Bad Smell; Night Vision 5; Reduced Consumption 4 (Cast-Iron Stomach); Restricted Diet (Spoiled Meat); Skinny

**Social Traits:** Social Stigma (Monster)

## **GNOLL**

**ST:** 13      **HP:** 13      **Speed:** 5.75  
**DX:** 13      **Will:** 10      **Move:** 5(10)  
**IQ:** 8      **Per:** 10  
**HT:** 10      **FP:** 12      **SM:** 0

**Dodge:** 8      **Parry:** —      **DR:** —

**Bite (15):** 1d cr (Reach C)

**Thrust:** 1d+1

**Swing:** 2d+1

**Physical Traits:** Enhanced Move (Ground 10; Accessibility, only while Horizontal)

**Languages:** Gnoll (Native)

## **GNOME**

See GURPS Dungeon Fantasy 3

### **HOBGOBLIN**

**ST:** 11      **HP:** 11      **Speed:** 5.5  
**DX:** 12      **Will:** 10      **Move:** 5  
**IQ:** 8      **Per:** 10  
**HT:** 10      **FP:** 10      **SM:** 0  
150-200 lbs.

**Dodge:** 8      **Parry:** —      **DR:** —

**Resistance:** Magic 2

**Thrust:** 1d-1

**Swing:** 1d+2

**Physical Traits:** Ambidexterity; Night Vision 1; Short Lifespan 1

**Cultural Traits:** Intolerance (-3 reaction to non-hobgoblin); Low TL (TL 2)

**Languages:** Hobgoblin (Native)

### **KOBOLD**

**ST:** 8      **HP:** 8      **Speed:** 5.25  
**DX:** 12      **Will:** 10      **Move:** 5  
**IQ:** 9      **Per:** 10  
**HT:** 10      **FP:** 10      **SM:** -1  
50-90 lbs.

**Dodge:** 8      **Parry:** 8      **DR:** —

**Armor:** Leather Armor (DR 2, torso, groin)

**Spear, One-Handed (12):** 1d-1 imp (Reach 1)

**Spear, Two-Handed (12):** 1d imp (Reach 1, 2)

**Sling (12):** 1d-2 pi (Max 48, 1/D 60)

**Combat Skills:** Stealth-10

**Physical Traits:** Acute Hearing +1; Cold-Blooded (50°)

**Mental Traits:** Bad Temper (9); Bully (9)

**Cultural Traits:** Intolerance (-3 reaction to non-kobold); Low TL (TL 2)

**Skills:** Traps/TL2-9

**Languages:** Kobold (Native)

## OCHRE JELLY

**Amorph:** Jelly

**ST:** 1      **HP:** 5      **Speed:** 6  
**DX:** 10     **Will:** 10     **Move:** 6  
**IQ:** 1      **Per:** 10  
**HT:** 10     **FP:** 10      **SM:** 0

**Dodge:** 9     **Parry:** —     **DR:** 0

**Vulnerability:** Cold x2; *Remove Acid*

•**Consumption (A):** Corrosive Attack 2d (Aura; Contact Agent; Melee Attack)

**Physical Traits:** *Remove* Unkillable 2 (Achilles' Heel, Acid and Fire); *add* Unkillable 2 (Achilles' Heel, Cold and Fire)

**Combat Skills:** Brawling-12

## ORC

**ST:** 11      **HP:** 13      **Speed:** 5.25  
**DX:** 10      **Will:** 10      **Move:** 5  
**IQ:** 9      **Per:** 10  
**HT:** 11      **FP:** 11      **SM:** 0  
200 lbs.

**Dodge:** 8     **Parry:** 8     **DR:** 0

**Armor:** Leather Armor (DR 2); Leather Cap (DR 2 Flexible)

**Resistance:** Metabolic Hazards

**Broadsword (10):** swing 1d+2 cut, thrust 1d cr (Reach 1)

**Physical Traits:** Acute Hearing 2; Infravision; Rapid Healing

**Social Traits:** Appearance (Ugly); Bully; Social Stigma (Savage)

**Languages:** Orcish (Native)

## RAT, GIANT

See GURPS Dungeon Fantasy 2

## SHRIEKER

**ST:** 6      **HP:** 6      **Speed:** 4.5  
**DX:** 8      **Will:** 10     **Move:** 1  
**IQ:** 1      **Per:** 10  
**HT:** 10     **FP:** 10      **SM:** 0  
30 lbs.

**Dodge:** —     **Parry:** —     **DR:** 0

**Immunity:** Metabolic Hazards

**Injury Tolerance:** No Eyes; No Neck; No Vitals

**Bite (8):** 1d-5 cut (Reach C)

•**Shriek (E):** Affliction 1 (Will; Area Effect, 32 yards; Emanation; Hearing-Based; Stunning)

**Physical Traits:** Night Vision 5; Vibration Sense

## **SKELETON**

See Skeletal Undead template, F133

## **SPIDER, CRAB**

### **Spider**

**ST:** 8      **HP:** 8      **Speed:** 6

**DX:** 12      **Will:** 10      **Move:** 6

**IQ:** 4      **Per:** 10

**HT:** 12      **FP:** 12      **SM:** 0

60-70 lbs.

**Dodge:** 9      **Parry:** —      **DR:** 0

**Combat Traits:** Striking ST +5 (Bite only)

**Bite (14):** 1d cut (Reach C) with Poison

•**Poison (F):** Affliction 1 (HT; Follow-Up; Heart Attack; Onset, 1 minute)

**Physical Traits:** Chameleon

**Skills:** Stealth-12

## **SPIDER, GIANT BLACK WIDOW**

### **Spider**

**ST:** 9      **HP:** 9      **Speed:** 6

**DX:** 12      **Will:** 10      **Move:** 6

**IQ:** 4      **Per:** 10

**HT:** 12      **FP:** 12      **SM:** 0

90 lbs.

**Dodge:** 9      **Parry:** —      **DR:** 0

**Combat Traits:** Striking ST +6

**Bite (14):** 1d+1 cut (Reach C) with Poison

•**Poison (F):** Affliction 1 (HT; Follow-Up; Heart Attack)

**Skills:** Stealth-10

## **STIRGE**

### **Bird**

**ST:** 7      **HP:** 7      **Speed:** 5.5

**DX:** 12      **Will:** 10      **Move:** G5-A10

**IQ:** 2      **Per:** 10

**HT:** 10      **FP:** 10      **SM:** -1

50 lbs.

**Dodge:** 8      **Parry:** —      **DR:** 0

**Combat Traits:** Striker (Beak; Cannot Parry; Limited Arc, forward)

**Beak (14):** 1d-1 pi (Reach C) with Blood Drain

•**Blood Drain (F):** Piercing Attack 1d-3 (Follow-Up)

**Combat Skills:** Wrestling-14

## TROGLODYTE

**ST:** 10      **HP:** 10      **Speed:** 5.5

**DX:** 10      **Will:** 10      **Move:** 5

**IQ:** 8      **Per:** 10

**HT:** 12      **FP:** 12      **SM:** 0  
100-150 lbs.

**Dodge:** 8      **Parry:** 8      **DR:** 1 (Tough Skin)

**Armor:** Cloth Armor (DR 1 Flexible, torso, groin)

**Bite (10):** 1d-3 cut (Reach C)

**Claws (10):** 1d-1 cr (Reach C)

**Club (10):** swing 1d+1 cr; thrust 1d-1 cr (Reach 1)

**Javelin (10):** 1d-1 imp (Reach 1)

•**Musk (A):** Affliction 1 (HT; Area Effect, 8 yards; Aura; Emergencies Only; Melee Attack; Respiratory Agent; Retching)

**Physical Traits:** Cold-Blooded (50°); Night Vision 3

**Languages:** Kobold (Accented); Troglodyte (Native)

## ZOMBIE

The quick-and-dirty solution is to use either the Intact Undead or Rotting Undead meta-trait and add Slave Mentality. Reduce IQ in relation to how “mindless” the zombie is: a barely sapient zombie would be IQ 6-8, while an animalistic zombie would be IQ 3-5.