

AD&D TO 5E CONVERSION SHEETS

TITLE: IN SEARCH OF THE UNKNOWN (B1)

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

Wandering Monster List (Upper Level)

	Name	#	HP	AC	XP	Page
1	Orcs	1-4	4	13	100	246
2	Centipedes, Giant	1-2	2	13	50	323
3	Kobolds	1-6	3	12	25	195
4	Troglodytes	1-2	5	11	50	290
5	Rats, Giant	2-5	2	10	10	335
6	Berserkers (NPC)	1-2	4	13	450	344

Wandering Monster List (Lower Level)

	Name	#	HP	AC	XP	Page
1	Troglodytes	1-4	5	11	50	290
2	Spider, Crab	1	12	12	10	337
3	Kobolds	2-7	3	12	25	195
4	Orcs	1-8	4	13	100	246
5	Zombies	1-2	7	8	50	316
6	Goblins	2-7	4	15	50	166

AD&D TO 5E CONVERSION SHEETS

Monster List

	Name	#	HP	AC	XP	Page
1	Orcs	1-4	3	13	100	246
2	Troglodytes	1-2	7	11	50	290
3	Kobolds	2-9	3	12	25	195
4	Ghouls	1-2	4	12	200	148
5	Centipedes, Giant	1-4	2	13	50	323
6	Carrion Crawler	1	6	13	450	37
7	Orcs	2-7	3	13	100	246
8	Spiders, Crab	1-2	5	12	10	337
9	Troglodytes	1-2	4	11	50	290
10	Spider, Black Widow	1	13	14	200	328 (giant spider)
11	Stirges	2-5	3	14	25	284
12	Gnolls	1-4	7	15	100	163
13	Shriekers	1-4	10	5	10	138
14	Skeletons	1-6	3	13	50	272
15	Hobgoblins	2-5	6	18	100	186
16	Goblins	1-8	3	15	50	166
17	Rats, Giant	2-7	3	10	10	335
18	Zombies	1-2	7	8	50	316
19	Kobolds	2-5	4	12	25	195
20	Bandits (NPC)	1-4	5	12	15	343
21	Ochre Jelly	1	16	8	450	243
22	Gnomes	2-5	4	13	100	349 (scout)
23	Orcs	2-7	5	13	100	246
24	Spiders, Crab	1	7	12	10	337
25	Goblins	1-6	5	15	50	166

AD&D TO 5E CONVERSION SHEETS

TITLE: THE KEEP ON THE BORDERLANDS (B2)

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Abbreviations

Abbreviation	Explanation
#	Number
AC	Armor Class
HP	Hit Points
XP	Experience Points

The Keep

	Name	#	HP	AC	XP	Page
1	Men at Arms	2	5	16	25	347 (guard)
2	Crossbowmen	4	4	15	25	347 (guard)
3	Men at Arms	12	4	16	25	347 (guard)
4	Corporal	1	15	17	50	347 (guard)
5	Men At Arms	2	5	16	25	347 (guard)
6	Lackeys	5-8	2	10	10	345 (commoner)
7	Bailiff	1	22	17	50	347 (guard)
8	Men At Arms	12	4	16	25	347 (guard)
9	Guards	2	17	16	25	347 (guard)
10	Dogs	2	12	12	50	321 (death dog)
11	Priest	1	18	17	450	348
12	Acolytes	2	7	13	200	348 (priest)
13	Smith	1	11	16	25	347 (guard)
14	Assistants	2	5	10	10	345 (commoner)
15	Provisioner	1	3	10	10	345 (commoner)
16	Trader	1	2	10	10	345 (commoner)
17	Trader's Sons	2	3	10	10	345 (commoner)
18	Man at Arms	1	4	16	25	347 (guard)
19	Banker	1	12	16	25	347 (guard)
20	Fighter	1	7	16	25	347 (guard)
21	Men at Arms	6	4	16	25	347 (guard)
22	Men At Arms	2-5	5	16	25	347 (guard)
23	Taverner	1	6	10	10	345 (commoner)
24	Taverner's Son	1	5	10	10	345 (commoner)
25	Pot Boy	1	2	10	10	345 (commoner)

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	Name	#	HP	AC	XP	Page
26	Clerks	2	4	10	10	345 (commoner)
27	Men at Arms	4	6	16	25	347 (guard)
28	Curate	1	24	13	200	348 (priest)
29	Acolytes	3	5	13	200	348 (priest)
30	Captain of the Guard	1	24	18	700	347 (knight)
31	Sergeant of the Guard	1	16	17	500	347 (knight)
32	Guardsmen	24	5	16	25	347 (guard)
33	Corporal of the Guard	1	9	16	25	347 (guard)
34	Lackeys	2	2	10	10	345 (commoner)
35	Men at Arms	2	4	16	25	347 (guard)
36	Guardsmen	8	5	16	25	347 (guard)
37	Cavalry Men	16	5	16	25	347 (guard)
38	Cavalry Men	12	8	16	25	347 (guard)
39	Couriers	2	3	10	10	345 (commoner)
40	Men at Arms	12	5	16	25	347 (guard)
41	Scribe	1	11	10	10	345 (commoner)
42	Advisor	1	18	12	25	343 (bandit)
43	Castellan	1	48	17	700	347 (knight)

Outside of the Keep

	Name	#	HP	AC	XP	Page
1	Lizardmen, Male	6	12	15	100	204
2	Lizardmen, Male	1	11	15	100	204
3	Lizardmen, Female	3	6	15	100	204
4	Spiders, Black Widow	2	11	13	100	334 (phase spider)
5	Raider, Leader	1	12	14	100	350 (thug)
6	Raider, Lieutenant	1	7	12	100	350 (thug)
7	Raider, Bowmen	2	4	11	100	350 (thug)
8	Raider, Spearmen	8	5	11	100	350 (thug)
9	Hermit (Thief, 3 rd)	1	15	12	200	349 (spy)
10	Mountain Lion	1	15	12	200	331 (lion)

Caves of Chaos

	Name	#	HP	AC	XP	Page
1	Kobolds	8	3	12	25	195
2	Kobold Guards	6	3	12	25	195
3	Rats, Giant	17	2	10	10	335
4	Rats, Giant, Leader	1	4	12	25	335
5	Kobold Guards	3	5	12	25	195
6	Kobold, Chieftan	1	8	14	50	195

AD&D TO 5E CONVERSION SHEETS

	Name	#	HP	AC	XP	Page
7	Kobolds, Female	5	2	12	25	195
8	Kobolds, Male	17	3	12	25	195
9	Kobolds, Female	23	2	12	25	195
10	Orc, Watcher	1	5	13	100	246
11	Orcs	4	5	13	100	246
12	Orc, Leader	1	15	15	250	246
13	Orcs, Female	2	3	13	100	246
14	Centipedes, Giant	2	2	10	10	332 (lizard)
15	Orcs, Male	9	3	13	100	246
16	Orcs, Female	8	2	13	100	246
17	Orcs, Male	6	3	13	100	246
18	Orcs, Female	4	2	13	100	246
19	Orc, Guard	1	6	13	100	246
20	Orc, Leader	1	16	15	200	246
21	Orc, Female	1	5	13	100	246
22	Goblins	6	3	15	50	166
23	Goblins, Guards	6	3	15	50	166
24	Goblins, Male	10	3	15	50	166
25	Goblin, Chieftain	1	11	16	100	166
26	Goblins, Guards	3	7	15	50	166
27	Goblins, Female	2	2	15	50	166
28	Goblins, Guards	4	4	15	50	166
29	Hobgoblins	4	6	18	100	186
30	Ogre	1	25	11	450	237
31	Hobgoblins	5	5	18	100	186
32	Orc	1	4	13	100	246
33	Man at Arms	1	5	16	25	247 (guard)
34	Gnoll	1	9	15	100	163
35	Man at Arms	1	5	16	25	247 (guard)
36	Hobgoblins	4	5	18	100	186
37	Hobgoblins, Female	5	4	18	100	186
38	Hobgoblins	6	6	18	100	186
39	Hobgoblins	3	6	18	100	186
40	Hobgoblin, Guard	1	5	18	100	186
41	Hobgoblins, Guards	4	6	18	100	186
42	Hobgoblins, Guards	2	5	18	100	186
43	Hobgoblins, Female	2	4	18	100	186
44	Hobgoblin, Chief	1	22	19	200	186
45	Hobgoblins, Female	4	6	18	100	186
46	Hobgoblins	4	5	18	100	186
47	Grey Ooze	3	15	8	100	243
48	Owl Bear	1	30	13	700	249

AD&D TO 5E CONVERSION SHEETS

	Name	#	HP	AC	XP	Page
49	Bugbears	3	11	16	200	33
50	Bugbear, Chieftain	1	18	17	250	33
51	Bugbear, Female	1	12	16	200	33
52	Bugbears, Males	3	12	16	200	33
53	Bugbears, Females	7	8	16	200	33
54	Bugbears, Young	3	3	12	25	33
55	Bugbears, Male	2	10	16	200	33
56	Bugbears, Female	3	7	16	200	33
57	Kobolds	3	1	12	25	195
58	Goblin	1	3	15	50	166
59	Orcs	4	5	13	100	246
60	Humans	2	4	10	10	345 (commoner)
61	Dwarf	1	12	10	10	345 (commoner)
62	Elves	2	7	10	10	345 (commoner)
63	Hobgoblins	3	6	18	100	186
64	Bugbear	1	14	16	200	33
65	Human	1	24	14	200	345 (commoner)
66	Stirges	13	3	14	25	284
67	Fire Beetles	3	7	14	25	322 (flying snake)
68	Fire Beetles	2	7	14	25	322 (flying snake)
69	Minotaur	1	35	14	700	223
70	Gnolls	4	9	15	100	163
71	Gnolls, Male	3	8	15	100	163
72	Gnolls, Female	5	5	15	100	163
73	Gnolls, Male	6	8	15	100	163
74	Gnolls, Female	11	5	15	100	163
75	Gnoll, Leader	1	17	17	250	263
76	Gnoll, Sons	2	10	15	100	163
77	Gnolls, Female	4	5	15	100	163
78	Zombies	8	8	8	50	316
79	Skeletons	12	3	13	50	272
80	Zombies	8	8	8	50	316
81	Acolytes	4	4	10	50	342
82	Adepts	4	8	10	50	342 (acolyte)
83	Skeletons	20	8	13	50	272
84	Zombies	20	8	8	50	316
85	Zombies	3	13	8	50	316
86	Priest	1	14	13	100	348 (priest)
87	Torturer	1	19	13	100	349 (scout)
88	Wight	1	13	24	700	300
89	Gelatinous Cube	1	22	6	450	242
90	Medusa	1	20	15	2,300	214

AD&D TO 5E CONVERSION SHEETS

Wandering Monsters: Level 1

	Name	#	HP	AC	XP	Page
1	Acolyte	1-8	4	10	50	342
2	Bandit	1-8	7	10	10	345 (commoner)
3	Beetle, Fire	1-8	2	11	10	320 (crab)
4	Dwarf	1-6	7	10	10	345 (commoner)
5	Gnome	1-8	7	10	10	345 (commoner)
6	Goblin	2-8	3	15	50	166
7	Green Slime	1	22	8	200	243 (grey ooze)
8	Halfling	3-18	7	10	10	345 (commoner)
9	Killer Bees	1-10	2	11	10	320 (crab)
10	Kobolds	4-16	5	12	25	195
11	Lizard, Gecko	1-3	2	11	10	320 (crab)
12	Orcs	2-8	6	13	100	246
13	Shrew, Giant	1-10	7	12	25	327(rat)
14	Skeletons	3-12	13	13	50	272
15	Snake, Cobra	1-6	13	12	50	320 (constrictor)
16	Spider, Crab	1-4	5	12	10	337
17	Sprite	3-18	2	15	50	283
18	Stirges	1-10	2	14	25	284
19	Trader	1-8	7	10	10	345 (commoner)
20	Wolves	2-12	11	13	50	341

AD&D TO 5E CONVERSION SHEETS

Wandering Monsters: Level 2

	Name	#	HP	AC	XP	Page
1	Beetle, Oil	1-8	2	11	10	320 (crab)
2	Berserker	1-6	4	13	450	344
3	Cat, Mountain Lion	1-4	13	12	50	333 (panther)
4	Elf	1-4	6	10	10	345 (commoner)
5	Ghoul	1-6	22	12	200	148
6	Gnoll	1-6	7	15	100	163
7	Gray Ooze	1	22	8	200	243
8	Hobgoblin	1-6	6	18	100	186
9	Lizard, Draco	1-4	2	10	10	332 (lizard)
10	Lizard Man	1-3	22	15	100	204
11	Neanderthal	1-10	2	10	10	345 (commoner)
12	Noble	2-12	9	15	25	348
13	Pixie	2-8	1	15	50	253
14	Robber Fly	1-6	2	11	10	320 (crab)
15	Rock Baboon	2-12	19	12	100	317 (ape)
16	Snake, Pit Viper	1-8	2	13	25	334
17	Spider, Black Widow	1-3	1	12	10	337
18	Troglodyte	1-8	5	11	50	290
19	Veteran	2-8	58	17	700	350
20	Zombies	2-8	22	8	50	316

AD&D TO 5E CONVERSION SHEETS

Wandering Monsters: Level 3

	Name	#	HP	AC	XP	Page
1	Beetle, Tiger	1-6	2	11	10	320 (crab)
2	Bugbear	2-8	27	16	200	33
3	Carrion Crawler	1-3	6	13	450	37
4	Doppleganger	1-3	52	14	700	82
5	Driver Ant	2-8	1	11	0	322
6	Gargoyle	1-6	52	15	450	140
7	Gelatinous Cube	1	84	6	450	242
8	Harpy	1-6	38	11	200	181
9	Living Statue, Crystal	1-6	59	11	450	237 (ogre)
10	Wererat	1-8	33	12	450	209
11	Medium	1-4	14	13	100	348 (priest)
12	Medusa	1-3	127	15	2,300	214
13	NPC Party	5-8	15	13	450	n/a
14	Ochre Jelly	1	16	8	450	243
15	Ogres	1-6	59	11	450	237
16	Shadow	1-8	16	12	100	269
17	Spider, Tarantella	1-3	1	12	10	337
18	Thoul	1-6	22	12	200	148 (use ghoul)
19	White Ape	1-6	19	12	100	317
20	Wight	1-6	45	24	700	300

AD&D TO 5E CONVERSION SHEETS

TITLE: PALACE OF THE SILVER PRINCESS (B3)

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Abbreviations

Abbreviation	Explanation
#	Number
AC	Armor Class
HP	Hit Points
XP	Experience Points

NPC List

	Name	#	Page	HP	AC	XP
1	Ellis the Strong	1		21		
	S 18 I 9 W 12 D 13 C 16 Ch 15					



Wandering Monster List (1st Dungeon Level)

	Name	#	HP	AC	XP	Page
1	Acolyte (cleric)	1-8	9	10	50	342
2	Bandit (NPC)	1-8	11	12	15	343
3	Black Bear	1	19	11	100	304 (PH)
4	Kobold	4-16	5	12	25	195
5	Orc	2-8	15	13	100	246
6	Skeleton	3-12	13	13	50	272

Wandering Monster List (2nd Dungeon Level)

	Name	#	HP	AC	XP	Page
1	Ghoul	1-16	22	12	200	148
2	Goblin	2-8	7	15	50	166
3	Harpy	1-3	38	11	200	181
4	Hobgoblin	1-6	11	18	100	186
5	Medusa	1	127	15	2,300	214
6	Zombie	2-8	22	8	50	316

AD&D to 5E CONVERSION SHEETS

Monster List

	Name	#	HP	AC	XP	Page
1	Giant Rat	1	1	10	10	335
2	Skeletons	2	13	13	50	272
3	Kobolds	5	5	12	25	195
4	Goblins	5	7	15	50	166
5	Hobgoblins	6	11	18	100	186
6	Ape	1	19	12	100	317
7	Cobra	1	13	12	50	320 (use constrictor)
8	Stirges	5	2	14	25	284
9	Centipede, Large	1	4	13	50	323
10	Ferrets	3	2	10	10	332
11	Slime, Green	1	22	8	200	243 (use grey ooze)
12	Beetle, Tiger	1	2	11	10	320 (use crab)
13	Statue, Crystal	2	36	11	200	268 (use scarecrow)
14	Spider, Crab	1	1	12	10	337
15	Rats, Giant	3	1	10	10	335
16	Zombies	5	22	8	50	316
17	Travis (NPC)	1	16	12	25	350 (use tribal warrior)
18	Orcs	8	15	13	100	246
19	Apes	2	19	12	100	317
20	Mold, Yellow	1	18	5	50	138
21	Locusts, Cave	8	2	10	10	332
22	Troglodytes	3	13	11	50	290
23	Statue, Iron	1	27	14	100	262
24	Panther	1	13	12	50	333
25	Candella (NPC)	1	8	11	100	350 (use thug)
26	Duchess (NPC)	1	11	11	100	350 (use thug)
27	Doppelganger	1	52	14	700	82
28	Bugbears	3	27	16	200	33
29	Archer Bushes	12	9	13	50	196 (Volo, use Veg.)
30	Vampire Roses	1	27	14	200	197 (Volo, use Thorny)
31	Decapus	1	18	14	200	143 (Volo, use Strider)
32	Ogre	1	59	11	450	237
33	Catharandamus (NPC)	1	27	13	450	348 (use priest)
34	Orcs	7	15	13	100	246
35	Alha	1	18	13	100	349 (use scout)
36	Werewolf Form	1	58	11	700	211
37	Wight	1	45	24	700	300

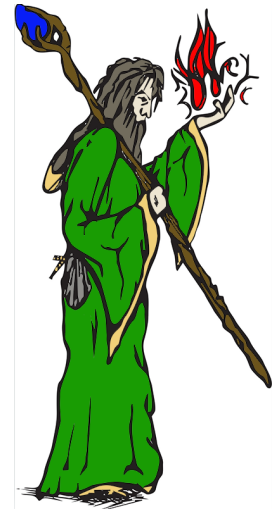
AD&D TO 5E CONVERSION SHEETS

TITLE: THE LOST CITY (B4)

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Abbreviations

Abbreviation	Explanation
#	Number
AC	Armor Class
HP	Hit Points
XP	Experience Points



Wandering Monster List (1st Tier)

	Name	#	HP	AC	XP	Page
1	Centipede, Giant	3	2	13	50	323
2	Cave Locust	5	9	12	50	320 (constrictor snake)
3	Cynidicean	1-6	4	13	100	-
4	Cynidicean	1-6	4	13	100	-
5	Cynidicean	1-6	4	13	100	-
6	Ferret, Giant	1-6	4	10	10	335 (rat)
7	Gnome	6	5	13	100	349 (scout)
8	Goblin	7	4	15	50	166

Tier 1 (No Monsters)

Tier 2

	Name	#	HP	AC	XP	Page
1	Stirges	7	4	14	25	284
2	Sprites	12	3	15	50	283
3	Beetles, Fire	3	6	11	10	320 (crab)
4	Bees, Killer	5	2	11	10	320 (crab)
5	Green Slime	1	9	8	200	243 (grey ooze)
6	Lizard (Gecko)	1	15	10	10	320 (crab)
7	Fighters	5	5	16	25	347 (guard)
8	Fighters	5	5	16	25	347 (guard)
9	Kanadius	1	25	17	50	347 (guard)

AD&D TO 5E CONVERSION SHEETS

Wandering Monster List (3rd and 4th Tier)

	Name	#	HP	AC	XP	Page
1	Bat, Giant	7	9	13	50	323
2	Brotherhood of Gorm	8	5	16	25	347 (guard)
3	Cynidicean	1-6	4	13	100	-
4	Hobgoblin	6	6	18	100	186
5	Magi of Usamigaras	5	3	12	25	-
6	Baboon, Rock	6	9	11	50	319 (boar)
7	Snake, Spitting Cobra	3	5	12	50	320 (constrictor)
8	Warrior Maidens of Madarua	8	5	16	25	347 (guard)

Tier 3

	Name	#	HP	AC	XP	Page
1	Lizard, Draco	1	20	10	50	332
2	Magi of Usamigaras	13	3	12	25	-
3	Chief Mage	1	10	14	50	-
4	Wolf	1	11	13	50	351
5	Yellow Mold	6	9	5	50	138 (violet fungus)
6	Snakes, Vipers	2	9	12	50	320 (constrictor)
7	Beetles, Oil	4	9	11	10	320 (crab)
8	Warrior Maidens of Madarua	7	5	16	25	347 (guard)
9	Warrior Maidens of Madarua	2	9	16	25	347 (guard)
10	Pandora	1	20	17	50	347 (guard)

Tier 4

	Name	#	HP	AC	XP	Page
1	Apes, White	2	18	12	100	317
2	Shrews, Giant	3	4	8	50	316
3	Ghouls	3	9	12	200	148
4	Shadows	5	11	12	100	269
5	Skeletons	9	4	13	50	272
6	Queen Zenobia (wight)	1	24	14	700	300
7	Banshee	1	26	12	700	23
8	Zombies	6	2	8	50	316
9	Carrion Crawler	1	13	13	450	37

AD&D TO 5E CONVERSION SHEETS

Wandering Monster List (5th Tier)

	Name	#	HP	AC	XP	Page
1	Beetle, Giant Tiger	5	14	11	50	320 (crab)
2	Cynidicean	1-6	4	13	100	-
3	Cynidicean	1-6	4	13	100	-
4	Cynidicean	1-6	4	13	100	-
5	Ant, Driver	4	4	11	25	320 (crab)
6	Lizard, Giant	2	27	11	100	320 (crab)
7	Rust Monster	1	24	14	100	262
8	Thoul	4	13	12	200	148 (ghoul)

Tier 5

	Name	#	HP	AC	XP	Page
1	Ogres	3	19	11	450	237
2	Doppelgangers	3	18	14	700	82
3	Polymar	1	45	12	700	249 (owl bear)
4	Snake, Rock Python	2	23	13	250	334
5	Statue, Iron	1	18	14	700	82 (doppelganger)
6	Wererats	4	13	12	450	209
7	Gargoyles	2	18	15	450	140
8	Werefoxes	2	16	12	450	209 (wererat)
9	Gelatinous Cube	1	18	6	450	242
10	Owl Bear	1	30	13	700	249
11	Cynidiceans	9	4	13	100	-
12	Cynidiceans	10	4	13	100	-
13	Darius	1	22	13	250	334 (snake)

AD&D TO 5E CONVERSION SHEETS

Tier 6-10

	Name	#	HP	AC	XP	Page
1	Black Pudding	1	45	7	750	241
2	Blink Dogs	3	18	13	50	318
3	Scorpion, Giant	1	18	15	500	327
4	Wraiths	2	18	13	1,000	302
5	Weretigers	2	23	12	500	210
6	Golems, Wood	2	11	12	250	168 (clay golem)
7	Medusa	2	18	15	1,000	214
8	Worm, Caecilia	1	27	13	100	341 (worg)
9	Minotaurs	2	27	14	700	223
10	Mummies	2	23	11	500	228
11	Weasels, Giant	3	22	13	25	329
12	Displacers	2	27	13	500	81
13	Trolls	2	30	15	900	291
14	Hellhounds	2	23	15	350	182
15	Werebears	2	27	11	350	208
16	Basilisk	1	28	15	350	24
17	Hydra	1	64	15	2,000	190
18	Djinni	1	33	15	350	24 (basilisk)
19	Giants, Hill	2	36	13	600	155
20	Manticore	1	28	14	350	213
21	Spectre	1	27	12	200	279
22	Devil Swine	1	40	14	700	39 (chimera)
23	Vampire	1	40	14	700	39 (chimera)
24	Chimera	1	40	14	700	39
25	Golem, Bone	1	36	9	900	169
26	Dragon, Blue	1	40	17	700	91
27	Zargon	1	80	17	700	91 (wyrmling)

AD&D TO 5E CONVERSION SHEETS

TITLE: HORROR ON THE HILL (B5)

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

Wandering Monster List (Surface of the Hill)

	Name	#	HP	AC	XP	Page
1	Hobgoblins	1-6	5	18	100	186
2	Ogres	1	18	11	450	237
3	Stirges	1-6	4	14	25	284
4	Chameleon, Horned	1	21	10	25	320 (crab)
5	Bees, Killer	1-3	2	12	10	318 (bat)
6	Neanderthals	1-4	9	10	25	345 (commoner)

Surface of the Hill

	Name	#	HP	AC	XP	Page
1	Bees, Killer	8	2	12	10	318 (bat)
2	Bee, Queen	1	9	14	25	318 (bat)
3	Ants, Driver	2	25	13	50	323 (giant bat)
4	Ants, Driver	15	24	13	50	323 (giant bat)
5	Bats, Giant	6	14	13	50	323
6	Weevils, Steam	1	15	12	100	338 (swarm insects)
7	Hobgoblins	12	8	18	100	186
8	Rosabella	1	20	12	450	347 (mage)
9	Rosalinda	1	17	12	450	347 (mage)
10	Ogres	2	10	11	450	237
11	Goblins	6	4	15	50	166
12	Weasel, Swarm	1	15	13	10	340
13	Neanderthals	12	14	10	25	345 (commoner)
14	Ghouls	4	9	12	200	148

AD&D TO 5E CONVERSION SHEETS

Wandering Monster List (Monastery)

	Name	#	HP	AC	XP	Page
1	Baboon, Rock	1-4	10	12	100	317
2	Ogre	1-6	18	11	450	237
3	Hobgoblin	1-6	5	18	100	186
4	Wolf, Dire	1	20	13	50	351
5	Zombies	1-6	12	8	50	316
6	Centipedes, Giant	1-8	3	13	50	323

Ruined Monastery

	Name	#	HP	AC	XP	Page
1	Centipedes, Giant	8	4	13	50	323
2	Skeletons	12	4	13	50	272
3	Goblins	9	6	15	50	166
4	Rats, Giant	10	3	10	10	335
5	Ogres	2	21	11	45	237
6	Neanderthals	4	9	10	25	345 (commoner)
7	Hobgoblins	6	6	18	100	186
8	Goblins	6	4	15	50	166

Level 1 (Wandering Monsters)

	Name	#	HP	AC	XP	Page
1	Bugbears	1-3	16	16	200	33
2	Goblins	2-8	6	15	50	166
3	Hobgoblins	1-4	8	18	100	186

Level 1

	Name	#	HP	AC	XP	Page
1	Bugbears	3	13	16	200	33
2	Cullen DeFilch	1	7	10	25	345 (commoner)
3	Centipedes, Giant	3	3	13	50	323
4	Goblins	2	3	15	50	166
5	Moray Vaco	1	12	12	25	345 (commoner)
6	Bugbear	1	16	16	200	33
7	Hobgoblins	8	7	18	100	186
8	Gareth IronHand	1	13	12	25	345 (commoner)
9	Wolves	2	12	13	50	351
10	Goblins	4	2	15	50	166
11	Flies, Robber	4	8	14	25	322 (flying snake)

AD&D TO 5E CONVERSION SHEETS

	Name	#	HP	AC	XP	Page
12	Hobgoblins	4	7	18	100	186
13	Goblins	4	5	15	50	166
14	Birds, Piranha	8	3	14	25	322 (flying snake)
15	Thoul	1	13	12	200	148 (ghoul)
16	Hobgoblins	14	7	18	100	186
17	Hobgoblin, King	1	22	18	200	186
18	Hobgoblin, Bodyguards	2	14	18	100	186
19	Hobgoblins	6	7	18	100	186
20	Berserkers	2	5	13	450	344

Wandering Monster List, Level 2

	Name	#	HP	AC	XP	Page
1	Birds, Piranha	4-8	3	14	25	322 (flying snake)
2	Flies, Robber	1-4	10	14	25	322 (flying snake)
3	Thoul	1	14	12	200	148 (ghoul)
4	Bugbears	1-4	12	16	200	33
5	Ogres	1-2	16	11	45	237
6	Berserkers	1-4	7	13	450	344

Level 2

	Name	#	HP	AC	XP	Page
1	Bugbears	3	13	16	200	33
2	Ghouls	4	10	12	200	148
3	Stirges	8	5	14	25	284
4	Shrews, Giant	3	4	8	50	316
5	Owl Bear	1	22	13	700	249
6	Berserkers	5	6	13	450	344
7	Gelatinous Cube	1	19	6	450	242
8	Weavils, Steam	1	14	14	25	322 (flying snake)
9	Lizard, Lava	1	16	10	10	320 (crab)
10	Kobolds	3	2	12	25	195
11	Kobolds	4	3	12	25	195
12	Kobolds	5	3	12	25	195

AD&D TO 5E CONVERSION SHEETS

Wandering Monster List, Level 3

	Name	#	HP	AC	XP	Page
1	Lizard, Lava	1	12	10	10	320 (crab)
2	Kobolds	2-12	3	12	25	195
3	Weevils, Steam	1	16	14	25	322 (flying snake)
4	Bats, Giant	1-4	10	13	50	323
5	Spider, Crab	1	9	12	10	337
6	Birds, Piranha	2-12	3	14	25	322 (flying snake)

Level 3

	Name	#	HP	AC	XP	Page
1	Kobold Chief	1	9	14	100	195
2	Kobold Bodyguards	6	6	12	25	195
3	Kobolds	12	3	12	25	195
4	Kobolds	2	3	12	25	195
5	Rattler, Giant	1	15	12	50	320 (constrictor)
6	Lizards, Lava	2	18	10	10	320 (crab)
7	Dragon, Red	1	22	17	750	98 (dragon wyrmling)

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)

AD&D TO 5E CONVERSION SHEETS

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)

AD&D TO 5E CONVERSION SHEETS

TITLE: RAHASIA (B7)

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

Temple, Wandering Monsters

	Name	#	HP	AC	XP	Page
1	Spitting Cobras	1-4	4	12	50	320 (constrictor)
2	Spiders, Black Widow	1-2	12	14	200	328 (giant spider)
3	Gelatinous Cube	1	18	6	200	202
4	Gargoyle	1	17	15	450	140
5	Rats, Giant	1-10	2	10	10	335
6	Siswa Guards	1-10	4	16	25	347 (guard)
7	Skeletons	1-6	3	13	50	272
8	Siswa	1-10	4	12	10	345 (commoner)

Courtyard, Monsters

	Name	#	HP	AC	XP	Page
1	Water Weird	1	12	13	700	299
2	Gargoyles	1	16	15	450	140
3	Siswa	5	4	12	10	345 (commoner)
4	Bandits	4	4	12	10	345 (commoner)
5	Alki	1	12	17	50	347 (guard)
6	Siswa	3	3	12	10	345 (commoner)
7	Siswa	5	4	12	10	345 (commoner)
8	Siswa, Guards	2	8	16	25	347 (guard)
9	Gelatinous Cube	1	17	6	200	202
10	Golem, Bone	1	32	9	900	169
11	Rahib	1	35	17	450	348
12	Panthers, Black	2	16	12	50	333
13	Ular-Taman	1	32	17	450	333
14	Rats, Giant	8	4	10	10	335

AD&D TO 5E CONVERSION SHEETS

	Name	#	HP	AC	XP	Page
15	Siswa, Guards	4	8	16	25	347 (guard)
16	Baik Telor	1	24	16	100	347 (guard)
17	Hasan	1	8	16	25	347 (guard)

Wandering Monster List, Tower

	Name	#	HP	AC	XP	Page
1	Orcs	2-8	4	13	100	246
2	Elf	1	4	10	10	345 (commoner)
3	Goblins	2-8	3	15	50	166
4	Minotaur	1	24	14	700	223
5	Ogres	1	17	11	450	237
6	Rahib	1	35			
7	Panthers	1-2	16	12	50	333
8	Gelatinous Cube	1	18	6	200	202
9	Rats, Giant	3-9	3	10	10	335
10	Bats, Giant	1-10	8	13	50	323
11	Zombies	2-8	8	8	50	316
12	Spiders, Black Widow	1-3	12	14	200	328 (giant spider)

Elya's Tower

	Name	#	HP	AC	XP	Page
1	Skeleton	1	8	13	50	272
2	Gelatinous Cube	1	15	6	200	202
3	Miryala	1	6	16	25	347 (guard)
4	Spider, Black Widow	1	20	14	200	328 (giant spider)
5	Merdiz	1	9	12	50	347
6	Karelena	1	5	12	10	345 (commoner)
7	Panther, Black	1	14	12	50	333
8	Rats, Giant	8	4	10	10	335
9	Orcs	5	7	13	100	246
10	Solorena	1	4	12	10	345 (commoner)

AD&D TO 5E CONVERSION SHEETS

Arena

	Name	#	HP	AC	XP	Page
1	Skeletons	5	4	13	50	272
2	Orcs	5	5	13	100	246
3	Spider, Tarantella	1	17	14	200	328 (giant spider)
4	Zombies	8	8	8	50	316
5	Ogres	2	14	11	450	237
6	Panthers	2	18	12	50	333
7	Minotaurs	2	24	14	700	223
8	Dragon, Green	1	34	17	450	95 (wyrmling)

AD&D TO 5E CONVERSION SHEETS

TITLE: JOURNEY TO THE ROCK (B8)

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

Starting Out

	Name	#	HP	AC	XP	Page
1	Hakeem	1	4	12	10	345 (commoner)
2	Jenlar Temlin	1	42	18	450	347 (knight)
3	Guards	2	15	16	25	347

Wandering Monster List, Western Trail

	Name	#	HP	AC	XP	Page
1	Goblins	2-8	3	15	50	166
2	Sprites	6	3	15	50	283
3	Ogres	1	17	11	450	237
4	Boar	1-2	12	11	50	319
5	Wolf	1-3	6	13	50	351
6	Elves	3-8	4	12	10	345 (commoner)
7	Rats	20	1	10	10	335

Wandering Monster List, Western Trail Nighttime

	Name	#	HP	AC	XP	Page
1	Bats, Giant	2-8	6	13	50	323
2	Rats, Giant	2-12	3	10	10	335
3	Wolves	2-5	6	13	50	351
4	Ogre	1	19	11	450	237
5	Goblins	2-8	3	15	50	166
6	Wolf, Dire	1	25	13	250	351 (wolf)

AD&D TO 5E CONVERSION SHEETS

The Western Trail

	Name	#	HP	AC	XP	Page
1	Harpies	3	1	11	10	181
2	Men, Chameleon	10	9	16	25	347 (guard)
3	Guards	2	11	16	25	347 (guard)
4	Kanreon	1	11	16	25	347 (guard)
5	Thronik	1	9	16	25	347 (guard)
6	Ombeerubesk	1	21	16	100	347 (guard)
7	Guards	20	9	16	25	347 (guard)
8	Champion, Chameleon	1	12	16	25	347 (guard)
9	Water Weirds	2	13	58	700	299
10	Dunnak Ironhammer	1	18	17	50	347 (guard)

Wandering Monster List, Northern Trail

	Name	#	HP	AC	XP	Page
1	Wolf	1-3	10	13	50	351
2	Old Hermit	1	20	12	50	347 (guard)
3	Boar	1-2	12	11	50	319
4	Goblins	2-12	3	15	50	166
5	Dwarves	2-12	6	12	10	345 (commoner)

Wandering Monster List, Northern Trail Nighttime

	Name	#	HP	AC	XP	Page
1	Rattlesnake	1	3	13	25	334
2	Ferret, Giant	1	4	10	10	335 (rat)
3	Goblins	2-8	3	15	50	166
4	Wolves	1-3	10	13	50	351

Northern Trail

	Name	#	HP	AC	XP	Page
1	Ogres	4	18	11	450	237
2	Winged Warriors	5	11	12	50	347 (guard)
3	Horsemen, Ghostly	VAR	20	16	0	-

AD&D TO 5E CONVERSION SHEETS

Wandering Monster List, Southern Trail

	Name	#	HP	AC	XP	Page
1	Lizard, Horned Chameleon	1	30	12	250	332
2	Mountain Lion	1	17	12	50	333 (panther)
3	Gnomes	2-12	5	10	10	345 (commoner)
4	Nomads	14	4	10	10	345 (commoner)

Wandering Monster List, Southern Trail Nighttime

	Name	#	HP	AC	XP	Page
1	Rock Baboons	12	10	12	100	317 (ape)
2	Dire Wolf	1	28	13	50	351
3	Fugitive Bugbears	2	19	16	200	33

Southern Trail

	Name	#	HP	AC	XP	Page
1	Robbern Sternslate	1	11	16	25	347 (guard)
2	Gnomes	40	3	10	10	345 (commoner)
3	Spiders, Sand	4	9	12	25	337
4	Rock Men	5	12	16	250	122 (duergar)
5	Goblin, Leader	1	6	15	100	166
6	Goblins	23	3	15	50	166

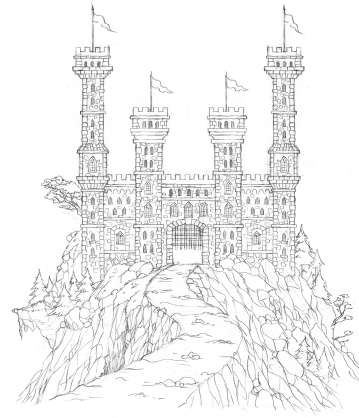
The Rock

	Name	#	HP	AC	XP	Page
1	Crone of Chaos	1	20	12	500	347 (mage)
2	King Alcidaxes	1	12	16	125	347 (guard)
3	King Belkazar	1	15	16	300	347 (guard)
4	King Calobanes	1	9	16	35	347 (guard)
5	King Delophanes	1	9	16	35	347 (guard)

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	14	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)

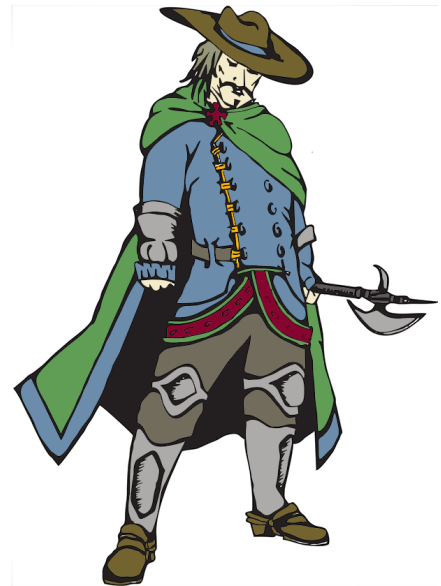
AD&D TO 5E CONVERSION SHEETS

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)

AD&D TO 5E CONVERSION SHEETS

	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

AD&D TO 5E CONVERSION SHEETS

	Name	#	HP	AC	XP	Page
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

	Name	#	HP	AC	XP	Page
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

	Name	#	HP	AC	XP	Page
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

AD&D TO 5E CONVERSION SHEETS

	Name	#	HP	AC	XP	Page
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

	Name	#	HP	AC	XP	Page
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)

AD&D TO 5E CONVERSION SHEETS

Threshold

	Name	#	HP	AC	XP	Page
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

	Name	#	HP	AC	XP	Page
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 (Gragst)	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

AD&D TO 5E CONVERSION SHEETS

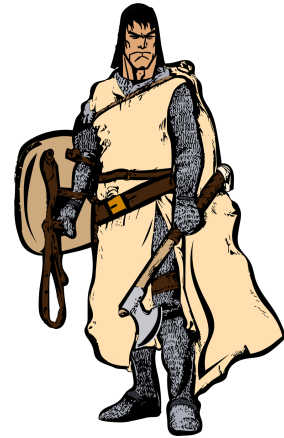
The Lost Valley of Hutaaka

	Name	#	HP	AC	XP	Page
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

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

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)

AD&D TO 5E CONVERSION SHEETS

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 (mastiff)



AD&D TO 5E CONVERSION SHEETS