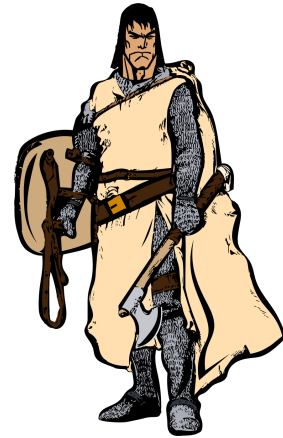


AD&D TO 5E CONVERSION SHEETS

TITLE: KING'S FESTIVAL (B11)

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

Dungeon Level 1

	Name	#	HP	AC	XP	Page
1	Orcs	3	7	13	100	246
2	Kobolds	1	4	12	25	195
3	Ferret, Giant	15	5	10	15	332 (lizard)
4	Lizard, Chameleon	1	9	10	75	332 (lizard)
5	Orcs	3	8	13	100	246
6	Orc, Ferret Training	1	8	13	100	246
7	Ferret, Giant	1	4	10	15	332 (lizard)
8	Orcs	1	2	13	100	246
9	Bugbear	1	14	16	75	33
10	Orcs	7	5	13	100	246
11	Orcs	4	5	13	100	246
12	Orc Lieutenant	1	7	13	100	246
13	Spider, Giant Hunting	1	14	12	20	283
14	Orc Lieutenant	1	5	13	100	246
15	Orc Lieutenants	4	6	13	100	246
16	Orc Spellcaster	1	10	13	100	246
17	Orc Chief	1	15	13	100	246

AD&D TO 5E CONVERSION SHEETS

Dungeon Level 2

	Name	#	HP	AC	XP	Page
1	Worms, Red	2	12	10	35	332 (lizard)
2	Carrion Crawler	1	19	13	450	37
3	Ghoul	1	12	12	200	148
4	Skeletons	5	5	13	50	272
5	Skeletons	5	5	13	50	272
6	Snakes	2	9	13	20	334
7	Beetle, Oil	1	7	11	25	320 (crab)
8	Thoul	1	17	12	200	148 (ghoul)
9	Zombies	2	12	8	50	316
10	Petrides the Cleric	1	15	17	250	348