

AD&D TO 5E CONVERSION SHEETS

TITLE: PALACE OF THE SILVER PRINCESS (B3)

NOTE: These sheets are designed to help you run a nostalgic beginner or advanced campaign using 5E statistics. You'll need a copy of the original module; these are designed to help with basic conversions of statistics. As DM, think about overall XP, treasure and other rewards and you'll need to adjust accordingly. But there's something exhilarating about revisiting old adventures and hopefully these cheat sheets help you with those experiences. Adventure on my friends! Tim

Abbreviations

Abbreviation	Explanation
#	Number
AC	Armor Class
HP	Hit Points
XP	Experience Points

NPC List

	Name	#	Page	HP	AC	XP
1	Ellis the Strong	1		21		
	S 18 I 9 W 12 D 13 C 16 Ch 15					



Wandering Monster List (1st Dungeon Level)

	Name	#	HP	AC	XP	Page
1	Acolyte (cleric)	1-8	9	10	50	342
2	Bandit (NPC)	1-8	11	12	15	343
3	Black Bear	1	19	11	100	304 (PH)
4	Kobold	4-16	5	12	25	195
5	Orc	2-8	15	13	100	246
6	Skeleton	3-12	13	13	50	272

Wandering Monster List (2nd Dungeon Level)

	Name	#	HP	AC	XP	Page
1	Ghoul	1-16	22	12	200	148
2	Goblin	2-8	7	15	50	166
3	Harpy	1-3	38	11	200	181
4	Hobgoblin	1-6	11	18	100	186
5	Medusa	1	127	15	2,300	214
6	Zombie	2-8	22	8	50	316

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Monster List

	Name	#	HP	AC	XP	Page
1	Giant Rat	1	1	10	10	335
2	Skeletons	2	13	13	50	272
3	Kobolds	5	5	12	25	195
4	Goblins	5	7	15	50	166
5	Hobgoblins	6	11	18	100	186
6	Ape	1	19	12	100	317
7	Cobra	1	13	12	50	320 (use constrictor)
8	Stirges	5	2	14	25	284
9	Centipede, Large	1	4	13	50	323
10	Ferrets	3	2	10	10	332
11	Slime, Green	1	22	8	200	243 (use grey ooze)
12	Beetle, Tiger	1	2	11	10	320 (use crab)
13	Statue, Crystal	2	36	11	200	268 (use scarecrow)
14	Spider, Crab	1	1	12	10	337
15	Rats, Giant	3	1	10	10	335
16	Zombies	5	22	8	50	316
17	Travis (NPC)	1	16	12	25	350 (use tribal warrior)
18	Orcs	8	15	13	100	246
19	Apes	2	19	12	100	317
20	Mold, Yellow	1	18	5	50	138
21	Locusts, Cave	8	2	10	10	332
22	Troglodytes	3	13	11	50	290
23	Statue, Iron	1	27	14	100	262
24	Panther	1	13	12	50	333
25	Candella (NPC)	1	8	11	100	350 (use thug)
26	Duchess (NPC)	1	11	11	100	350 (use thug)
27	Doppelganger	1	52	14	700	82
28	Bugbears	3	27	16	200	33
29	Archer Bushes	12	9	13	50	196 (Volo, use Veg.)
30	Vampire Roses	1	27	14	200	197 (Volo, use Thorny)
31	Decapus	1	18	14	200	143 (Volo, use Strider)
32	Ogre	1	59	11	450	237
33	Catharandamus (NPC)	1	27	13	450	348 (use priest)
34	Orcs	7	15	13	100	246
35	Alha	1	18	13	100	349 (use scout)
36	Werewolf Form	1	58	11	700	211
37	Wight	1	45	24	700	300