

Converting B/X Monsters

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Old basic/expert series monsters convert simply and quickly. AC = 20 minus the old descending AC. Old AC of Zero becomes 20, 6 become 14, etc. Hit Dice go straight over (1d6 x hit dice). Hit Bonus is +1 per full hit dice level.

In game adventures, monsters will always be abbreviated like this:

Goblin (x3) (AC 13, HP 3, HB 0, DMG 1d6, MOV 50, MOR +5, XP 5)

AC Armor Class

HP Hit Points

HB Hit Bonus

DMG Damage

MOVE Move

MOR Morale Save

XP Experience Value

NEG Negotiation possible