

AD&D TO 5E CONVERSION SHEETS

TITLE: IN SEARCH OF THE UNKNOWN (B1)

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

Wandering Monster List (Upper Level)

	Name	#	HP	AC	XP	Page
1	Orcs	1-4	4	13	100	246
2	Centipedes, Giant	1-2	2	13	50	323
3	Kobolds	1-6	3	12	25	195
4	Troglodytes	1-2	5	11	50	290
5	Rats, Giant	2-5	2	10	10	335
6	Berserkers (NPC)	1-2	4	13	450	344

Wandering Monster List (Lower Level)

	Name	#	HP	AC	XP	Page
1	Troglodytes	1-4	5	11	50	290
2	Spider, Crab	1	12	12	10	337
3	Kobolds	2-7	3	12	25	195
4	Orcs	1-8	4	13	100	246
5	Zombies	1-2	7	8	50	316
6	Goblins	2-7	4	15	50	166

AD&D TO 5E CONVERSION SHEETS

Monster List

	Name	#	HP	AC	XP	Page
1	Orcs	1-4	3	13	100	246
2	Troglodytes	1-2	7	11	50	290
3	Kobolds	2-9	3	12	25	195
4	Ghouls	1-2	4	12	200	148
5	Centipedes, Giant	1-4	2	13	50	323
6	Carrion Crawler	1	6	13	450	37
7	Orcs	2-7	3	13	100	246
8	Spiders, Crab	1-2	5	12	10	337
9	Troglodytes	1-2	4	11	50	290
10	Spider, Black Widow	1	13	14	200	328 (giant spider)
11	Stirges	2-5	3	14	25	284
12	Gnolls	1-4	7	15	100	163
13	Shriekers	1-4	10	5	10	138
14	Skeletons	1-6	3	13	50	272
15	Hobgoblins	2-5	6	18	100	186
16	Goblins	1-8	3	15	50	166
17	Rats, Giant	2-7	3	10	10	335
18	Zombies	1-2	7	8	50	316
19	Kobolds	2-5	4	12	25	195
20	Bandits (NPC)	1-4	5	12	15	343
21	Ochre Jelly	1	16	8	450	243
22	Gnomes	2-5	4	13	100	349 (scout)
23	Orcs	2-7	5	13	100	246
24	Spiders, Crab	1	7	12	10	337
25	Goblins	1-6	5	15	50	166