

EARLY EDITION CONVERTER

Stan Shimm's guide to convert 1e, 2e, 3e & 4e modules to 5e.

APPROACHES

There are three ways you can convert Classic D&D modules:

1. **On the Fly** by using the below guidelines, converting as you read through and run the module. No preperation necessary!
2. Creating a **Dashboard Summary** of the adventure, a single sheet of conversion notes.
3. Doing a **Full Conversion** by creating a multi-page conversion document with each room and encounter having specific conversion notes.

Examples for the above will be released in coming months. Regardless of your approach, use the following guidelines to aid your adventure conversion.

PROCEDURE

Here is a list of procedures to convert from older editions:

Determine Level Range

Level ratings on classic modules don't map directly to 5e. Generally levels in 5e tend to be 1 to 3 levels higher than in early editions: for example a 1e adventure rated for adventurers levels 1 to 3 might be levels 1 to 5 in 5e.

To determine the upper bound level rating, skim through the module and pick the two or three hardest encounters, especially any climactic 'big bad guy' scenes. Check the Monster Manual for the Challenge rating on these creatures. This is the upper level rating for your adventure, but you can easily scale it up or down if you desire.

Read and Annotate

There are many ways to organize your conversion. Here is one technique which works well.

Do a quick read through the classic material using a PDF printout or photocopy you don't mind marking up. Underline important names of people, places and things. Add a checkbox or ★ star next to spells, rules or stat blocks and use a crossed swords symbol for Monster or NPC stat blocks which need converting. Put a letter next next to the checkbox or star to categorize the conversion type. By using the following naming convention you will be able to chunk up the work by conversion type (for example, you can convert all traps marked as T together before moving to magic items):

- S Spells and Spell Books T Traps
M Magic Items H Hazards
M Monsters and NPCs C Checks

Convert Spells and Spell Books

For spells used as magic items, convert like a Magic Item below. For spell books, substitute an entire block of spells from an NPC in *The Dungeonesque Codex* (for example, all spells for a 5th Level Illusionist would be in their spell book). To find or substitute individual spells, see "Spells" (PHB 207).

Convert Magic Items

For potions and scrolls, see if there is a 5e equivalent spell under "Spells" (PHB 207). To make things interesting, make use of the "Potions and Scroll Mishaps" tables (DMG 140).

For other magic items, see if there is a 5e equivalent item by referencing "Magic Items A-Z" (DMG 150).

Since so many 1e magic items and spells don't have direct 5e equivalents, you have the option to start from scratch. Roll on appropriate "Treasure Tables" (DMG 136-139) to determine which of the "Magic Item Tables" (DMG 144-149) to use.

Convert Monsters and NPCs

There are three approaches to converting monsters and NPCs.

1e Upgrade

Don't want to bother with looking things up in the Monster Manual or finding a similar monster to reskin and scale? Use the 'On The Fly' 1e Creature Statistics Upgrade Technique' in the table below.

Re-skin and Scale

When possible, use existing published statistics from the MM or TDC. If need be, re-skin a creature that is close to what you want, perhaps scaling hit points and damage. See the "Index of Stat Blocks" (MM 350-351) and "Monsters by Challenge Rating" (DMG 306-309) to find appropriate creatures.

Here are example references to re-skinned and scaled creatures which you can list in your conversion notes:

- **BATS:** Use Swarm of Bats (MM 337, CR 1/4 (50 XP)).
- **GIANT BLACK WIDOW:** Use Giant Spider (MM 328, CR 1 (200 XP)).

- **GIANT CARNIVOROUS FLY:** Treat as Stirge (MM 284, CR 1/8 (25 XP)).
- **HIPPOGRIFF:** Hippogriff (MM 184, CR 1 (200 XP)).
- **LIZARD GIANT GECKO:** Treat as Giant lizard (MM 326, CR 1/4 (50 XP)).
- **ORC:** Orc (MM 246, CR 1/2 (100 XP)).
- **ORC SEARGENT:** Use Orc War Chief (MM 246, CR 4 (1,100 XP)).
- **PEGASUS:** Pegasus (MM 250, CR 2 (450 XP)).
- **PIERCER:** Piercer (MM 252, CR 1/2 (100 XP)).
- **PSEUDODRAGON:** Pseudodragon (MM 254, CR 1/4 (50 XP)).
- **SHADOW:** Shadow (MM 269, CR 1/2 (100 XP)).
- **SKY ELVES:** Treat as Drow (MM 128, CR 1/4 (50 XP)).
- **SKY ELF CHILDREN:** Treat as Drow (MM 128, CR 1/4 (50 XP)) but with 1/2 the HP, 1/2 the damage and 1/2 the XP.
- **SKY ELF ELITE WARRIOR:** Treat as Drow Elite Warrior (MM 128, CR 5 (1,800 XP)).
- **WASP:** Use Giant wasp (MM 329, CR 1/2 (100 XP)).

Custom Build

If you have time and desire, you can create custom monsters from scratch. Read "Modifying a Monster" (DMG 273) for in depth advice on this topic.

Convert Traps

See "Traps" (DMG 120) for a full overview of traps along with some creation guidelines. When attempting to disarm a trap, a bungled check often causes the trap to trigger. Some traps attack with standard weapons (an arrow or swinging axe) and use an attack bonus and standard weapon damage instead of a saving throw. To create a trap on the fly, use the tables below:

Mechanical Trap Steps

STEPS	TASKS
1a. Spot (Not Searching)	Passive Wisdom (Perception) check (See Table 1: DC Guidelines)
1b. Spot (If Searching)	Wisdom (Perception) check (See Table 1: DC Guidelines)
2. Determine	Intelligence (Investigation)

'On The Fly' 1e Creature Statistics Upgrade Technique

	5E AC	5E ATTACK	5E DAMAGE	5E HIT POINTS
For 1e creatures with 1 HD	= 20 - 1e AC	= +3	= 1e Dmg + 2	= 1e hp + 6
For 1e creatures with 2 HD	= 19 - 1e AC	= +4	= 1e Dmg + 3	= 1e hp + 12
For 1e creatures with 3 HD	= 18 - 1e AC	= +5	= 1e Dmg + 4	= 1e hp + 16
For 1e creatures with 4 HD	= 18 - 1e AC	= +6	= 1e Dmg + 5	= 1e hp + 26
For 1e creatures with 5-8 HD	= 17 - 1e AC	= +7	= 1e Dmg + 6	= 1e hp + 32 to 52
For 1e creatures with 9-12 HD	= 15 - 1e AC	= +8	= 1e Dmg + 7	= 1e hp + 58 to 70
For 1e creatures with 13-16 HD	= 13 - 1e AC	= +9	= 1e Dmg + 8	= 1e hp + 74 to 86
For 1e creatures with 17+ HD	= 12 - 1e AC	= +10	= 1e Dmg + 9	= 1e hp + 90

To convert a 1e monster to 5e, use the above conversion tool based on the number of 1e HD. Assign DEX modifiers of +1 to +3 for most creatures.

How to Disarm	check (See Table 1: DC Guidelines)
3. Use Thieves Tools to Disable	Dexterity check (See Table 1: DC Guidelines)
4. Find way to bypass the trap (optional)	<i>Example:</i> DC 20 Wisdom (Perception) to search and find a hidden 6 inch walkway that allows you to bypass a pit trap by walking along the wall.
5. If Trap is Triggered	A creature within range makes a Dexterity saving throw (see Table 2: Save DCs and Attack Bonuses). The creature takes full damage (see Table 3: Damage by Character Level) on a failed saving throw or half as much on a successful one.

Table 1: DC Guidelines

DC Shortcut: "Is it easy, moderate or hard difficulty?" = 10, 15 and 20. Add +5's up to 30 if need be.

TASK	DC	TASK	DC
Very Easy	5	Hard	20
Easy	10	Very Hard	25
Moderate	15	Nearly Impossible	30

Table 2: Save DCs and Attack Bonuses

TRAP DANGER	SAVE DC	ATTACK BONUS
Setback	10-11	+3 to +5
Dangerous	12-15	+6 to +8
Deadly	16-20	+9 to +12

Table 3: Damage by Character Level

PC LVL	SETBACK	DANGEROUS	DEADLY
1 st - 4 th	1d10	2d10	4d10
5 th - 10 th	2d20	4d0	10d10
11 th - 16 th	4d10	10d10	18d10
17 th - 20 th	10d10	18d10	24d10

Example Trap

ARROW TRAP: DC 15 passive Wisdom (Perception) check to spot, or DC 15 Wisdom (Perception) check if actively searching. DC 15 Intelligence (Investigation) check to determine how to disarm, followed by a DC 15 Dexterity check using thieves tools to disable it. When triggered, a creature within range takes 2d10 damage on a failed DC 15 Dexterity saving throw, or half as much on a successful one.

Convert Hazards

For falling damage: take 1d6 bludgeoning damage per 10 feet fallen, max 20d6 (landing prone unless damage is avoided). **For other hazards:** see Improvising Damage (DMG 249).

Hit Points for Objects

If you need to determine hit points for an object, use 20 hit points per challenge level of the object. A stone door for 5th level characters would have 100 hit points.

Convert Checks

Many checks can be adjudicated on the fly, but if you want to make notes on important checks, see **Table 1: DC Guidelines** above.

COMMON CHECKS

Here are common checks you might make:

General Exploration

- **CLIMBING:** Strength (Athletics) Check. Example: DC 10 Strength (Athletics) to climb a cliff, 6-9 can't gain ground, 5-falls. Consider multiple checks depending on distance.
- **EVADING COLLAPSING BRIDGE:** Dexterity Saving Throw. Example: DC 10 Dexterity Saving Throw, 2d6 damage if fail, 1/2 damage if succeed.

Checks for Doors and Objects

- **DESTROYING OBJECT:** Attack object as if it were a character. Objects have hit points. Examples: A rope bridge spanning a moat might have AC 5 and 10 hit points. A row boat might have AC 5 with 15 hit points. Some items might require a specific type of damage, e.g. 1+ slashing damage to successfully cut an AC 5 rope.
- **PICKING LOCK:** Dexterity Check. Example: DC 10 Dexterity Check, must have Thieves tools to attempt the check.
- **BREAKING DOWN DOORS:** Strength Check. Example: DC 20 Strength Check.
- **SPOT SECRET DOORS:** Wisdom (Perception) Check if searching or passive Wisdom (Perception) if not searching. Example: Spot a secret door on passive Wisdom (Perception) 15, DC 10 Wisdom (Perception) if searching.
- **LISTENING AT DOORS:** Wisdom (Perception) Check. Example: DC 10 Wisdom (Perception) Check to hear activity on the other side of the door.
- **OPEN STUCK DOOR:** Strength Check. Example: DC 10 Strength Check to open a stuck door.

Checks to Detect and Evade

- **HIDING / GAINING SURPRISE:** Dexterity (Stealth) vs. passive Wisdom (Perception) Check. Example: Dexterity (Stealth) Check for player characters vs. passive Wisdom (Perception) Check of enemy orcs to achieve surprise.
- **GROUP STEALTH:** Lowest of parties Dexterity (Stealth) Checks. Example: Each PC rolls Dexterity (Stealth), lowest result is DC for opponents Wisdom (Perception) Check to notice party.
- **SEARCHING IN WILDERNESS:** Wisdom (Perception) or DC 10 Wisdom (Survival) Check. Example: One DC 15 Wisdom (Perception) or DC 10 Wisdom (Survival) per hour made by the character leading the way.
- **TRACKING:** Wisdom (Survival) Check. Example: DC 10 Wisdom (Survival) to follow the trail of a fleeing enemy.

NUMBERS TO REMEMBER

Need to improvise a trap, skill check, object or (in a pinch) a monster? Here are some numbers to know:

- **DCs:** DCs range from 10 to 20 (usually 15) for ability checks.
 - **ATTACK BONUSES:** Range from +3 to +10 (usually +7).
 - **DAMAGE:** 1d10 damage per level.
 - **HIT POINTS:** 20 hit points per level.
 - **AC:** Like DCs, Armor Class ranges from 10 to 20 (usually 15).
 - **ABILITY MODIFIERS:** Ability Modifiers run +0 to +5 (usually +3).
- With these numbers in mind, you can improvise all sorts of challenges!

**Abbreviations: MM = 5e Monster Manual page. CR = Challenge rating. DMG = 5e Dungeon Master Guide page. License: Copyright Stan Shinn 2015. 'Monster Manual' and 'Dungeon Master Guide' are trademarks of Wizards of the Coast Inc. Find this and other 5e resources at <http://stanshinn.com/dnd-5e-resources>.*

BESTIARY

NPCS

ACOLYTE (MM 342, CR 0.25 (50 XP))
ARCHMAGE (MM 342, CR 12 (8,400 XP))
ASSASSIN (MM 343, CR 8 (3,900 XP))
BANDIT (MM 343, CR 0.125 (25 XP))
BANDIT CAPTAIN (MM 344, CR 2 (450 XP))
BERSERKER (MM 344, CR 2 (450 XP))
COMMONER (MM 345, CR 0 (0-10 XP))
CULT FANATIC (MM 345, CR 2 (450 XP))
CULTIST (MM 345, CR 0.125 (25 XP))
DRUID (MM 346, CR 2 (450 XP))
GLADIATOR (MM 346, CR 5 (1,800 XP))
GUARD (MM 347, CR 0.125 (25 XP))
KNIGHT (MM 347, CR 3 (700 XP))
MAGE (MM 347, CR 6 (2,300 XP))
NOBLE (MM 348, CR 0.125 (25 XP))
PRIEST (MM 348, CR 2 (450 XP))
SCOUT (MM 349, CR 0.5 (100 XP))
SPY (MM 349, CR 1 (200 XP))
THUG (MM 350, CR 0.5 (100 XP))
TRIBAL WARRIOR (MM 350, CR 0.125 (25 XP))
VETERAN (MM 350, CR 3 (700 XP))

MONSTERS

AARAKOCRA (MM 12, CR 0.25 (50 XP))
ABOLETH (MM 13, CR 10 (5,900 XP))
ABOMINABLE YETI (MM 306, CR 9 (5,000 XP))
AIR ELEMENTAL (MM 124, CR 5 (1,800 XP))
ALLOSAURUS (MM 79, CR 2 (450 XP))
ANDROSPHINX (MM 281, CR 17 (18,000 XP))
ANIMATED ARMOR (MM 19, CR 1 (200 XP))
ANKHEG (MM 21, CR 2 (450 XP))
ANKYLOSAURUS (MM 79, CR 3 (700 XP))
APE (MM 317, CR 0.5 (100 XP))
ARCANALOTH (MM 313, CR 12 (8,400 XP))
AWAKENED SHRUB (MM 317, CR 0 (0-10 XP))
AWAKENED TREE (MM 317, CR 2 (450 XP))
AXE BEAK (MM 317, CR 0.25 (50 XP))
AZER (MM 22, CR 2 (450 XP))
BABOON (MM 318, CR 0 (0-10 XP))
BADGER (MM 318, CR 0 (0-10 XP))
BALOR (MM 55, CR 19 (22,000 XP))
BANSHEE (MM 23, CR 4 (1,100 XP))
BARBED DEVIL (MM 70, CR 5 (1,800 XP))
BARLGURA (MM 56, CR 5 (1,800 XP))
BASILISK (MM 24, CR 3 (700 XP))
BAT (MM 318, CR 0 (0-10 XP))
BEARDED DEVIL (MM 70, CR 3 (700 XP))
BEHIR (MM 25, CR 11 (7,200 XP))
BEHOLDER (MM 28, CR 13 (10,000 XP))
BEHOLDER ZOMBIE (MM 316, CR 5 (1,800 XP))
BLACK BEAR (MM 318, CR 0.5 (100 XP))
BLACK DRAGON, ADULT (MM 88, CR 14 (11,500 XP))
BLACK DRAGON, ANCIENT (MM 87, CR 21 (33,000 XP))
BLACK DRAGON, WYRMLING (MM 88, CR 2 (450 XP))
BLACK DRAGON, YOUNG (MM 88, CR 7 (2,900 XP))
BLACK PUDDING (MM 241, CR 4 (1,100 XP))
BLINK DOG (MM 318, CR 0.25 (50 XP))
BLOOD HAWK (MM 319, CR 0.125 (25 XP))
BLUE DRAGON, ADULT (MM 91, CR 16 (15,000 XP))
BLUE DRAGON, ANCIENT (MM 90, CR 23 (50,000 XP))
BLUE DRAGON, WYRMLING (MM 91, CR 3 (700 XP))
BLUE DRAGON, YOUNG (MM 91, CR 9 (5,000 XP))
BLUE SLAAD (MM 276, CR 7 (2,900 XP))
BOAR (MM 319, CR 0.25 (50 XP))
BONE DEVIL (MM 71, CR 9 (5,000 XP))
BONE NAGA (MM 233, CR 4 (1,100 XP))
BRASS DRAGON, ADULT (MM 105, CR 13 (10,000 XP))
BRASS DRAGON, ANCIENT (MM 104, CR 20 (25,000 XP))

BRASS DRAGON, WYRMLING (MM 106, CR 1 (200 XP))
BRASS DRAGON, YOUNG (MM 105, CR 6 (2,300 XP))
BRONZE DRAGON, ADULT (MM 108, CR 15 (13,000 XP))
BRONZE DRAGON, ANCIENT (MM 107, CR 22 (41,000 XP))
BRONZE DRAGON, WYRMLING (MM 109, CR 2 (450 XP))
BRONZE DRAGON, YOUNG (MM 108, CR 8 (3,900 XP))
BROWN BEAR (MM 319, CR 1 (200 XP))
BUGBEAR (MM 33, CR 1 (200 XP))
BUGBEAR CHIEF (MM 33, CR 3 (700 XP))
BULETTE (MM 34, CR 5 (1,800 XP))
BULLYWUG (MM 35, CR 0.25 (50 XP))
CAMBION (MM 36, CR 5 (1,800 XP))
CAMEL (MM 320, CR 0.125 (25 XP))
CARRION CRAWLER (MM 37, CR 2 (450 XP))
CAT (MM 320, CR 0 (0-10 XP))
CENTAUR (MM 38, CR 2 (450 XP))
CHAIN DEVIL (MM 72, CR 8 (3,900 XP))
CHASME (MM 57, CR 6 (2,300 XP))
CHIMERA (MM 39, CR 6 (2,300 XP))
CHUUL (MM 40, CR 4 (1,100 XP))
CLAY GOLEM (MM 168, CR 9 (5,000 XP))
CLOAKER (MM 41, CR 8 (3,900 XP))
CLOUD GIANT (MM 154, CR 9 (5,000 XP))
COCKATRICE (MM 42, CR 0.5 (100 XP))
CONSTRUCTOR SNAKE (MM 320, CR 0.25 (50 XP))
COPPER DRAGON, ADULT (MM 111, CR 14 (11,500 XP))
COPPER DRAGON, ANCIENT (MM 110, CR 21 (33,000 XP))
COPPER DRAGON, WYRMLING (MM 112, CR 1 (200 XP))
COPPER DRAGON, YOUNG (MM 111, CR 7 (2,900 XP))
COUATL (MM 43, CR 4 (1,100 XP))
CRAB (MM 320, CR 0 (0-10 XP))
CRAWLING CLAW (MM 44, CR 0 (0-10 XP))
CROCODILE (MM 320, CR 0.5 (100 XP))
CYCLOPS (MM 45, CR 6 (2,300 XP))
DAO (MM 143, CR 11 (7,200 XP))
DARKMANTLE (MM 46, CR 0.5 (100 XP))
DEATH DOG (MM 321, CR 1 (200 XP))
DEATH KNIGHT (MM 47, CR 17 (18,000 XP))
DEATH SLAAD (MM 278, CR 10 (5,900 XP))
DEATH TYRANT (MM 29, CR 14 (11,500 XP))
DEER (MM 321, CR 0 (0-10 XP))
DEMILICH (MM 48, CR 18 (20,000 XP))
DEVA (MM 16, CR 10 (5,900 XP))
DIRE WOLF (MM 321, CR 1 (200 XP))
DISPLACER Beast (MM 81, CR 3 (700 XP))
DJINNI (MM 144, CR 11 (7,200 XP))
DOPPELGANGER (MM 82, CR 3 (700 XP))
DRACOLICH (MM 84, CR 17 (18,000 XP))
DRAFT HORSE (MM 321, CR 0.25 (50 XP))
DRAGON TURTLE (MM 119, CR 17 (18,000 XP))
DRETCH (MM 57, CR 0.25 (50 XP))
DRIDER (MM 120, CR 6 (2,300 XP))
DROW (MM 128, CR 0.25 (50 XP))
DROW ELITE WARRIOR (MM 128, CR 5 (1,800 XP))
DROW MAGE (MM 129, CR 7 (2,900 XP))
DROW PRIESTESS OF LOLTH (MM 129, CR 8 (3,900 XP))
DRYAD (MM 121, CR 1 (200 XP))
DUERGAR (MM 122, CR 1 (200 XP))
DUODRONE (MM 225, CR 0.25 (50 XP))
DUST MEPHIT (MM 215, CR 0.5 (100 XP))
EAGLE (MM 322, CR 0 (0-10 XP))
EARTH ELEMENTAL (MM 124, CR 5 (1,800 XP))
EFREETI (MM 145, CR 11 (7,200 XP))
ELEPHANT (MM 322, CR 4 (1,100 XP))
ELK (MM 322, CR 0.25 (50 XP))
EMPYREAN (MM 130, CR 23 (50,000 XP))
ERINYES (MM 73, CR 12 (8,400 XP))
ETTERCAP (MM 131, CR 2 (450 XP))
ETTIN (MM 132, CR 4 (1,100 XP))
FAERIE DRAGON (MM 133, CR 1 (200 XP))
FAERIE DRAGON (MM 133, CR 2 (450 XP))
FIRE ELEMENTAL (MM 125, CR 5 (1,800 XP))
FIRE GIANT (MM 154, CR 9 (5,000 XP))
FIRE SNAKE (MM 265, CR 1 (200 XP))

FLAMESKULL (MM 134, CR 4 (1,100 XP))
FLESH GOLEM (MM 169, CR 5 (1,800 XP))
FLUMPH (MM 135, CR 0.125 (25 XP))
FLYING SNAKE (MM 322, CR 0.125 (25 XP))
FLYING SWORD (MM 20, CR 0.25 (50 XP))
FOMORIAN (MM 136, CR 8 (3,900 XP))
FROG (MM 322, CR 0 (0-10 XP))
FROST GIANT (MM 155, CR 8 (3,900 XP))
GALEB DUHR (MM 139, CR 6 (2,300 XP))
GARGOYLE (MM 140, CR 2 (450 XP))
GAS SPORE (MM 138, CR 0.5 (100 XP))
GELATINOUS CUBE (MM 242, CR 2 (450 XP))
GHAST (MM 148, CR 2 (450 XP))
GHOST (MM 147, CR 4 (1,100 XP))
GHOUL (MM 148, CR 1 (200 XP))
GIANT APE (MM 323, CR 7 (2,900 XP))
GIANT BADGER (MM 323, CR 0.25 (50 XP))
GIANT BAT (MM 323, CR 0.25 (50 XP))
GIANT BOAR (MM 323, CR 2 (450 XP))
GIANT CENTIPEDE (MM 323, CR 0.25 (50 XP))
GIANT CONSTRICTOR SNAKE (MM 324, CR 2 (450 XP))
GIANT CRAB (MM 324, CR 0.125 (25 XP))
GIANT CROCODILE (MM 324, CR 5 (1,800 XP))
GIANT EAGLE (MM 324, CR 1 (200 XP))
GIANT ELK (MM 325, CR 2 (450 XP))
GIANT FIRE BEETLE (MM 325, CR 0 (0-10 XP))
GIANT FROG (MM 325, CR 0.25 (50 XP))
GIANT GOAT (MM 326, CR 0.5 (100 XP))
GIANT HYENA (MM 326, CR 1 (200 XP))
GIANT LIZARD (MM 326, CR 0.25 (50 XP))
GIANT OCTOPUS (MM 326, CR 1 (200 XP))
GIANT OWL (MM 327, CR 0.25 (50 XP))
GIANT POISONOUS SNAKE (MM 327, CR 0.25 (50 XP))
GIANT RAT (MM 327, CR 0.125 (25 XP))
GIANT SCORPION (MM 327, CR 3 (700 XP))
GIANT SEA HORSE (MM 328, CR 0.5 (100 XP))
GIANT SHARK (MM 328, CR 5 (1,800 XP))
GIANT SPIDER (MM 328, CR 1 (200 XP))
GIANT TOAD (MM 329, CR 1 (200 XP))
GIANT VULTURE (MM 329, CR 1 (200 XP))
GIANT WASP (MM 329, CR 0.5 (100 XP))
GIANT WEASEL (MM 329, CR 0.125 (25 XP))
GIANT WOLF SPIDER (MM 330, CR 0.25 (50 XP))
GIBBERING MOUTHER (MM 157, CR 2 (450 XP))
GITHYANKI KNIGHT (MM 160, CR 8 (3,900 XP))
GITHYANKI WARRIOR (MM 160, CR 3 (700 XP))
GITHZERAI MONK (MM 161, CR 2 (450 XP))
GITHZERAI ZERTH (MM 161, CR 6 (2,300 XP))
GLABREZU (MM 58, CR 9 (5,000 XP))
GNOLL (MM 163, CR 0.5 (100 XP))
GNOLL FANG OF YEENOGHU (MM 163, CR 4 (1,100 XP))
GNOLL PACK LORD (MM 163, CR 2 (450 XP))
GNOME, DEEP (SVIRFNEBLIN) (MM 164, CR 0.5 (100 XP))
GOAT (MM 330, CR 0 (0-10 XP))
GOBLIN (MM 166, CR 0.25 (50 XP))
GOBLIN BOSS (MM 166, CR 1 (200 XP))
GOLD DRAGON, ADULT (MM 114, CR 17 (18,000 XP))
GOLD DRAGON, ANCIENT (MM 113, CR 24 (62,000 XP))
GOLD DRAGON, WYRMLING (MM 115, CR 3 (700 XP))
GOLD DRAGON, YOUNG (MM 115, CR 10 (5,900 XP))
GORGON (MM 171, CR 5 (1,800 XP))
GORISTRO (MM 59, CR 17 (18,000 XP))
GRAY OOZE (MM 243, CR 0.5 (100 XP))
GRAY SLAAD (MM 277, CR 9 (5,000 XP))
GREEN DRAGON, ADULT (MM 94, CR 15 (13,000 XP))
GREEN DRAGON, ANCIENT (MM 93, CR 22 (41,000 XP))
GREEN DRAGON, WYRMLING (MM 95, CR 2 (450 XP))
GREEN DRAGON, YOUNG (MM 94, CR 8 (3,900 XP))
GREEN HAG (MM 177, CR 3 (700 XP))
GREEN SLAAD (MM 277, CR 8 (3,900 XP))
GRELL (MM 172, CR 3 (700 XP))
GRICK (MM 173, CR 2 (450 XP))
GRICK ALPHA (MM 173, CR 7 (2,900 XP))
GRIFFON (MM 174, CR 2 (450 XP))
GRIMLOCK (MM 175, CR 0.25 (50 XP))

GUARDIAN NAGA (MM 234, CR 10 (5,900 XP))
GYNOSPHERINX (MM 282, CR 11 (7,200 XP))
HALF OGRE (MM 238, CR 1 (200 XP))
HALF-RED DRAGON VETERAN (MM 180, CR 5 (1,800 XP))
HARPY (MM 181, CR 1 (200 XP))
HAWK (MM 330, CR 0 (0-10 XP))
HELL HOUND (MM 182, CR 3 (700 XP))
HELMED HORROR (MM 183, CR 4 (1,100 XP))
HEZROU (MM 60, CR 8 (3,900 XP))
HILL GIANT (MM 155, CR 5 (1,800 XP))
HIPPOGRIF (MM 184, CR 1 (200 XP))
HOBGOBLIN (MM 186, CR 0.5 (100 XP))
HOBGOBLIN CAPTAIN (MM 186, CR 3 (700 XP))
HOBGOBLIN WARLORD (MM 187, CR 6 (2,300 XP))
HOMUNCULUS (MM 188, CR 0 (0-10 XP))
HOOK HORROR (MM 189, CR 3 (700 XP))
HORNED DEVIL (MM 74, CR 11 (7,200 XP))
HUNTER SHARK (MM 330, CR 2 (450 XP))
HYDRA (MM 190, CR 8 (3,900 XP))
HYENA (MM 331, CR 0 (0-10 XP))
ICE DEVIL (MM 75, CR 14 (11,500 XP))
ICE MEPHIT (MM 215, CR 0.5 (100 XP))
IMP (MM 76, CR 1 (200 XP))
INTELLECT DEVOURER (MM 191, CR 2 (450 XP))
INVISIBLE STALKER (MM 192, CR 6 (2,300 XP))
IRON GOLEM (MM 170, CR 16 (15,000 XP))
JACKAL (MM 331, CR 0 (0-10 XP))
JACKALWERE (MM 193, CR 0.5 (100 XP))
KENKU (MM 194, CR 0.25 (50 XP))
KILLER WHALE (MM 331, CR 3 (700 XP))
KOBOLD (MM 195, CR 0.125 (25 XP))
KRAKEN (MM 197, CR 23 (33,000 XP))
KUO-TOA (MM 199, CR 0.25 (50 XP))
KUO-TOA ARCHPRIEST (MM 200, CR 6 (2,300 XP))
KUO-TOA WHIP (MM 200, CR 1 (200 XP))
LAMIA (MM 201, CR 4 (1,100 XP))
LEMURE (MM 76, CR 0 (0-10 XP))
LICH (MM 202, CR 21 (33,000 XP))
LION (MM 331, CR 1 (200 XP))
LIZARD (MM 332, CR 0 (0-10 XP))
LIZARD KING/QUEEN (MM 205, CR 4 (1,100 XP))
LIZARDFOLK (MM 204, CR 0.5 (100 XP))
LIZARDFOLK SHAMAN (MM 205, CR 2 (450 XP))
MAGMA MEPHIT (MM 216, CR 0.5 (100 XP))
MAGMIN (MM 212, CR 0.5 (100 XP))
MAMMOTH (MM 332, CR 6 (2,300 XP))
MANES (MM 60, CR 0.125 (25 XP))
MANTICORE (MM 213, CR 3 (700 XP))
MARID (MM 146, CR 11 (7,200 XP))
MARILITH (MM 61, CR 16 (15,000 XP))
MASTIFF (MM 332, CR 0.125 (25 XP))
MEDUSA (MM 214, CR 6 (2,300 XP))
MERFOLK (MM 218, CR 0.125 (25 XP))
MERROW (MM 219, CR 2 (450 XP))
MEZZOLOTH (MM 313, CR 5 (1,800 XP))
MIMIC (MM 220, CR 2 (450 XP))
MIND FLAYER (MM 222, CR 7 (2,900 XP))
MINOTAUR (MM 223, CR 3 (700 XP))
MINOTAUR SKELETON (MM 273, CR 2 (450 XP))
MONDRONE (MM 224, CR 0.125 (25 XP))
MUD MEPHIT (MM 216, CR 0.25 (50 XP))
MULE (MM 333, CR 0.125 (25 XP))
MUMMY (MM 228, CR 3 (700 XP))
MUMMY LORD (MM 229, CR 15 (13,000 XP))
MYCONID ADULT (MM 232, CR 0.5 (100 XP))
MYCONID SOVEREIGN (MM 232, CR 2 (450 XP))
MYCONID SPROUT (MM 230, CR 0 (0-10 XP))
NALFESHNEE (MM 62, CR 13 (10,000 XP))
NEEDLE BLIGHT (MM 32, CR 0.25 (50 XP))
NIGHT HAG (MM 178, CR 5 (1,800 XP))
NIGHTMARE (MM 235, CR 3 (700 XP))
NOTHIC (MM 236, CR 2 (450 XP))
NYCALOTH (MM 314, CR 9 (5,000 XP))
OCHRE JELLY (MM 243, CR 2 (450 XP))
OCTOPUS (MM 333, CR 0 (0-10 XP))
OGRE (MM 237, CR 2 (450 XP))
OGRE ZOMBIE (MM 316, CR 2 (450 XP))
ONI (MM 239, CR 7 (2,900 XP))
ORC (MM 246, CR 0.5 (100 XP))
ORC EYE OF GRUMSH (MM 247, CR 2 (450 XP))
ORC WAR CHIEF (MM 246, CR 4 (1,100 XP))
OROG (MM 247, CR 2 (450 XP))
OTYUGH (MM 248, CR 5 (1,800 XP))
OWL (MM 333, CR 0 (0-10 XP))

OWLBEAR (MM 249, CR 3 (700 XP))
PANTHER (MM 333, CR 0.25 (50 XP))
PEGASUS (MM 250, CR 2 (450 XP))
PENTADRONE (MM 226, CR 2 (450 XP))
PERYTON (MM 251, CR 2 (450 XP))
PHASE SPIDER (MM 334, CR 3 (700 XP))
PIERCER (MM 252, CR 0.5 (100 XP))
PIT FIEND (MM 77, CR 20 (25,000 XP))
PIXIE (MM 253, CR 0.25 (50 XP))
PLANETAR (MM 17, CR 16 (15,000 XP))
PLESIOSAURUS (MM 80, CR 2 (450 XP))
POISONOUS SNAKE (MM 334, CR 0.125 (25 XP))
POLAR BEAR (MM 334, CR 2 (450 XP))
PONY (MM 335, CR 0.125 (25 XP))
PSEUDODRAGON (MM 254, CR 0.25 (50 XP))
PTERANODON (MM 80, CR 0.25 (50 XP))
PURPLE WORM (MM 255, CR 15 (13,000 XP))
QUADRONE (MM 226, CR 1 (200 XP))
QUAGGOTH (MM 256, CR 2 (450 XP))
QUAGGOTH SPORE SERVANT (MM 230, CR 1 (200 XP))
QUASIT (MM 63, CR 1 (200 XP))
QUIPPER (MM 335, CR 0 (0-10 XP))
RAKSHASA (MM 257, CR 13 (10,000 XP))
RAT (MM 335, CR 0 (0-10 XP))
RAVEN (MM 335, CR 0 (0-10 XP))
RED DRAGON, ADULT (MM 98, CR 17 (18,000 XP))
RED DRAGON, ANCIENT (MM 97, CR 24 (62,000 XP))
RED DRAGON, WYRMLING (MM 98, CR 4 (1,100 XP))
RED DRAGON, YOUNG (MM 98, CR 10 (5,900 XP))
RED SLAAD (MM 276, CR 5 (1,800 XP))
REEF SHARK (MM 336, CR 0.5 (100 XP))
REMORHAZ (MM 258, CR 11 (7,200 XP))
REVENANT (MM 259, CR 5 (1,800 XP))
RHINOCEROS (MM 336, CR 2 (450 XP))
RIDING HORSE (MM 336, CR 0.25 (50 XP))
ROC (MM 260, CR 11 (7,200 XP))
ROPER (MM 261, CR 5 (1,800 XP))
RUG OF SMOTHERING (MM 20, CR 2 (450 XP))
RUST MONSTER (MM 262, CR 0.5 (100 XP))
SABER-TOOTHED TIGER (MM 336, CR 2 (450 XP))
SAHUAGIN (MM 263, CR 0.5 (100 XP))
SAHUAGIN BARON (MM 264, CR 5 (1,800 XP))
SAHUAGIN PRIESTESS (MM 264, CR 2 (450 XP))
SALAMANDER (MM 266, CR 5 (1,800 XP))
SATYR (MM 267, CR 0.5 (100 XP))
SCARECROW (MM 268, CR 1 (200 XP))
SCORPION (MM 337, CR 0 (0-10 XP))
SEA HAG (MM 179, CR 2 (450 XP))
SEA HORSE (MM 337, CR 0 (0-10 XP))
SHADOW (MM 269, CR 0.5 (100 XP))
SHADOW DEMON (MM 64, CR 4 (1,100 XP))
SHADOW DRAGON (MM 85, CR 13 (10,000 XP))
SHAMBLING MOUND (MM 270, CR 5 (1,800 XP))
SHIELD GUARDIAN (MM 271, CR 7 (2,900 XP))
SHRIEKER (MM 138, CR 0 (0-10 XP))
SILVER DRAGON, ADULT (MM 117, CR 16 (15,000 XP))
SILVER DRAGON, ANCIENT (MM 116, CR 23 (50,000 XP))
SILVER DRAGON, WYRMLING (MM 118, CR 2 (450 XP))
SILVER DRAGON, YOUNG (MM 118, CR 9 (5,000 XP))
SKELETON (MM 272, CR 0.25 (50 XP))
SLAAD TADPOLE (MM 276, CR 0.125 (25 XP))
SMOKE MEPHIT (MM 217, CR 0.25 (50 XP))
SOLAR (MM 18, CR 21 (33,000 XP))
SPECTATOR (MM 30, CR 3 (700 XP))
SPECTER (MM 279, CR 1 (200 XP))
SPIDER (MM 337, CR 0 (0-10 XP))
SPINED DEVIL (MM 78, CR 2 (450 XP))
SPIRIT NAGA (MM 234, CR 8 (3,900 XP))
SPRITE (MM 283, CR 0.25 (50 XP))
STEAM MEPHIT (MM 217, CR 0.25 (50 XP))
STIRGE (MM 284, CR 0.125 (25 XP))
STONE GIANT (MM 156, CR 7 (2,900 XP))
STONE GOLEM (MM 170, CR 10 (5,900 XP))
STORM GIANT (MM 156, CR 13 (10,000 XP))
SUCCUBUS/INCUBUS (MM 285, CR 4 (1,100 XP))
SWARM OF BATS (MM 337, CR 0.25 (50 XP))
SWARM OF INSECTS (MM 338, CR 0.5 (100 XP))

SWARM OF POISONOUS SNAKES (MM 338, CR 2 (450 XP))
SWARM OF QUIPPERS (MM 338, CR 1 (200 XP))
SWARM OF RATS (MM 339, CR 0.25 (50 XP))
SWARM OF RAVENS (MM 339, CR 0.25 (50 XP))
TARRASQUE (MM 286, CR 30 (155,000 XP))
THRI-KREEN (MM 288, CR 1 (200 XP))
TIGER (MM 339, CR 1 (200 XP))
TREANT (MM 289, CR 9 (5,000 XP))
TRICERATOPS (MM 80, CR 5 (1,800 XP))
TRIDRONE (MM 225, CR 0.5 (100 XP))
TROGLODYTE (MM 290, CR 0.25 (50 XP))
TROLL (MM 291, CR 5 (1,800 XP))
TWIG BLIGHT (MM 32, CR 0.125 (25 XP))
TYRANNOSAURUS REX (MM 80, CR 8 (3,900 XP))
ULTROLOTH (MM 314, CR 13 (10,000 XP))
UMBER HULK (MM 292, CR 5 (1,800 XP))
UNICORN (MM 294, CR 5 (1,800 XP))
VAMPIRE (MM 297, CR 13 (10,000 XP))
VAMPIRE SPAWN (MM 298, CR 5 (1,800 XP))
VINE BLIGHT (MM 32, CR 0.5 (100 XP))
VIOLET FUNGUS (MM 138, CR 0.25 (50 XP))
VROCK (MM 64, CR 6 (2,300 XP))
VULTURE (MM 339, CR 0 (0-10 XP))
WARHORSE (MM 340, CR 0.5 (100 XP))
WARHORSE SKELETON (MM 273, CR 0.5 (100 XP))
WATER ELEMENTAL (MM 125, CR 5 (1,800 XP))
WATER WEIRD (MM 299, CR 3 (700 XP))
WEASEL (MM 340, CR 0 (0-10 XP))
WEREBEAR (MM 208, CR 5 (1,800 XP))
WEREBOAR (MM 209, CR 4 (1,100 XP))
WERERAT (MM 209, CR 2 (450 XP))
WERETIGER (MM 210, CR 4 (1,100 XP))
WEREWOLF (MM 211, CR 3 (700 XP))
WHITE DRAGON, ADULT (MM 101, CR 13 (10,000 XP))
WHITE DRAGON, ANCIENT (MM 100, CR 20 (25,000 XP))
WHITE DRAGON, WYRMLING (MM 102, CR 2 (450 XP))
WHITE DRAGON, YOUNG (MM 101, CR 6 (2,300 XP))
WIGHT (MM 300, CR 3 (700 XP))
WILL-O'-WISP (MM 301, CR 2 (450 XP))
WINGED KOBOLD (MM 195, CR 0.25 (50 XP))
WINTER WOLF (MM 340, CR 3 (700 XP))
WOLF (MM 341, CR 0.25 (50 XP))
WORG (MM 341, CR 0.5 (100 XP))
WRAITH (MM 302, CR 5 (1,800 XP))
WYVERN (MM 303, CR 6 (2,300 XP))
XORN (MM 304, CR 5 (1,800 XP))
YETI (MM 305, CR 3 (700 XP))
YOCHLOL (MM 65, CR 10 (5,900 XP))
YOUNG REMORHAZ (MM 258, CR 5 (1,800 XP))
YUAN-TI ABOMINATION (MM 308, CR 7 (2,900 XP))
YUAN-TI MALISON (MM 309, CR 3 (700 XP))
YUAN-TI PUREBLOOD (MM 310, CR 1 (200 XP))
ZOMBIE (MM 316, CR 0.25 (50 XP))

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