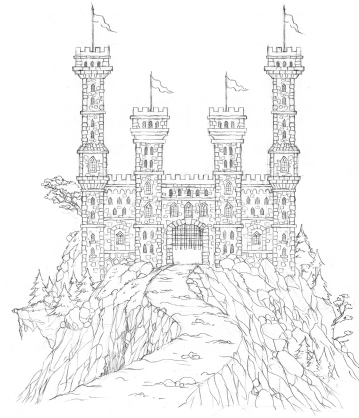


AD&D TO 5E CONVERSION SHEETS

TITLE: CASTLE CALDWELL AND BEYOND (B9)

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 Clearing of Castle Caldwell

	Name	#	HP	AC	XP	Page
1	Goblins	4	5	15	50	166
2	Goblins	4	6	15	50	166
3	Trader	1	6	10	10	345
4	Trader	1	8	10	10	345
5	Stirges	3	6	14	25	284
6	Acolyte	1	6	13	200	348 (priest)
7	Spider, Crab	1	10	12	10	337
8	Bandit	1	6	12	15	343
9	Bandit Leader	1	7	12	15	343
10	Kobolds	3	2	12	25	195
11	Shrew, Giant	1	6	12	25	327 (rat)
12	Beetle, Fire	2	7	11	10	320 (crab)
13	Wolf	2	12	13	50	341

Dungeons of Terror

	Name	#	HP	AC	XP	Page
1	Doppelganger	1	18	14	500	82
2	Medium	2	3	13	50	348 (priest)
3	Fly, Robber	4	10	11	10	320 (crab)
4	Gelatinous Cube	1	20	6	450	242
5	Berserker Leader	1	9	13	450	344
6	Berserkers	3	7	13	450	344
7	Thoul	3	14	12	200	148 (ghoul)
8	Wight	2	15	24	250	300

AD&D TO 5E CONVERSION SHEETS

Abduction of Princess Sylvia

	Name	#	HP	AC	XP	Page
1	Goblin	1	4	15	50	166
2	Lizard Man	1	11	15	75	166
3	Yellow Mold	1	7	5	50	138 (violet fungus)
4	Green Slime	1	9	8	100	243 (grey ooze)
5	Owl Bear (illusory)	1	n/a	13	0	249
6	Goblin King	1	15	15	100	166
7	Goblin Guards	2	9	15	50	166
8	Goblins	5	5	15	50	166
9	Lizard Man Leader	1	15	15	100	204
10	Lizard Men, Guards	2	14	15	100	204
11	Lizard Men	3	9	15	75	204
12	Goblin	1	4	15	50	166
13	Goblin	1	5	15	50	166
14	Princess Sylvia	1	3	10	5	345 (commoner)
15	Owl Bear	1	30	13	700	249
16	Oliver of Hom	1	12	17	175	347 (guard)

The Great Escape

	Name	#	HP	AC	XP	Page
1	Veteran	1-2	7	12	10	345 (commoner)
2	Gnoll	1	8	15	100	163
3	Female Servant	6	2	10	5	345 (commoner)
4	Veteran	1	7	12	10	345 (commoner)
5	Veteran	2	5	12	10	345 (commoner)
6	Commander	1	24	18	75	347 (knight)
7	Wife	1	3	10	5	345 (commoner)
8	Visiting Officer	1	16	16	35	347 (guard)
9	Veteran	1	6	12	10	345 (commoner)
10	Warrior	1	8	14	20	347 (guard)
11	Veteran	1	6	12	10	345 (commoner)
12	Veteran	1	6	12	10	345 (commoner)
13	Warrior	1	8	14	20	347 (guard)

AD&D TO 5E CONVERSION SHEETS

The Sanctuary of Elwyn the Ardent

	Name	#	HP	AC	XP	Page
1	Troglodyte	4	12	11	50	290
2	Acolyte	6	6	13	200	348 (priest)
3	Orc Leader	1	9	13	100	246
4	Orcs	5	6	13	100	246
5	Golem, Wood	1	14	12	250	168 (clay golem)
6	Statue, Rock	1	23	17	300	-
7	Dragon, Black	1	28	17	750	91 (wyrmling)
8	Gargoyle	2	16	15	450	140
9	Shadow	2	11	12	100	269
10	Elwyn	1	24	18	500	351 (mage)