

AD&D TO 5E CONVERSION SHEETS

TITLE: THE KEEP ON THE BORDERLANDS (B2)

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

The Keep

	Name	#	HP	AC	XP	Page
1	Men at Arms	2	5	16	25	347 (guard)
2	Crossbowmen	4	4	15	25	347 (guard)
3	Men at Arms	12	4	16	25	347 (guard)
4	Corporal	1	15	17	50	347 (guard)
5	Men At Arms	2	5	16	25	347 (guard)
6	Lackeys	5-8	2	10	10	345 (commoner)
7	Bailiff	1	22	17	50	347 (guard)
8	Men At Arms	12	4	16	25	347 (guard)
9	Guards	2	17	16	25	347 (guard)
10	Dogs	2	12	12	50	321 (death dog)
11	Priest	1	18	17	450	348
12	Acolytes	2	7	13	200	348 (priest)
13	Smith	1	11	16	25	347 (guard)
14	Assistants	2	5	10	10	345 (commoner)
15	Provisioner	1	3	10	10	345 (commoner)
16	Trader	1	2	10	10	345 (commoner)
17	Trader's Sons	2	3	10	10	345 (commoner)
18	Man at Arms	1	4	16	25	347 (guard)
19	Banker	1	12	16	25	347 (guard)
20	Fighter	1	7	16	25	347 (guard)
21	Men at Arms	6	4	16	25	347 (guard)
22	Men At Arms	2-5	5	16	25	347 (guard)
23	Taverner	1	6	10	10	345 (commoner)
24	Taverner's Son	1	5	10	10	345 (commoner)
25	Pot Boy	1	2	10	10	345 (commoner)

AD&D TO 5E CONVERSION SHEETS

	Name	#	HP	AC	XP	Page
26	Clerks	2	4	10	10	345 (commoner)
27	Men at Arms	4	6	16	25	347 (guard)
28	Curate	1	24	13	200	348 (priest)
29	Acolytes	3	5	13	200	348 (priest)
30	Captain of the Guard	1	24	18	700	347 (knight)
31	Sergeant of the Guard	1	16	17	500	347 (knight)
32	Guardsmen	24	5	16	25	347 (guard)
33	Corporal of the Guard	1	9	16	25	347 (guard)
34	Lackeys	2	2	10	10	345 (commoner)
35	Men at Arms	2	4	16	25	347 (guard)
36	Guardsmen	8	5	16	25	347 (guard)
37	Cavalry Men	16	5	16	25	347 (guard)
38	Cavalry Men	12	8	16	25	347 (guard)
39	Couriers	2	3	10	10	345 (commoner)
40	Men at Arms	12	5	16	25	347 (guard)
41	Scribe	1	11	10	10	345 (commoner)
42	Advisor	1	18	12	25	343 (bandit)
43	Castellan	1	48	17	700	347 (knight)

Outside of the Keep

	Name	#	HP	AC	XP	Page
1	Lizardmen, Male	6	12	15	100	204
2	Lizardmen, Male	1	11	15	100	204
3	Lizardmen, Female	3	6	15	100	204
4	Spiders, Black Widow	2	11	13	100	334 (phase spider)
5	Raider, Leader	1	12	14	100	350 (thug)
6	Raider, Lieutenant	1	7	12	100	350 (thug)
7	Raider, Bowmen	2	4	11	100	350 (thug)
8	Raider, Spearmen	8	5	11	100	350 (thug)
9	Hermit (Thief, 3 rd)	1	15	12	200	349 (spy)
10	Mountain Lion	1	15	12	200	331 (lion)

Caves of Chaos

	Name	#	HP	AC	XP	Page
1	Kobolds	8	3	12	25	195
2	Kobold Guards	6	3	12	25	195
3	Rats, Giant	17	2	10	10	335
4	Rats, Giant, Leader	1	4	12	25	335
5	Kobold Guards	3	5	12	25	195
6	Kobold, Chieftan	1	8	14	50	195

AD&D TO 5E CONVERSION SHEETS

	Name	#	HP	AC	XP	Page
7	Kobolds, Female	5	2	12	25	195
8	Kobolds, Male	17	3	12	25	195
9	Kobolds, Female	23	2	12	25	195
10	Orc, Watcher	1	5	13	100	246
11	Orcs	4	5	13	100	246
12	Orc, Leader	1	15	15	250	246
13	Orcs, Female	2	3	13	100	246
14	Centipedes, Giant	2	2	10	10	332 (lizard)
15	Orcs, Male	9	3	13	100	246
16	Orcs, Female	8	2	13	100	246
17	Orcs, Male	6	3	13	100	246
18	Orcs, Female	4	2	13	100	246
19	Orc, Guard	1	6	13	100	246
20	Orc, Leader	1	16	15	200	246
21	Orc, Female	1	5	13	100	246
22	Goblins	6	3	15	50	166
23	Goblins, Guards	6	3	15	50	166
24	Goblins, Male	10	3	15	50	166
25	Goblin, Chieftain	1	11	16	100	166
26	Goblins, Guards	3	7	15	50	166
27	Goblins, Female	2	2	15	50	166
28	Goblins, Guards	4	4	15	50	166
29	Hobgoblins	4	6	18	100	186
30	Ogre	1	25	11	450	237
31	Hobgoblins	5	5	18	100	186
32	Orc	1	4	13	100	246
33	Man at Arms	1	5	16	25	247 (guard)
34	Gnoll	1	9	15	100	163
35	Man at Arms	1	5	16	25	247 (guard)
36	Hobgoblins	4	5	18	100	186
37	Hobgoblins, Female	5	4	18	100	186
38	Hobgoblins	6	6	18	100	186
39	Hobgoblins	3	6	18	100	186
40	Hobgoblin, Guard	1	5	18	100	186
41	Hobgoblins, Guards	4	6	18	100	186
42	Hobgoblins, Guards	2	5	18	100	186
43	Hobgoblins, Female	2	4	18	100	186
44	Hobgoblin, Chief	1	22	19	200	186
45	Hobgoblins, Female	4	6	18	100	186
46	Hobgoblins	4	5	18	100	186
47	Grey Ooze	3	15	8	100	243
48	Owl Bear	1	30	13	700	249

AD&D TO 5E CONVERSION SHEETS

	Name	#	HP	AC	XP	Page
49	Bugbears	3	11	16	200	33
50	Bugbear, Chieftain	1	18	17	250	33
51	Bugbear, Female	1	12	16	200	33
52	Bugbears, Males	3	12	16	200	33
53	Bugbears, Females	7	8	16	200	33
54	Bugbears, Young	3	3	12	25	33
55	Bugbears, Male	2	10	16	200	33
56	Bugbears, Female	3	7	16	200	33
57	Kobolds	3	1	12	25	195
58	Goblin	1	3	15	50	166
59	Orcs	4	5	13	100	246
60	Humans	2	4	10	10	345 (commoner)
61	Dwarf	1	12	10	10	345 (commoner)
62	Elves	2	7	10	10	345 (commoner)
63	Hobgoblins	3	6	18	100	186
64	Bugbear	1	14	16	200	33
65	Human	1	24	14	200	345 (commoner)
66	Stirges	13	3	14	25	284
67	Fire Beetles	3	7	14	25	322 (flying snake)
68	Fire Beetles	2	7	14	25	322 (flying snake)
69	Minotaur	1	35	14	700	223
70	Gnolls	4	9	15	100	163
71	Gnolls, Male	3	8	15	100	163
72	Gnolls, Female	5	5	15	100	163
73	Gnolls, Male	6	8	15	100	163
74	Gnolls, Female	11	5	15	100	163
75	Gnoll, Leader	1	17	17	250	263
76	Gnoll, Sons	2	10	15	100	163
77	Gnolls, Female	4	5	15	100	163
78	Zombies	8	8	8	50	316
79	Skeletons	12	3	13	50	272
80	Zombies	8	8	8	50	316
81	Acolytes	4	4	10	50	342
82	Adepts	4	8	10	50	342 (acolyte)
83	Skeletons	20	8	13	50	272
84	Zombies	20	8	8	50	316
85	Zombies	3	13	8	50	316
86	Priest	1	14	13	100	348 (priest)
87	Torturer	1	19	13	100	349 (scout)
88	Wight	1	13	24	700	300
89	Gelatinous Cube	1	22	6	450	242
90	Medusa	1	20	15	2,300	214

AD&D TO 5E CONVERSION SHEETS

Wandering Monsters: Level 1

	Name	#	HP	AC	XP	Page
1	Acolyte	1-8	4	10	50	342
2	Bandit	1-8	7	10	10	345 (commoner)
3	Beetle, Fire	1-8	2	11	10	320 (crab)
4	Dwarf	1-6	7	10	10	345 (commoner)
5	Gnome	1-8	7	10	10	345 (commoner)
6	Goblin	2-8	3	15	50	166
7	Green Slime	1	22	8	200	243 (grey ooze)
8	Halfling	3-18	7	10	10	345 (commoner)
9	Killer Bees	1-10	2	11	10	320 (crab)
10	Kobolds	4-16	5	12	25	195
11	Lizard, Gecko	1-3	2	11	10	320 (crab)
12	Orcs	2-8	6	13	100	246
13	Shrew, Giant	1-10	7	12	25	327(rat)
14	Skeletons	3-12	13	13	50	272
15	Snake, Cobra	1-6	13	12	50	320 (constrictor)
16	Spider, Crab	1-4	5	12	10	337
17	Sprite	3-18	2	15	50	283
18	Stirges	1-10	2	14	25	284
19	Trader	1-8	7	10	10	345 (commoner)
20	Wolves	2-12	11	13	50	341

AD&D TO 5E CONVERSION SHEETS

Wandering Monsters: Level 2

	Name	#	HP	AC	XP	Page
1	Beetle, Oil	1-8	2	11	10	320 (crab)
2	Berserker	1-6	4	13	450	344
3	Cat, Mountain Lion	1-4	13	12	50	333 (panther)
4	Elf	1-4	6	10	10	345 (commoner)
5	Ghoul	1-6	22	12	200	148
6	Gnoll	1-6	7	15	100	163
7	Gray Ooze	1	22	8	200	243
8	Hobgoblin	1-6	6	18	100	186
9	Lizard, Draco	1-4	2	10	10	332 (lizard)
10	Lizard Man	1-3	22	15	100	204
11	Neanderthal	1-10	2	10	10	345 (commoner)
12	Noble	2-12	9	15	25	348
13	Pixie	2-8	1	15	50	253
14	Robber Fly	1-6	2	11	10	320 (crab)
15	Rock Baboon	2-12	19	12	100	317 (ape)
16	Snake, Pit Viper	1-8	2	13	25	334
17	Spider, Black Widow	1-3	1	12	10	337
18	Troglodyte	1-8	5	11	50	290
19	Veteran	2-8	58	17	700	350
20	Zombies	2-8	22	8	50	316

AD&D TO 5E CONVERSION SHEETS

Wandering Monsters: Level 3

	Name	#	HP	AC	XP	Page
1	Beetle, Tiger	1-6	2	11	10	320 (crab)
2	Bugbear	2-8	27	16	200	33
3	Carrion Crawler	1-3	6	13	450	37
4	Doppelganger	1-3	52	14	700	82
5	Driver Ant	2-8	1	11	0	322
6	Gargoyle	1-6	52	15	450	140
7	Gelatinous Cube	1	84	6	450	242
8	Harpy	1-6	38	11	200	181
9	Living Statue, Crystal	1-6	59	11	450	237 (ogre)
10	Wererat	1-8	33	12	450	209
11	Medium	1-4	14	13	100	348 (priest)
12	Medusa	1-3	127	15	2,300	214
13	NPC Party	5-8	15	13	450	n/a
14	Ochre Jelly	1	16	8	450	243
15	Ogres	1-6	59	11	450	237
16	Shadow	1-8	16	12	100	269
17	Spider, Tarantella	1-3	1	12	10	337
18	Thoul	1-6	22	12	200	148 (use ghoul)
19	White Ape	1-6	19	12	100	317
20	Wight	1-6	45	24	700	300