

AD&D TO 5E CONVERSION SHEETS

TITLE: THE VEILED SOCIETY (B6)

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

Beneath the Floors

	Name	#	HP	AC	XP	Page
1	Hobgoblins	3	7	18	100	186
2	Kobolds	10	2	12	25	195
3	Zombies	3	5	8	50	316
4	Fighter	1	12	16	25	347 (guard)

Riot

	Name	#	HP	AC	XP	Page
1	Horsemen	3	4	16	25	347 (guard)
2	Soldiers	15	4	16	25	347 (guard)
3	Orator	1	6	10	25	345 (commoner)
4	Thug	1	14	16	25	347 (guard)

Employment

	Name	#	HP	AC	XP	Page
1	Soldiers	10	4	16	25	347 (guard)
2	Simion	1	5	10	10	345 (commoner)
3	Beggars	10	3	10	25	345 (commoner)
4	Veiled Society Men	15	5	10	25	345 (commoner)

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The Chase

	Name	#	HP	AC	XP	Page
1	Crossbowman	1	7	16	25	347 (guard)
2	Bowmen	3	5	16	25	347 (guard)
3	Guard, Giant	1	19	16	50	347 (guard)
4	Akarios	1	4	10	25	345 (commoner)
5	Cleric	1	14	17	450	348
6	Fighter	1	17	16	100	347 (guard)
7	Sirenflower	1	24	16	100	347 (guard)
8	Veiled Society Members	20	4	10	25	345 (commoner)
9	Leader	1	7	16	25	347 (guard)
10	Guard, Giant	1	19	16	50	347 (guard)
11	Estaish	1	3	10	25	345 (commoner)
12	Cartha	1	39	16	250	347 (guard)
13	Zweis	1	21	15	100	347 (guard)