

## AD&D TO 5E CONVERSION SHEETS

### TITLE: QUEEN'S HARVEST (B12)

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 Wizard's Dungeon, Wandering Monsters

Roll	Name	#	HP	AC	XP	Page
1-7	Phase Stinger	1	10	13	45	330 (giant wolf spider)
8	Golem, Wood	1	10	9	35	169 (flesh golem)
9	Rats, Giant	2-12	3	10	5	335
10	Shadows	1-4	10	12	100	269
11	Beetles, Fire	1-4	7	11	15	320 (crab)
12	Illusory Monster	-	-	-	-	-

### The Wizard's Dungeon, Monster List

	Name	#	HP	AC	XP	Page
1	Magen, Caldron	1	14	12	125	(ghoul)
2	Phase Stinger	1	10	13	45	330 (giant wolf spider)
3	Zombies	3	7	8	20	316
4	Gargoyle	1	14	15	125	140
5	Green Slime	1	8	n/a	30	243 (grey ooze)
6	Phase Stingers	2	14	13	45	330 (giant wolf spider)
7	Rats, Giant	10	3	10	5	335
8	Zombies	4	12	8	20	316
9	Statue, Crystal	1	12	8	35	316 (zombies)
10	Rust Monster	1	20	14	300	262
11	Dwarf (Gurdrot)	1	6	12	10	345 (commoner)
12	Fighter (Hargrinn)	1	11	15	20	347 (guard)
13	Cleric (Katzani)	1	13	15	50	348 (priest)
14	Magic User (Mordrain)	1	8	15	50	351 (mage)

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### Harvest of Death, Wandering Monsters

Roll	Name	#	HP	AC	XP	Page
1-2	Wolves	2-8	10	13	25	341
3	Stirges	1-10	5	3	15	284
4-5	Goblins	2-8	4	15	5	166
6	Hobgoblins	1-6	6	18	15	186
7-8	Orcs	2-8	6	13	10	246
9	Mountain Lions	1-2	14	12	50	333 (panther)
10	Mountain Goats	1-4	8	10	20	330 (goat)

### Harvest of Death, Monster List

	Name	#	HP	AC	XP	Page
1	Veterans	4	5	12	10	345 (commoner)
2	Goblins	4	5	15	5	166
3	Hobgoblins	14	6	18	15	186
4	Hobgoblin Lieutenants	2	10	18	20	186
5	Orcs	18	4	13	10	246
6	Orc Leader (Dyarr-Dakk)	1	11	16	35	426
7	Goblins	10*	4	15	5	166
8	Goblin Leader (Klossarek)	1	15	16	50	166
9	Shaman (Ratgrob)	1	10	12	25	166
10	Hobgoblin Leader	1	18	18	75	186
11	Hobgoblin Lieutenant	1	10	16	20	186
12	Orcs, Kitchen Help	6	4	13	10	246
13	Goblins	20	4	15	5	166
14	Gnolls	8	2	15	20	163
15	Goblins	4	4	15	5	166
16	Gnolls	4	9	15	20	163
17	Veterans	12	5	12	10	345 (commoner)
18	Warriors	3	9	14	20	347 (guard)
19	Gnolls	1-14	9	15	20	163
20	Gnoll Leader (Hastrissek)	1	16	15	35	163
21	Swordmaster (Merkul)	1	20	16	125	347 (knight)
22	Conjurer (Tarrayo)	1	10	12	50	351 (mage)
23	Ogre (Sergreb)	1	18	11	125	237
24	Owl Bear	1	22	13	175	249
25	Warriors	3	13	14	20	347 (guard)
26	Swordmaster (Blackmaer)	1	20	16	125	347 (knight)
27	Lizard, Chameleon	1	19	12	300	332
28	Zombies	7	10	8	20	316
29	War Dogs	2	9	12	25	332 (matiff)