

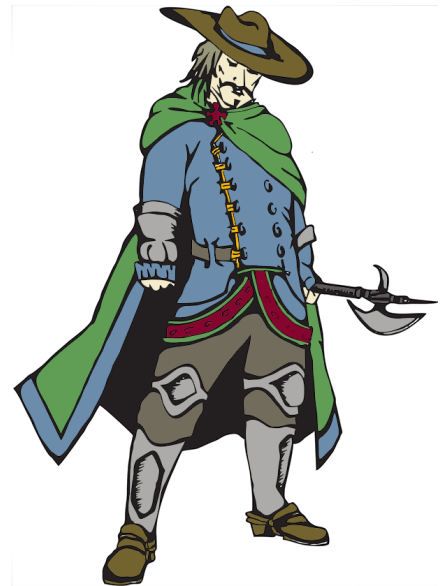
## AD&D TO 5E CONVERSION SHEETS

### TITLE: NIGHT'S DARK TERROR (B10)

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



#### Siege at Sukiskyn

	Name	#	HP	AC	XP	Page
1	Reaver of the Iron Ring	1	14	347	25	347 (guard)
2	Hounds of the Iron Ring	8	6	14	20	345 (commoner)
3	Hounds of the Iron Ring	8	6	14	20	345 (commoner)
4	Kalanos	1	22	347	-	347 (guard)
5	Crewmen	7	3	12	-	345 (commoner)
6	Reaver of the Iron Ring	1	12	12	125	349 (spy)
7	Cave Bear	1	30	12	450	334 (polar bear)
8	Wolves	2-5	13	10	25	341
9	Wolfskull Goblins	8	5	15	5	166
10	Wolfskull Goblins	7	5	15	5	166
11	Dire Wolves	7	37	14	200	321
12	Red-Blade Goblins	5	5	15	5	166
13	Red-Blade Goblins	1d4+2	5	15	5	166
14	Wolfskull Goblins	2	5	15	5	166
15	Dire Wolves	2	37	14	200	321
16	Red-Blade Goblins	8	5	15	5	166
17	Goblin King (Kloss)	1	15	16	35	166
18	Goblin Bodyguards	5	9	15	20	166
19	Goblins	25	5	15	5	166
20	Dire Wolves	13	14	14	200	321
21	Goblin King (Gnhass)	15	15	16	35	166
22	Goblin Bodyguards	4	9	15	20	166
23	Goblins	43	5	15	5	166
24	Bats, Vampire	5	7	12	25	318 (Giant Bats)
25	Beetles, Oil	6	8	11	25	320 (crab)

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	Name	#	HP	AC	XP	Page
26	Goblin, Viper	1	3	15	5	166
27	Bandit Leader (FyodorII)	1	17	16	175	347 (knight)
28	Bandits	4	7	12	35	347 (guard)

### South of the River

	Name	#	HP	AC	XP	Page
1	Bats, Vampire	5	7	12	25	318 (Giant Bats)
2	Hobgoblin King (Vlack)	1	22	16	175	166
3	Wolf, Ice	1	25	14	275	321
4	Hobgoblins, Bloodhead	4	6	16	15	186
5	Boatman (Kalanos)	1	22	16	175	347 (knight)
6	Stirges	6	5	14	15	284
7	Shrews, Giant	6	4	12	15	327 (rat)
8	Goblins, Viper	7	5	15	5	166
9	Goblin Leader, Viper	1	11	15	20	166
10	Goblins, Viper	9	5	15	5	166
11	Pythons, Rock	3	11	13	50	334
12	Pixies	6	4	15	20	253
13	Gargoyles	2	19	15	125	140
14	Spider, Shroud	1	28	15	675	328 (giant spider)
15	Orcs, Black Web	22	5	13	10	246
16	Mold, Yellow	1	12	5	25	138 (violet fungus)
17	Statues, Silver	12	6	8	20	316 (zombies)
18	Jelly, Ochre	1	17	8	300	243
19	Shadows	5	10	12	35	269
20	Ghoul	1	27	12	425	148
21	Zombies	1	12	8	20	316
22	Wyrds	2	21	14	175	300 (wight)
23	Statues, Rock	1	29	16	425	316 (zombies)
24	Bats, giant	5	6	13	20	323
25	Goblin King (Kloss)	1	15	16	35	166
26	Goblin Body Guards	5	9	15	20	166
27	Goblins, Wolfskull	5	5	15	5	166
28	Wolves, Dire	3	16	14	125	321
29	Piranha Shoal	d4+6	1	13	5	335 (quipper)
30	Goblins	10	2	15	5	166
31	Wolves, Dire	2	16	14	125	321
32	Goblins	7	2	15	5	166
33	Goblin Body Guards	1	9	15	20	166
34	Goblin Body Guards	5	9	15	20	166
35	Goblins	5	2	15	5	166

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	<b>Name</b>	<b>#</b>	<b>HP</b>	<b>AC</b>	<b>XP</b>	<b>Page</b>
36	Ferrets, Giant	8	6	10	15	335 (rat)
37	Thouls	3	15	12	65	148 (ghoul)
38	Werewolf (Bailakask)	1	30	11	500	211
39	Werewolf (Kalkask)	1	18	11	125	211
40	Wolves	6	10	13	25	341

### Ruins of Xitaqa

	<b>Name</b>	<b>#</b>	<b>HP</b>	<b>AC</b>	<b>XP</b>	<b>Page</b>
1	Reaver of the Iron Ring	1	17	16	50	347 (guard)
2	Hounds of the Iron Ring	7	6	16	20	347 (guard)
3	Horses, Riding	8	9	12	20	331 (jackal)
4	Goblin King (Plak)	1	15	15	35	166
5	Goblin Bodyguards	8	9	15	20	166
6	Goblins, Yellow-Fang	6	4	15	5	166
7	Baboons, Rock	8	8	12	20	318
8	Bats, Giant	5	7	13	20	323
9	Baboons, Rock	2d4	8	12	20	318
10	Goblins, Yellow-Fang	1d4+1	4	15	5	166
11	Goblins	5	4	15	5	166
12	Goblin Bodyguards	4	9	15	20	166
13	Bats, Giant	3	7	13	20	323
14	Hobgoblins	5	6	16	15	186
15	Cubes, Gelatinous	2	18	6	125	242
16	Spiders, Black Widow	2	14	12	50	337
17	Wolf, Ice	1	23	13	275	340
18	Minotaur	1	26	14	275	223
19	Statues, Jade	2	16	8	100	316 (zombies)

### Journey to Threshold, Optional Encounters

	<b>Name</b>	<b>#</b>	<b>HP</b>	<b>AC</b>	<b>XP</b>	<b>Page</b>
1	Bats, Giant	2-5	7	13	20	323
2	Boars	1-3	13	11	35	319
3	Elves, Vyalia	2-5	5	10	10	345 (commoner)
4	Beetles, Fire	2-5	8	11	15	320 (crab)
5	Lizards, Foot Pad	2-4	9	10	25	332 (lizard)
6	Gnolls, Death's Head	2-5	8	15	20	163
7	Goblins, Red-Blade	3-6	4	15	5	166
8	Hellhounds	1-3	13	15	65	182
9	Swarm, Insect	1	10	12	10	338
10	Manticore	1	30	14	650	213

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	<b>Name</b>	<b>#</b>	<b>HP</b>	<b>AC</b>	<b>XP</b>	<b>Page</b>
11	Lions, Mountain	1-2	15	12	50	331 (lion)
12	Orcs, Pftark	3-6	5	13	10	246
13	Ravens, Large	2-8	3	12	5	335
14	Snakes, Rock	2-5	6	13	15	334
15	Shadows	1-4	10	12	35	269
16	Stirges	3-6	5	14	15	284
17	Zombies	5-8	9	8	20	316
18	Skeletons	7-12	5	13	10	272
19	Wolves	2-5	11	13	10	341
20	Priests, Hutaakan	2-5	9	13	25	348 (Priests)
21	Warriors, Hutaakan	5-8	5	15	10	347 (Fighters)
22	Warriors, Traldar	5-8	6	15	10	347 (Fighters)
23	Vocals, Traldar	1-2	5	13	25	348 (Priests)
24	Lizards, Footpad	5-8	11	10	25	332 (lizard)

### Journey to Threshold

	<b>Name</b>	<b>#</b>	<b>HP</b>	<b>AC</b>	<b>XP</b>	<b>Page</b>
1	Bear, Cave	1	30	11	0	329 (brown)
2	Reavers of the Iron Ring	2	17	16	20	347 (knight)
3	Hounds of the Iron Ring	7	6	15	20	347 (fighters)
4	Reavers, Rucker	1	19	13	25	348 (Priests)
5	Reavers, Syndor	1	25	26	125	347 (knight)
6	Reavers, Sgagast	1	25	16	125	33 (Bugbear)
7	Hounds of the Iron Ring	8	6	15	20	347 (fighters)
8	Goblins, Yellow-Fang	8	4	15	5	166
9	Goblins, Slave	15	1	15	1	166
10	Reaver, Aksel	1	9	12	50	349 (spy)
11	Hounds of the Iron Ring	7	6	15	20	347 (fighters)
12	Scange, Hrothgar	1	14	15	35	347 (fighters)
13	Scange, War Horse	1	16	15	35	347 (fighters)
14	Scange, Archers		4	15	10	347 (Fighters)
15	Scange, Swordsmen		4	15	10	347 (Fighters)

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### Threshold

	<b>Name</b>	<b>#</b>	<b>HP</b>	<b>AC</b>	<b>XP</b>	<b>Page</b>
1	Reaver, Sligh	1	26	16	75	347 (knight)
2	Wererats	4	12	16	50	347 (knight)
3	Hounds of the Iron Ring	2	6	15	20	347 (Fighters)
4	Thugs	10	4	15	10	347 (Fighters)
5	Urchin Thieves	3	2	15	10	347 (Fighters)
6	Bear, Black	1	24	11	75	318

### Towards the Black Peaks

	<b>Name</b>	<b>#</b>	<b>HP</b>	<b>AC</b>	<b>XP</b>	<b>Page</b>
1	Ghouls	4	27	12	425	148
2	Rats, Giant	20	2	10	5	335
3	Gnoll (Krasgat)	1	14	15	65	163
4	Gnoll Chieftan (Gragoszt)	1	20	15	35	163
5	Gnoll Bodyguards	4	17	15	25	163
6	Boars	5	18	11	175	319
7	Gnolls, Leaders	8	16	15	20	163
8	Gnolls	175	8	15	20	163
9	Ogres	4	19	11	125	237
10	Statues, Steel	2	22	18	425	316 (zombies)
11	Griffons	2	25	12	450	174
12	Lizard, Tuatara	1	26	14	275	332 (lizard)
13	Snake, Mountain Rattle	1	3	13	15	334
14	Statues, Rock	2	30	16	300	316 (zombies)
15	Ravens	12	2	12	5	335

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### The Lost Valley of Hutaaka

	<b>Name</b>	<b>#</b>	<b>HP</b>	<b>AC</b>	<b>XP</b>	<b>Page</b>
1	Stirges	3-6	5	14	15	284
2	Hellhounds	1-3	45	15	700	182
3	Swarm, Insect	1	22	12	100	338
4	Lion, Mountain	1-2	14	12	50	333(panther)
5	Lizards, Footpad	2-4	11	10	25	332 (lizard)
6	Priest, Hutaakan		9	13	25	348 (priest)
7	Warrior, Hutaakan		5	15	10	347 (fighters)
8	Other, Hutaakan		3	15	5	347 (fighters)
9	Warrior, Traldan		6	15	20	347 (fighters)
10	Vocal, Traldan		5	15	25	347 (fighters)
11	Other, Traldan		3	16	5	347 (guard)
12	Skeletons	2d6+6	5	13	50	272
13	Zombies	1d6+3	7	8	20	316
14	Skeletons	1d8+4	5	13	50	272
15	Zombies	1d4+2	7	8	20	316
16	Wights	1d3	15	14	250	300
17	Ghoul	1	27	12	425	148
18	Rhagodessae	2	14	17	500	347 (guard)
19	Skeletons	12	5	13	50	272
20	Zombies	6	9	8	20	316
21	Statues, Jade	4	14	11	200	268 (scarecrow)
22	Skeletons	8	5	13	50	272
23	Zombies	3	9	8	20	316
24	Ghouls	3	27	12	425	148
25	Skeletons	8	5	13	50	272
26	Zombies	4	9	8	20	316
27	Wights	2	15	14	250	300
28	Wraith	1	16	13	1,000	302
29	Mummy	1	21	11	500	228
30	Ooze, Gray	1	11	8	100	243
31	Green Slime	1	9	n/a	30	243 (grey ooze)
32	Jelly, Ochre	1	18	8	300	243
33	Carrion Crawler	1	12	13	450	47
34	Kartoeba	1	55	18	2300	n/a