



Watchtower on the Hill

Old-School Essentials Conversion Guide

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This document contains monster statistics for all creatures found in Watchtower on the Hill, converted for use in Old-School Essentials (OSE). The rest of the Watchtower module can be played in OSE with no other major conversion needs. Most statistics have been left in block format, but new monsters made for the module are included as full entries as further discussion of their abilities in the OSE ruleset is necessary. With new monsters, we have strived to keep their rules as simple as possible to stay in-line with the OSE mechanical environment. The entries below are organized chronologically according to their placement in the Watchtower text for ease of use at the table.

SPECIAL MONSTER NOTES

SKELETONS AND ZOMBIES

In all cases of skeletons and zombies, armored or otherwise, it is assumed that any groups are a mix of both human and human-sized humanoids, such as orcs, hobgoblins, and some smaller bugbears. Humanoid skeletons are noted separately as they are of a smaller stature and have different statistics.

Several of the undead skeletons and zombies within the dungeon still wear rusted broken bits of the armor they died in. Normally, an armored skeleton or zombie has no statistical difference from an unarmored type but in the watchtower ruins, these undead still gain a small -1 bonus to their AC. They are otherwise identical to their normal variety. Armored versions are noted where they appear.

THE GHOST

Ghost, Least: AC 3 or 9 (incorporeal); HD 5+1**;
THACO 14; AT 1; D 1d6 + Aging; SA Aging (10% chance per strike to age target 1d4 years); SD Immune to normal weapons, silver weapons do 1/2 damage, Immune to attacks that affect living creatures and any mind-affecting powers, enchantments, sleep and hold spells, immune to spells and weapons while incorporeal; SW Turned as 5HD; MV 90'(30')/90'(30') Flying; AL Chaotic; ML 9 (High); XP 575

Special Notes:

Allergen: The ghost can be driven away automatically with the same effect as a successful Turning if presented with a flaming arrow or in the presence of an orc or goblin. If an image of an orc, goblin, or any orc or half-orc PC/NPC is present, the ghost will be driven away but will return in a fury after the duration ends and attack anyone in sight beginning with the humanoid character.

Force Incorporeal: The ghost can be forced incorporeal by a weaker 3HD result on a Turn Undead roll, or by the sounds of combat, i.e., swords clanging against shields and so forth. This is something of a defense mechanism but can offer the party safety in that the ghost will never interfere with any physical combats the party has during their eXplorations. Combat with the ghost directly is always silent in this regard and does not affect the spirit.

Turn: A least ghost can be Turned normally as a 5HD undead creature. This is probably outside the ability of most low-level parties but may be important on later visits. A weaker result of 3HD will still force the ghost incorporeal for the duration of a normal Turn Undead result.

WATCHTOWER LEVEL 1 KEY (2-16)

4 Waterway

Rat, Giant (5): AC 7; HD 1/2 (hp 2, 2, 3, 4, 4); THACO 19; AT 1; D 1d3; SA Disease; SW: Fear of fire; MV 120'(40')/60'(20') Swim; AL N; ML 8; XP 5x5 (25 XP)

5a Unfinished Corridor

This corridor was meant as the original cold storage location, but the digging stopped when they discovered a large amount of hard rock and unstable earth. The soldiers still used the small area as pantry storage. Now a pack of huge rats live in the leftover debris. The disease effect of these rats is a little weaker than normal, having only a 3% chance per hit to cause disease.

Rat, Huge (10): AC 8; HD 1/4 (hp 1x10); THACO 19; AT 1; D 1pt (1d6 as pack); SA Disease, Pack Attack, Engulf; SW Fear of fire; MV 120'(40')/60'(20') Swim; SZ S; AL N; ML 5; XP 5x10 (50 XP)

6 Cold Storage

Brown Mold: AC N/A; HD 2* (hp 9); THACO 18; AT 0; D 1d8 (freezing); SA Heat drain, Multiplication; SD Immune to all attacks except magical cold; MV 0'(0'); AL N; ML 12; XP 25

8 Watch Officer's Quarters [Locked, +10% to OL]

Zombie (3): AC 8; HD 2 (hp 8, 11, 15); THACO 18; AT 1; D 1d8; SD Immune to attacks that affect living creatures and any mind-affecting powers, enchantments, sleep and hold spells; SW Always lose initiative, Turned as 2HD; MV 60'(20'); AL Chaotic; ML 12; XP 20x3 (60 XP)

Table 3: Watchtower Wandering Monsters (Level 1 and 2)

Die Roll (d20)	Encounter (No. Appearing)	Brief Statistics
1-3	Rat, Huge (3d4)	AC 8; HD 1/4; THAC0 19; #AT 1; D 1pt (1d6 as pack); SA Disease, Pack Attack, Engulf; SW Fear of fire; MV 120'(40')/60'(20') Swim; SZ S; AL N; ML 5; XP 5
4-6	Rat, Giant (1d4)	AC 7; HD 1/2; THAC0 19; #AT 1; D 1d3; SA Disease; SW: Fear of fire; MV 120'(40')/60'(20') Swim; AL N; ML 8; XP 5
7-8	Beetle, Giant Fire (2d4)	AC 4; HD 1+2; THAC0 18; #AT 1; D 2d4; MV 120'(40'); AL N; ML 7; XP 15
9	Frog, Giant (1d3)	AC 7; HD 2*; THAC0 18; #AT 1; D 1d6; SA Surprise (1-4 on 1d6), tongue attack (+4), swallow (natural 20); MV 30'(10')/90'(30') Swim; AL N; ML 5; XP 25
10-11	Skeleton (1d6)	AC 7; HD 1; THAC0 19; #AT 1; D 1d6; SD Immune to cold, enchantments, and sleep and hold spells, 1/2 damage from slashing weapons, piercing weapons do 1d2 damage SW 2d4 damage from holy water; Turned as 1HD; MV 60'(20'); AL Chaotic; ML 12; XP 10
12	Skeleton, Armored (1d6)	AC 6 (armor); HD 1; THAC0 19; #AT 1; D 1d6; SD Immune to cold, enchantments, and sleep and hold spells, 1/2 damage from slashing weapons, piercing weapons do 1d2 damage SW 2d4 damage from holy water; Turned as 1HD; MV 60'(20'); AL Chaotic; ML 12; XP 10
13-14	Skeleton, Humanoid (1d8)	AC 8; HD 1/2 (1d4 hp); THAC0 20; #AT 1; D 1d4; SD Immune to cold, enchantments, sleep and hold spells, half damage from slashing weapons, piercing weapons do 1d2 damage, holy water does 2d4 damage; Turned as 1HD; MV 60'(20'); AL Chaotic; ML 12; XP 5
15-16	Zombie (1d3)	AC 8; HD 2; THAC0 18; #AT 1; D 1d8; SD Immune to cold, enchantments, and sleep and hold spells; SW Always lose initiative, 2d4 damage from holy water; Turned as 2HD; MV 60'(20'); AL Chaotic; ML 12; XP 20
17	Zombie, Armored (1d3)	AC 7 (armor); HD 2; THAC0 18; #AT 1; D 1d8; SD Immune to cold, enchantments, and sleep and hold spells; SW Always lose initiative, 2d4 damage from holy water; Turned as 2HD; MV 60'(20'); AL Chaotic; ML 12; XP 20
18-19	Skeletons and Zombies!	A combined encounter of Skeletons (1d4+1) and zombies (1d2)
20	Ghost, Least	AC 3 or 9 (incorporeal); HD 5+1**; THAC0 14; #AT 1; D 1d6 + Aging; SA Aging (10% chance per strike to age target 1d4 years); SD Immune to normal weapons, silver weapons do 1/2 damage, immune to spells and weapons while incorporeal; SW Turned as 5HD; MV 90'(30')/90'(30') Flying; AL Chaotic; ML 9; XP 575

10 Guardroom

Skeleton, Armored (4): AC 6; HD 1 (hp 2, 5, 7, 8); THAC0 19; AT 1; D 1d6; SD Immune to attacks that affect living creatures and any mind-affecting powers, enchantments, sleep and hold spells, 1/2 damage from slashing weapons, piercing weapons do 1d2 damage SW Turned as 1HD; MV 60'(20'); AL Chaotic; ML 12; XP 10x4 (40 XP)

11c Ominous Remains

Skeleton, Humanoid (kobold): AC 8; HD 1/2 (hp 3); THAC0 20; AT 1; D 1d4; SD Immune to attacks that affect living creatures and any mind-affecting powers, enchantments, sleep and hold spells, half damage

from slashing weapons, piercing weapons do 1d2 damage, Turned as 1HD; MV 60'(20'); AL Chaotic; ML 12; XP 5

Skeleton, Humanoid (orc): AC 7; HD 1/2 (hp 4); THAC0 20; AT 1; D 1d4; SD Immune to cold, enchantments, sleep and hold spells, half damage from slashing weapons, piercing weapons do 1d2 damage, holy water does 2d4 damage; Turned as 1HD; MV 60'(20'); AL Chaotic; ML 12; XP 5

11f Last Cell on the Left

Slime Crawler (4): AC 5; HD 1+1 (hp 6, 7, 9, 9); THACO 18; AT 4 x tentacle and/or 1 x bite, and/or 1 x constrict; D 1d3+1 (per tentacle); 1d4 (bite), 1d4 (grapple); SA Grapple, Constrict, Slime; MV 30'(10')/10'(3') Climbing; AL N; ML 7; XP 15x4 (60 XP)

12 Special Storage [*Locked, -10% to OL*]

Skeleton, Animal (dog) (3): AC 8; HD 1-1 (hp 2, 5, 6); THACO 19; AT 1 x bite; D 1d4; SD Immune to attacks that affect living creatures and any mind-affecting powers, enchantments, sleep and hold spells, ½ damage from slashing weapons, piercing weapons do 1d2 damage; SW Turned as 1HD; MV 90'(30'); AL Chaotic; ML 12; XP 5x3 (15 XP)

13 Soldier Barracks

Skeleton, Armored (10): AC 6; HD 1 (hp 1, 1, 2, 3, 3, 3, 5, 5, 6); THACO 19; AT 1; D 1d6; SD Immune to attacks that affect living creatures and any mind-affecting powers, enchantments, sleep and hold spells, ½ damage from slashing weapons, piercing weapons do 1d2 damage SW Turned as 1HD; MV 60'(20'); AL Chaotic; ML 12; XP 10x10 (100 XP)

Zombie, Armored (4): AC 7; HD 2 (hp 8, 9, 14, 15); THACO 18; AT 1; D 1d8; SD Immune to attacks that affect living creatures and any mind-affecting powers, enchantments, sleep and hold spells; SW Always lose initiative, Turned as 2HD; MV 60'(20'); AL Chaotic; ML 12; XP 20x4 (80 XP)

14 Soldier Barracks II

Skeleton (6): AC 7; HD 1 (hp 2, 5, 6, 7, 7); THACO 19; AT 1; D 1d6; SD Immune to attacks that affect living creatures and any mind-affecting powers, enchantments, sleep and hold spells, ½ damage from slashing weapons, piercing weapons do 1d2 damage SW Turned as 1HD; MV 60'(20'); AL Chaotic; ML 12; XP 10x6 (60 XP)

Zombie, Armored (2): AC 7; HD 2 (hp 9, 14); THACO 18; AT 1; D 1d8; SD Immune to attacks that affect living creatures and any mind-affecting powers, enchantments, sleep and hold spells; SW Always lose initiative, Turned as 2HD; MV 60'(20'); AL Chaotic; ML 12; XP 20x2 (40 XP)

15 Corporal's Room

Beetle, Giant Fire (5): AC 4; HD 1+2 (hp 3, 5, 8, 9, 10); THACO 18; AT 1; D 2d4; MV 120'(40'); AL N; ML 7; XP 15x5 (75 XP)

PART III: WATCHTOWER ON THE HILL LEVEL 2, THE LOWER CHAMBERS

18 Consumable Storage

This room was the dry food storage area of the barracks. Not much remains, other than a number of empty, destroyed barrels and crates. A couple of old bottle racks line the eastern wall, and a number of broken bottles lay scattered on the ground. Picking through the debris in the southwestern corner will incur an attack by large centipedes.

Centipede, Large (12): AC 9; HD 1/8* (hp 1x12); THACO 19; AT 1; D None; SA Poison (save at +4; 4d4 damage if failed); MV 120'(30'); AL N; ML 7; XP 6x12 (72 XP)

21 Latrine

Otyugh, Juvenile: AC 4; HD 4+1* (hp 20); THACO 15; AT 1 x bite, 2 x tentacle; D 1d2+1/1d4/1d4; SA Grab, Disease (1-2 on 1d10 if bitten); SD Never surprised; MV 60'(20'); AL N; XP 200

22 Worker Lounge

Skeleton, Armored (8): AC 6; HD 1 (hp 1, 2, 3, 4, 4, 5, 6, 6); THACO 19; AT 1; D 1d6; SD Immune to attacks that affect living creatures and any mind-affecting powers, enchantments, sleep and hold spells, ½ damage from slashing weapons, piercing weapons do 1d2 damage SW Turned as 1HD; MV 60'(20'); AL Chaotic; ML 12; XP 10x8 (80 XP)

Zombie, Armored (2): AC 7; HD 2 (hp 9, 13); THACO 18; AT 1; D 1d8; SD Immune to attacks that affect living creatures and any mind-affecting powers, enchantments, sleep and hold spells; SW Always lose initiative, Turned as 2HD; MV 60'(20'); AL Chaotic; ML 12; XP 20x2 (40 XP)

24 Sergeant's Quarters [*Locked and Stuck*]

Coffer Corpse: AC 7; HD 2** (hp 8); THACO 18; AT 1 x grasp; D 1d6; SD Immune to attacks that affect living creatures and any mind-affecting powers, enchantments, sleep and hold spells; SW Turned as 4HD; MV 60'(20'); AL Chaotic; ML 12; XP 30

25 Worker Barracks

Skeleton, Armored (12): AC 6; HD 1 (hp 1, 1, 2, 2, 2, 3, 4, 4, 5, 5, 7, 8); THAC0 19; AT 1; D 1d6; SD Immune to attacks that affect living creatures and any mind-affecting powers, enchantments, sleep and hold spells, ½ damage from slashing weapons, piercing weapons do 1d2 damage SW Turned as 1HD; MV 60'(20'); AL Chaotic; ML 12; XP 10x12 (120 XP)

Zombie, Armored (8): AC 7; HD 2 (hp 3, 7, 8, 9, 10, 11, 14, 16); THAC0 18; AT 1; D 1d8; SD Immune to attacks that affect living creatures and any mind-affecting powers, enchantments, sleep and hold spells; SW Always lose initiative, Turned as 2HD; MV 60'(20'); AL Chaotic; ML 12; XP 20x8 (160 XP)

Skeleton, Humanoid (15): AC 8; HD 1/2 (hp 1, 1, 2, 2, 2, 2, 3, 3, 3, 3, 3, 4, 4, 4); THAC0 20; AT 1; D 1d4; SD Immune to attacks that affect living creatures and any mind-affecting powers, enchantments, sleep and hold spells, half damage from slashing weapons, piercing weapons do 1d2 damage; SW Turned as 1HD; MV 60'(20'); AL Chaotic; ML 12; XP 5x15 (75 XP)

26 Workroom

Rust Monster (2): AC 2; HD 5 (hp 15, 27); THAC0 15; AT 1 x feeler; D 0 (rust); SA Rusting; SD Immune to all but magical attacks; MV 120'(40'); AL N; ML 7; XP 175x2 (350 XP)

27 Dry Chamber

Frog, Giant (3): AC 7; HD 2* (7, 10, 16); THAC0 18; AT 1; D 1d6; SA Surprise (1-4 on 1d6), tongue attack (+4), swallow (natural 20); MV 30'(10')/90'(30') Swimming; AL N; ML 5; XP 25x3 (75 XP)

31 Submerged Working Area

Zombie, Pond (9): AC 8; HD 2+2* (hp 6, 8, 8, 9, 12, 12, 13, 16, 18); THAC0 17; AT 1 x weapon; D 1d6 or by weapon; SA Stench, Disease; SD Immune to attacks that affect living creatures and any mind-affecting powers, enchantments, sleep and hold spells; SW Always lose initiative, Turned as 2*HD; MV 60'(20')/120'(40') Swimming; AL Chaotic; ML 12; XP 35x9 (315 XP)

32 Dry Work Chamber

Poltergeist: AC 9; HD 2 (hp 4); THAC0 18; AT 2 x hurled objects; D 1d4/1d4; SA Surprise (always surprises), hurl objects (30' range); SD Invisible (-4 to hit), Immune to attacks that affect living creatures and any mind-affecting powers, enchantments, sleep and hold spells, harmed only by silver or magical attacks; SW Turned as 2HD; MV 60'(20'); AL Chaotic; ML 12; XP 20

33 Flooded Cave

Crayfish, giant (2): AC 4; HD 4+4 (hp 18, 23); THAC0 15; AT 2 x pincer; D 2d6/2d6; SA Surprise Bonus (1-3 on 1d6); MV 60'(20')/120'(40') Swimming; AL N; ML 7; XP 125x2 (250 XP)

34 Submerged Cave

Crayfish, giant (4): AC 4; HD 4+4 (hp 14, 15, 17, 18); THAC0 15; AT 2 x pincer; D 2d6/2d6; SA Surprise Bonus (1-3 on 1d6); MV 60'(20')/120'(40') Swimming; AL N; ML 7; XP 125x4 (500 XP)



New Monsters

(OSE Versions)

GHOST, LEAST

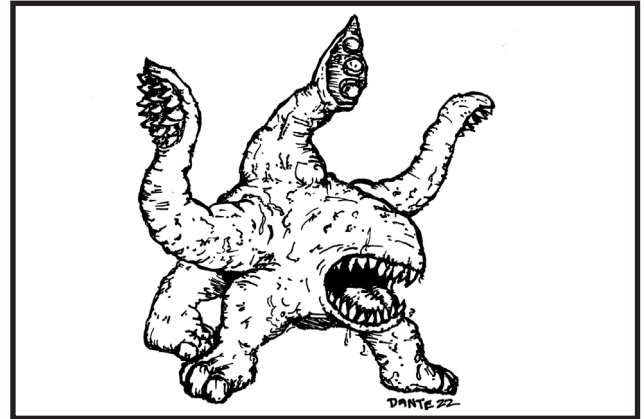
No. Encountered:	1d4 (1)
Move:	90'(30') / 90'(30') Flying
Armor Class:	3 or 9
Hit Dice:	5+1**
THACO:	14
Attacks:	1 touch
Damage:	1d6 + aging

Special Attacks:	Aging Immune to normal weapons; silver weapons do half damage;
Special Defenses:	immune to spells and weapons while incorporeal; Turned as 5HD
Treasure:	K, S x2
Morale:	9
Alignment:	Chaotic
XP:	575

Description: Ghosts are a form of psychic imprint of a being left in an area due to extreme emotional trauma at the time of death, but due to unknown factors, deaths create a great variety of differently powered ghosts. The least ghost is one of the weakest types of ghosts which can physically affect player characters. Even if the living individual was a good person, being in a ghost state causes the entity to become evil and seek harm upon the living. More powerful ghosts may have different alignments, but least ghosts are generally evil.

Least ghosts are individually encountered and might even be unaware of other spirits in the area. In very unusual and rare circumstances, least ghosts may be found in small packs, especially if the individuals all died at the same time. In any case, a single ghost or single pack of ghosts haunts a relatively small area and rarely, if ever, leaves it. Least ghosts rarely have treasure unless the ghost haunts an area where others have been slain. Ghosts with some memory function may "replay" past behaviors.

- **Aging Touch:** Each strike has a 1 in 10 chance of aging a character 1d4 years.
- **Mundane Damage Immunity:** Harmed only by silver weapons or magical attacks.
- **Undead:** Silent until they attack. Immune to attacks that affect living creatures and any mind-affecting powers, enchantments, sleep and hold spells.



OTYUGH, JUVENILE

No. Encountered:	1d3 (1d6)
Move:	60'(20')
Armor Class:	4
Hit Dice:	4+1*
THACO:	15
Attacks:	1 x bite, 2 x tentacle 1d4/1d4/1d2+1 (slash/slash/ bite)

Special Attacks:	Grab, disease
Special Defenses:	Never surprised
Treasure:	None
Morale:	7
Alignment:	Neutral
XP:	200

Description: The juvenile otyugh is a younger form of a lesser or greater otyugh and is just as disgusting. It appears as a yellow, orange, or brown thorny ball of tough, rubbery flesh, covered in small horny plates, walking on three thick stubby legs. It has three tentacles, two for grabbing prey and one carrying its three eyes. Juvenile otyugh are less patient than their elder forms and actively try to lure prey with a sense of urgency, using telepathic or empathic thoughts and feelings. Sometimes these feelings can be so strong that prey actually flees from the otyugh.

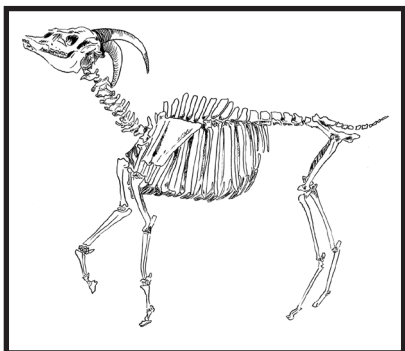
- **Auto-Grab:** Any attack roll of 19 or 20 will grab a target. The target cannot move and will take 1d4 constricting damage each round until freed.
- **Disease:** Targets must save vs. poison at +2 or contract a debilitating disease that causes -3 to all rolls for 1d2+2 weeks.
- **Empathic Telepathy:** Can communicate feelings, emotions, or impulses with any sentient creature.

SKELETON, ANIMAL (MEDIUM)

No. Encountered:	2d10 (2d6)
Move:	90'(30')
Armor Class:	8
Hit Dice:	1-1
THACO:	19
Attacks:	1 x bite
Damage:	1d4
Special Attacks:	None
Special Defenses:	See below
Treasure:	None
Morale:	12
Alignment:	Chaotic
XP:	5

Description: The animated skeletal remains of natural creatures ranging in size from a large cat to a small pony: essentially, man-sized or medium creatures. No matter which animal is animated, the statistics are the same.

• **Undead:** Silent until they attack. Immune to attacks that affect living creatures and any mind-affecting powers, enchantments, sleep and hold spells.



SKELETON, HUMANOID

No. Encountered:	2d10 (3d6)
Move:	60'(20')
Armor Class:	8
Hit Dice:	1d4 hp
THACO:	20
Attacks:	1 x weapon
Damage:	1d4 or by weapon
Special Attacks:	None
Special Defenses:	See below
Treasure:	None
Morale:	12
Alignment:	Chaotic
XP:	5

Description: Humanoid skeletons are the animated remains of some type of smaller humanoid, such as goblins or kobolds, but can also include demi-human skeletons, such as dwarfs, gnomes, or halflings. No matter the skeleton type that is animated, the statistics are the same. In all ways other than the exceptions

printed here, humanoid skeletons act the same as regular animated skeletons.

• **Undead:** Silent until they attack. Immune to attacks that affect living creatures and any mind-affecting powers, enchantments, sleep and hold spells.



SLIME CRAWLER

No. Encountered:	3d4 (1d6)
Move:	30'(10') / 10'(3') Climbing
Armor Class:	5
Hit Dice:	1+1
THACO:	18
Attacks:	4 x tentacle and 1 x bite and/or 1x constriction
Damage:	1d4 (bite); 1d3+1 per tentacle
Special Attacks:	Grapple, constrict, slime
Special Defenses:	None
Treasure:	None
Morale:	7
Alignment:	Neutral
XP:	15

Description: Slime crawlers are the immature version of the carcass crawler. The process of maturity usually takes two to three weeks, at which time the slime crawler feeds on any living organisms encountered. More slug-like at this larval stage, the slime crawler's legs appear as small buds or stumps and only four tentacles extrude from below their mouths. Slime crawlers exude a thin, slippery, transparent, oily film from their mouths that leaves a slug-like trail behind them as they move. All slime crawlers have infravision up to 60'.

• **Climb:** May climb walls as a 1st level thief at 10'(3') per round.

• **Grab:** Any successful attack will grab and hold a target. The target cannot move and will take 1d4 constricting damage each round until freed.

• **Grab and Bite:** Victims grabbed and held by at least two tentacles may be bitten for 1d4 damage as a free attack at the end of the round.

• **Slime:** Characters acting on slime must make a Dexterity check each round or fall.



ZOMBIE, POND

No. Encountered:	3d6 (5d6)
Move:	60'(20')/120'(40') Swimming
Armor Class:	8
Hit Dice:	2+2*
THACO:	17
Attacks:	1 x weapon
Damage:	1d6 or by weapon
Special Attacks:	Stench, disease
Special Defenses:	See below
Treasure:	None
Morale:	12
Alignment:	Chaotic
XP:	35

- **Disease:** Targets must save vs. poison at +1 or suffer a disease that will become fatal in 2d4 days.
- **Guardians:** Always attack targets on sight.
- **Slow Mover:** Always lose initiative.
- **Stench:** Any character within 30' must save vs. poison at -1 or suffer -2 to hit and +1 AC until they leave the area.
- **Undead:** Silent until they attack. Immune to attacks that affect living creatures and any mind-affecting powers, enchantments, sleep and hold spells.

Description: Pond zombies are unfortunate souls who have died by drowning or being killed and dumped into some body of water. They are mindless and only serve to drag others below the water to join them in their watery deaths. It is possible for magic-users or clerics to animate pond zombies in place of a normal zombie if a waterlogged corpse is used.



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