

DUNGEONS
DRAGONS

Conversion Manual



SKIP WILLIAMS

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INTRODUCTION

This booklet is intended to help you preserve the best of your old D&D campaign as you adopt the new rules. Various sidebars, such as the one on this page, are provided to remind you of what has changed. The rest of the booklet contains advice on converting your favorite player characters and their equipment to the new rules, along with some notes for the Dungeon Master on converting old monsters that have not yet appeared under the new rules.

CHARACTERS FROM EARLIER EDITIONS

To use characters from any earlier edition of the DUNGEONS & DRAGONS or ADVANCED DUNGEONS & DRAGONS game with the new edition of the D&D game, just follow the steps outlined below.

You'll need a copy of the new *Player's Handbook* and a fresh new D&D character sheet or clean sheet of scratch paper. You'll find a photocopyable character sheet on pages 287-288 of the new *Player's Handbook*.

Level and Experience

For single-classed characters, record the character's current level. You will need to adjust the character's experience point total to match the new D&D experience system. Characters with more than one class require special handling.

• **Adjusting Experience Points:** All characters in the D&D game use the same experience table. The table is constructed differently from the class experience tables in earlier versions of the game, which makes it necessary to adjust the character's experience point total.

The easiest way to make the adjustment is simply to set the total at some point between the minimum for the character's current level and the minimum for the next level (we recommend halfway to the next level or the minimum for the current level). If you prefer a more accurate conversion of the character's experience total, see the Character Troubleshooting section on page 10.

• **Adjusting Dual- and Multiclassed Characters:** The rules for handling a character with more than one class in the new edition of the D&D

game are considerably different than in previous editions of the game (see sidebar). Follow these steps to calculate a dual- or multiclassed character's level:

1. Find the highest level the character has reached in any class. For example, Escolrande is an 8th-level fighter/9th-level wizard/9th-level thief. His highest level is 9.

2. Divide each level the character has achieved in any other class by three and round down. If the result rounds down to 0, record a 1 instead. For example, Escolrande's remaining levels are 8 and 9; $8 \div 3 = 2.67$, which rounds down to 2, and $9 \div 3 = 3$.

3. Add the numbers you got in step 2 to the number you got in step 1. This equals the character's level in the new edition of the D&D game. In Escolrande's case, $9 + 2 + 3 = 14$.

4. You can divide up the levels among classes any way you see fit. For example, Escolrande could become a 9th-level wizard/4th-level rogue/1st-level fighter, or an 8th-level wizard/3rd-level rogue/3rd-level fighter, or any other combination of wizard, rogue, and fighter levels that adds up to 14.

Ability Scores

Record the character's existing ability scores. In some cases, you'll need to adjust your character's ability scores.

Exceptional Strength: The exceptional Strength rule is no longer part of the game. If your character has an exceptional Strength

New Names for Some Old Terms

The following terms have new names in the new edition. The new names often reflect changes to the way the game works or simply better reflect what the terms represent:

Old Term	New Term
priest spell	divine spell
THACO	attack bonus
thief	rogue
magic resistance	spell resistance
memorize (a spell)	prepare (a spell)
movement rate	speed
nonweapon proficiency	skill
proficiency check	skill check
sphere (of priest spells)	domain
wizard spell	arcane spell

score, convert it to a regular Strength score as shown in the table below.

Exceptional Score	New Strength Score
18/01–18/50	19
18/51–18/75	20
18/76–18/90	21
18/91–18/99	22
18/00	23
19–20	24
21–22	25
22–23	26
24–25	27

Level-based Improvement: For every four levels the character has attained, add one point to any one ability score. Don't worry about racial maximums; they no longer exist.

When you've finished adjusting and recording your character's ability scores, turn to Table 1-1 in the *Player's Handbook*. This table gives the bonus or penalty (now called an ability modifier) for any ability score.

Ability Tips: Any ability score of 12 or more will give your character a bonus for something. Likewise, an ability score of 9 or less brings a penalty. Think twice about your character's Intelligence score, because it governs how many skills your character can learn and a high Intelligence score is much more useful for wizards than it used to be. Dexterity and Constitution remain important for all characters. Wisdom remains important for priest (now cleric) characters and now has a much greater impact on every character's saving throws and on many skills. A high Charisma score is important for bards, paladins, and clerics.

Character Race

Record the character's current race. The exact benefits and penalties most races bring have changed at least slightly.

Standard Player Character Races: If your character is a member of a standard PC race (these include humans, dwarves, elves, gnomes, half-elves, half-orcs, and halflings), turn to Chapter 2 of the *PH* and record your character's new racial abilities. The new abilities replace your character's old ones.

Some ability score adjustments for race have changed. These only apply to new characters.

Nonstandard Player Character Races: If your character is not a member of a standard PC race, turn to Chapter 2 of the *DMG*. This chapter explains how to use almost any type of creature as a PC race.

Character Class

Record the character's current class. Most classes have changed at least slightly; turn to Chapter 3 of the *PH* and record your character's new class abilities. The new abilities replace your character's old ones. Table 3-2 in the *PH* gives an overview of class abilities by level. Tables 3-1 through 3-20 provide quick summaries of base attack bonuses, base saving throws, and features for each class.

Attack Bonus: A character's attack bonus replaces THAC0 from earlier editions of the

What's New about Ability Scores?

The game uses the same abilities (Strength, Dexterity, Constitution, Intelligence, and Charisma) it has always used. Significant changes include:

Bonuses and Penalties from Ability Scores: All six abilities use the same table (Table 1-1 in the *PH*) to determine the bonus or penalty associated with each score. The bonus or penalty is called the ability modifier.

Ability Checks: To make an ability check, you roll 1d20 and add your character's ability modifier. To succeed, an ability check result has to equal or exceed the task's Difficulty Class (DC).

Ability Maximums and Minimums: There are no longer any ability score maximums or minimums for races.

Ability Requirements: It is no longer necessary to meet any ability requirements to qualify for a race or class.

Exceptional Strength: This no longer exists. Existing characters can convert their exceptional Strength scores into regular Strength scores above 18.

Experience Bonuses: Characters no longer receive bonus experience for high ability scores.

Level-based Ability Adjustments: For every four levels a character achieves, one ability score of the player's choice improves by one point.

game. If a character's base attack bonus is +6 or more, the character can make multiple attacks each round, but the base attack bonus is reduced for each attack. The class tables in Chapter 3 of the *PH* show how many attacks the character can make and the base attack bonus for each. For example, a 12th-level wizard has a base attack bonus of +6/+1, so the character can attack twice each round.

If the character has an ability modifier, it applies to both attacks. The character's Strength modifier applies to melee attacks. The character's Dexterity modifier applies to ranged attacks.

A character's size now affects the character's attack bonus. See Chapter 8 of the *PH* for details.

If your character has more than one class, add up the character's attack bonus from each class according to the instructions in Multiclass Characters in Chapter 3 of the *PH*.

Saving Throws: A character's saving throw numbers are now expressed as bonuses. A character's ability modifiers

affect saving throw bonuses.

The Constitution modifier applies to Fortitude saves, the Dexterity modifier applies to Reflex saves, and the Wisdom modifier applies to Will saves.

If your character has more than one class, add up the character's save bonus from each class according to the instructions in Multiclass Characters in Chapter 3 of the *PH*.

Hit Dice and Hit

Points: Characters now gain an extra hit die for each level up to level 20. All characters now gain the full value of their Constitution

modifier for every hit die. Reroll your character's hit points and adjust for

Constitution. You can use the new total or the character's old total, as you prefer.

Spells: All spellcasting characters use the daily spell limits shown on their new class tables. Other adjustments to spells are necessary, as follows:

Bonus Spells: All spellcasting characters gain bonus spells for high ability scores. Bards and sorcerers (a new character class) gain bonus spells from Charisma; clerics, druids, paladins, and rangers gain bonus spells from Wisdom; and wizards gain bonus spells from Intelligence.

New Spell Lists: Clerics and specialty priests use the same spell list, and all priest characters are called clerics in the new game. All cleric characters gain extra spells for their domains (see Cleric in Chapter 3 of the *PH*). The cleric spell list now includes 8th- and 9th-level spells.

Bards now have their own spell lists and may have spells in their old repertoire that are no longer available. Bards should replace such spells with spells from the bard list.

Bards, clerics, and wizards now gain 0-level spells. Bards and wizards should add 0-level spells to their spell lists as noted in their class descriptions.

Saving Throws: Spells that allow saving throws now need a saving throw Difficulty Class (DC). A spell's saving throw DC is 10 + the spell level + the caster's relevant ability score modifier (see previous section). Record the saving throw DC for each level of spell the character can cast.

New Schools: Some spells have changed schools; see Wizard Spells with New Schools on page 16. Specialist wizards may have books containing spells no longer available to them. Specialist wizards should replace such spells with new ones from schools available to them. Specialists are now free to choose their own opposition schools. When converting a specialist to the new rules, the player can choose new opposition schools and adjust the character's



spellbooks accordingly.

New Names: Some spells have changed names. See Renamed Spells on page 15.

Thief Skills: Thief skills have been incorporated into the skill system. Rogues and other characters with thieflike skills now receive extra skill points to buy these skills.

Multiclass Characters: The class abilities from a multiclass character's different classes add together to determine the character's total abilities. To determine a multiclass character's abilities, first calculate the character's level in each class as explained in the Level and Experience, above. Then turn to Multiclass Characters in Chapter 3 of the *PH* and follow the instructions there.

Proficiencies: Weapon proficiencies are now a function of a character's class and need not be selected separately. Nonweapon proficiencies are now called skills. See Skills, below.

Weapon Specialization: The weapon specialization optional rule is no longer part of the game, although weapon specialization is available as a feat. Certain other feats can improve a character's aptitude with weapon skills; see Chapter 5 of the *PH* for information on feats.

AC and Movement Rate

Armor and shields remain a character's primary means of protection from physical harm. Armor Class works slightly differently in the new edition, however. Most important, it is better to have a high AC number than a low one. You might need to adjust a few other things about your character's armor class.

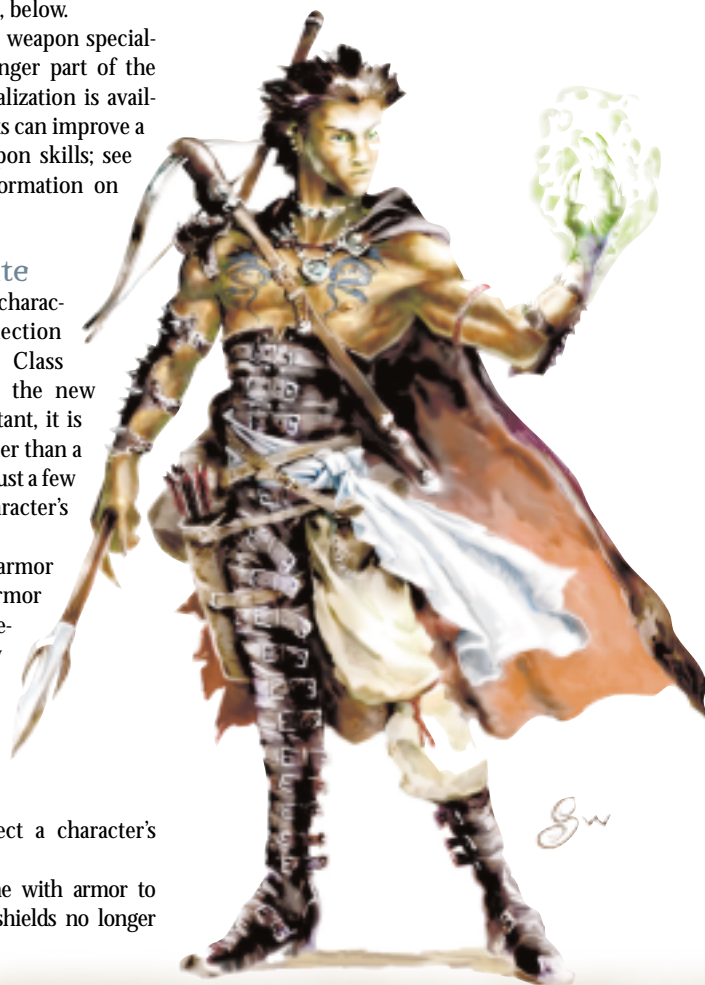
Armor Worn: A character's armor affects not only a character's Armor Class, but also his speed (movement rate), defensive Dexterity modifier, skill use, and ability to cast arcane spells. Table 7-5 and the accompanying text in the *PH* summarize the effects.

Armor worn does not affect a character's encumbrance.

Shields: Shields still combine with armor to improve a character's AC, but shields no longer

simply improve a character's AC by one point. Table 7-5 in the *PH* includes statistics for shields.

Size: A character's size now affects the character's armor class. See Chapter 8 of the *PH* for details.



What's New about Character Races?

Your character's race still determines what the character looks like and what special abilities the character has. Significant changes include:

Ability Score Adjustments: The ability score adjustments from some races have changed (see Chapter 2 of the *PH*). These changes do not affect existing characters.

Ability Score Maximums and Minimums: There are no longer any ability score maximums or minimums for races.

Ability Requirements: It is no longer necessary to meet any ability requirements to qualify for a race.

The Half-Orc: Half-orcs are now a standard player character race. See Chapter 2 in the *PH* for details.

Infravision: This racial ability no longer exists. It has been replaced by two similar abilities: darkvision and low-light vision.

Darkvision is the ability to see in the dark. Darkvision does not involve heat sensing, and sources of heat or artificial light do not spoil it.

Low-light vision is the ability to see well at night or in dim light. It does not function in the absence of light as darkvision does, but when it works it usually allows a much greater range of vision.

For details on darkvision and low-light vision, see Chapter 3 of the *DMG*.

Racial Characteristics: The specific powers and abilities that go with each race have changed. See Chapter 2 of the *PH* for details.

Size: Some PC races are small enough to gain some bonuses and penalties in combat. See Chapter 2 of the *PH* for details.

Initiative

Players still roll dice to determine when their characters can act in combat. A character's Dexterity modifier applies to those initiative rolls.

Feats

Feats are special abilities players can choose for their characters. Choose one feat for your character, plus one extra feat for every three levels your character has attained. See Chapter 5 of the *PH* for more information on feats.

Extra Fighter Feats: Fighter characters receive extra combat-oriented feats in addition to any other feats they know. See Fighter in Chapter 3 of the *PH*.

Extra Human Feats: Human characters receive an extra feat of any type in addition to any other feats they know.

What's New about Proficiencies?

The old proficiencies system has been replaced by a skill system.

- **Weapon Proficiencies:** These are now a function of a character's class. You need not select weapon proficiencies separately anymore. It is possible to expand your character's selection of weapon proficiencies through feats, however; see Chapter 5 of the *PH*.

- **Nonweapon Proficiencies:** These are now called skills. Each skill has an ability associated with it called the key ability. For example, Strength helps you climb. Each time you purchase a skill, your character gains one rank in the skill and gets better at using the skill. See Chapter 4 of the *PH* for details.

- **Proficiency Checks:** These are now called skill checks. To make a skill check, you roll 1d20 and add your character's ability modifier for the skill's key ability, plus the number of ranks (if any) the character has in the skill. To succeed, a skill check result has to equal or exceed the task's Difficulty Class.

Many skills do not require any special knowledge, and even characters who have not purchased any ranks in these skills can try to use them.

You can compare a proficiency score from an earlier edition by subtracting 5 from the proficiency score. For example, a if a character created under the 2nd Edition AD&D rules had a Riding score of 15, that would be about equal to a Ride skill bonus of +10.

Skills

Skills represent special knowledge or abilities characters have learned (skills were called nonweapon proficiencies in the 2nd Edition AD&D game). Each character receives an allotment of skill points for purchasing skills.

Characters with Nonweapon Proficiencies: If you created your character with the 2nd Edition AD&D rules and you used the optional proficiencies rule, you can use your character's selection of nonweapon proficiencies as a shopping list for skills. Just purchase skills similar to your character's proficiencies (a list follows). See Chapter 4 of the *PH* to determine how many skill points your character has; Chapter 4 also explains how to purchase skills.

AD&D Nonweapon Proficiency	D&D Skill
Agriculture	Profession (farmer)
Animal Handling	Handle Animal
Animal Training	Handle Animal
Artistic Ability	Craft (any)
Blacksmithing	Craft (blacksmithing)
Brewing	Craft (brewing)
Carpentry	Craft (carpentry)
Cobbling	Craft (cobbling)
Cooking	Craft (cooking)
Dancing	Perform (dancing)
Direction Sense	Intuit Direction
Etiquette	Diplomacy
Fire-building	Wilderness Lore*
Fishing	Profession (fishing)
Heraldry	Knowledge (heraldry)
Languages, Modern	Speak Language
Leatherworking	Craft (leatherworking)
Mining	Profession (miner)
Pottery	Craft (pottery)
Riding, Airborne	Ride
Riding, Land-based	Ride
Rope Use	Use Rope
Seamanship	Profession (sailor)
Seamstress/Tailor	Craft (sewing)
Singing	Perform (singing)
Stonemasonry	Craft (stonemasonry)
Swimming	Swim
Weather Sense	Knowledge (weather)
Weaving	Craft (weaving)

Priest Group	
AD&D Nonweapon Proficiency	D&D Skill
Ancient History	Knowledge (history)
Astrology	Knowledge (astrology)
Engineering	Profession (engineer)
Healing	Heal
Herbalism	Profession (herbalist)
Languages, Ancient	Speak Language
Local History	Knowledge (history)
Musical Instrument	Perform (musical instrument)
Navigation	Profession (navigator)
Reading/Writing	See Skill Tips below
Religion	Knowledge (religion)
Spellcraft	Spellcraft

Rogue Group	
AD&D Nonweapon Proficiency	D&D Skill
Ancient History	Knowledge (history)
Appraising	Appraise
Blind-fighting	Blind-Fight (feat, not a skill)
Disguise	Disguise
Forgery	Forgery
Gaming	Profession (gambler)
Gem Cutting	Craft (gem cutting)
Juggling	Perform (juggling)
Jumping	Jump
Local History	Knowledge (history)
Musical Instrument	Perform (musical instrument)
Reading Lips	Read Lips
Set Snares	Wilderness Lore*
Tightrope Walking	Balance
Tumbling	Tumble
Ventriloquism	Perform (ventriloquism)

Warrior Group	
AD&D Nonweapon Proficiency	D&D Skill
Animal Lore	Wilderness Lore*
Armorer	Craft (armorer)
Blind-fighting	Blind-Fight (feat, not a skill)
Bowyer/Fletcher	Craft (bowyer)
Charioteering	Handle Animal
Endurance	Endurance (feat, not a skill)
Gaming	Profession (gambler)
Hunting	Profession (hunter)
Mountaineering	Climb

Navigation	Profession (navigator)
Running	Run (feat, not a skill)
Set Snares	Wilderness Lore*
Survival	Wilderness Lore*
Tracking	Track (feat, not a skill)
Weaponsmithing	Craft (weaponsmith)

Wizard Group	
AD&D Nonweapon Proficiency	D&D Skill
Ancient History	Knowledge (history)
Astrology	Knowledge (astrology)
Engineering	Profession (engineer)
Healing	Heal
Herbalism	Profession (herbalist)
Languages, Ancient	Speak Language
Local History	Knowledge (history)
Musical Instrument	Perform (musical instrument)
Navigation	Profession (navigator)
Reading/Writing	N/A (see Skill Tips below)
Religion	Knowledge (religion)
Spellcraft	Spellcraft

*The Wilderness Lore skill includes the old Animal Lore, Fire-building, Set Snares, and Survival proficiencies

Skill Tips: Many proficiencies from the 2nd Edition AD&D game's General group have been combined into the Profession or Craft skills.

Many skills from the other groups have been combined into the Knowledge skill.

You do not have to spend any skill points to make your character literate. The ability to read and write is included with most D&D classes.

Although there is a Speak Language skill, you do not have to spend any skill points on languages. Every character automatically speaks one or two languages (according to race). If the character has a positive Intelligence modifier, he or she speaks additional languages equal to the modifier.

If a skill can be used untrained (see the individual skill descriptions in the *PH*), your character can use the skill without spending any skill points. If your character has a decent score in the skill's key ability, the character could be pretty good at it.

Some proficiencies, such as Blind-Fighting, have become feats.

If you can't find a skill or feat that matches a proficiency your character has, pick a new skill or check Character Troubleshooting on page 10.

In many cases you will not be able to spend all your character's skill points buying your character's old proficiencies. Feel free to spend your remaining skill points on new skills.

Many races get bonuses to skill checks, and humans receive extra skill points. Review your character's race description in Chapter 2 of the *PH* before recording your character's final skill scores.

If you run out of skill points before you've purchased skills to match all your character's old proficiencies, you don't necessarily have to give up any skills. You might want to consider spending fewer skill points on some of the skills. You don't have to buy every skill up to its maximum rank, and you can use the extra points to buy more skills. If your character is 4th level or higher, you might want to go back to the Ability Score step and improve your character's Intelligence score, so you'll have a few more skill points to spend.

• **Characters with Secondary Skills:** If you created your character with the 2nd Edition AD&D rules and you used the secondary skills rule, your character knows one or more versions of the Craft or Profession skill.

• **Converting Thief Skills:** If your character was a thief or member of another class that had thief skills, you will need to choose skills to replace them, as follows:



Old Thief Skill	D&D Skill
Pick Pockets	Pick Pocket
Open Locks	Open Lock
Find/Remove Traps	Search (finding traps)
	Disable Device
	(removing traps)
Move Silently	Move Silently
Hide in Shadows	Hide
Detect Noise	Listen
Climb Walls	Climb
Read Languages	Decipher Script

You can compare your character's old percentage score in a thief skill to a D&D skill bonus by dividing the old score by 5, rounding down, and subtracting 5 from the result. For example, Escolrande was a thief with a Detect Noise score of 65%. That's about equal to a Listen bonus of +8 ($65 \div 5 = 13$, and $13 - 5 = 8$).

Thief Skill Tips: When calculating your character's new skill bonuses, be sure to include the modifier for the skill's key ability. For example, a character's Wisdom modifier now affects her Listen skill.

Rogues and bards now have exclusive access to the Use Magic Device skill (see the description in Chapter 4 of the *PH*). This skill is similar to the old ability Use Magical Scrolls, but applies to almost any type of magic item.

Many of the traditional thief skills have become broader and more useful. For example, the Search skill now allows character to ransack areas for treasure, locate secret doors, and even find footprints. A careful reading of the skill descriptions should reveal some pleasant surprises.

Equipment

Most types of equipment work the same way they did in older versions of the game. There are a few differences:

- **Weapons:** Weapons no longer have different damage ratings depending on the size of the target. Instead, they have varying abilities to inflict critical hits, as explained in Weapons in Chapter 7 of the *PH*.

The game has new rules for two-handed weapons and for fighting with two weapons. See Chapter 8 of the *PH* for details.

If the character has a weapon not listed in the *PH*, consult Character Troubleshooting, below.

- **Encumbrance:** The old encumbrance rules have been replaced by a simple system that keeps

What's New about Dual- and Multiclassed Characters?

Characters With Multiple Classes: The game no longer has two different systems for handling dual- and multiclassed characters. All characters with more than one class are called multiclass characters.

The multiclass option is available to characters of any race.

A multiclass character advances in one class at a time, choosing which class to improve each time the character reaches a new level. All class abilities the character gains are cumulative, and character's level is the total of all the levels the character has. For example, a fighter/wizard/rogue level 3/3/3 is a 9th-level character. See Multiclass Characters in Chapter 3 of the *PH* for details.

Class Level vs. Character Level: Class level is the level a character has achieved in any one class. Character level is the total of all the levels a character has achieved in all classes.

track of what a character can carry, depending on his size and Strength score. See Carrying Capacity in Chapter 9 of the *PH* for details.

- **Magic Items:** Most magic items work the same way they always have. The Magic section on page 15 describes the changes.

Character Troubleshooting

This section offers advice for dealing with problems you might encounter when converting a character.

- **"My Character Has a Spell or Magic Item that Is Not Included in the New Rules."** Substitute a similar spell or item. Also see the Magic section on page 15 for information on converting spells and magical items from older editions of the game.
- **"My Character Has a Weapon that Is Not Included on the Current Weapon List."** Substitute a similar weapon of the same type and size (for example, substitute a bastard sword for a claymore or katana), or create statistics for the weapon based on a similar weapon from the *Player's Handbook*. For example, any weapon that includes a rope or chain probably works a lot like a heavy or light flail.

- **"I Created My Character with a Kit.":** The various kits from the 2nd Edition AD&D game vary greatly in their impact and scope, but all are essentially little character classes. It can take a little fiddling to fit a "kitted" character, but it can be done.

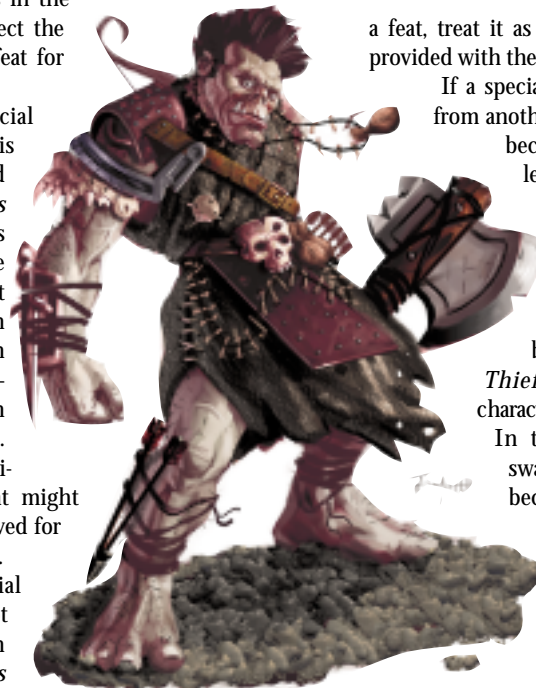
Weapon Proficiencies: If the character's class does not include a weapon that the kit requires, recommends, or gives the character for free, the character automatically gains proficiency in it without using up any feats.

Nonweapon Proficiencies: Any proficiency included in a kit description (required, recommended, or free) is available to the character as a class skill, even if it is a cross-class skill for the character's class or exclusive to another class. If the character has insufficient skill points to buy all his skills, the character must give up some skills. Eliminate the skills from the recommended list before eliminating skills from the free or required lists.

Special Benefits and Hindrances: The character keeps any special benefits or hindrances the kit grants. Each special benefit counts as one of the feats available to the character. If a kit's special benefit is listed in the *Player's Handbook* as a skill, the character must buy at least 4 ranks in the skill and select the Skill Focus feat for that skill.

If a special benefit is already listed in the *Player's Handbook* as a feat, use the *PH* feat description rather than the description given with the kit. Any prerequisites the feat might have are waived for the character.

If a special benefit is not included in the *Player's Handbook* as



What's New about THACO and Armor Class?

Characters in the new game no longer have THACOs, and Armor Class now goes up instead of down.

Attack Bonus: Instead of a THACO, a character has an attack bonus that applies to the character's attack rolls. If the result of an attack roll equals or exceeds the target's Armor Class, the attack succeeds and inflicts damage. To compare THACO to attack bonus, subtract THACO from 20. For example, if a character created under the 2nd Edition AD&D rules has a THACO of 18, she has about the same combat ability as a D&D character with an attack bonus of +2.

Armor Class: Now starts at 10 (the AC value for a Medium-size unarmored character) and goes up. There is no longer an upper limit to Armor Class. To compare Armor Classes between editions, take the earlier AC and subtract it from 20. For example, if a character created under the 2nd Edition AD&D rules has an AC of 5, she has about the same resistance to attack as a D&D character with an AC of 15.

a feat, treat it as a feat using the description provided with the kit.

If a special benefit includes an ability from another class, the character should become multiclass and devote at least one quarter of her levels to that class (and always at least one level). The other class is always treated as a favored class.

For example, the swashbuckler kit from the *Complete Thief's Handbook* allows the character to use a fighter's THACO. In the D&D game, an 8th-level swashbuckler character should become a fighter/rogue with at least two levels of fighter.

Because fighter is a favored class for swashbucklers, the character does not suffer any experience penalties for having a few fighter levels.

What's New about Saving Throws?

Characters still attempt saving throws to avoid the ill effects of hostile magic and other forms of nastiness, but the procedures are slightly different:

Saving Throw Categories: There are now only three categories of saving throws: Fortitude, Reflex, and Will. See Saving Throws in Chapter 8 of the *PH* for details.

Saving Throw Bonuses and Difficulty: Characters no longer have flat saving throw numbers. Instead, a character has a bonus or penalty that applies to the saving throw roll.

To succeed, a saving throw result has to equal or exceed the saving throw's Difficulty Class.

You can compare a saving throw number from an earlier edition of the D&D or AD&D game to a saving throw bonus by taking the saving throw number from the earlier edition and subtracting it from 15.

Compare Fortitude saves to Paralyzation/Poison/Death Magic saves. For example, a 5th-level fighter created under the 2nd Edition AD&D rules has a Paralyzation save of 11. That's about equal to a Fortitude save bonus of +4.

Compare Reflex or Will saves to Spell saves. For example, a 5th-level fighter created under the 2nd Edition AD&D rules has a Spell save of 14. That's about equal to a Reflex or Will bonus of +1.

- **"I Can't Find a Skill That Matches an Old Proficiency."** Any nonweapon proficiency from an earlier edition can be used as a skill. First, make sure the proficiency in question has not become a feat or been included in another skill (see Skills on page 8 for details). Here's how to use a proficiency as a skill:

Proficiency Group: This determines who can buy the skill has a class skill.

General Group: Any character can buy the proficiency as a class skill.

Priest Group: Clerics, druids, paladins, and rangers can buy the proficiency as a class skill.

Rogue Group: Bards and rogues can buy the proficiency as a class skill.

Warrior Group: Barbarians, fighters, paladins, and rangers can buy the proficiency as a class skill.

Wizard Group: Bards, sorcerers, and wizards can buy the proficiency as a class skill.

Slots Required: This no longer applies. Characters pay 1 skill point per rank for class skills and 2 skill points per rank for cross-class skills.

Relevant Ability: This becomes the skill's key ability. If more than one relevant ability is listed, the player picks one when first purchasing the skill and uses that ability as the key ability whenever the character uses the skill.

If the relevant ability is listed as NA (not applicable), treat the proficiency as a feat.

Check Modifier: This no longer applies. When the character uses the skill, the DM sets a Difficulty Class for the task as described in Chapter 4 of the *PH* and Chapter 3 of the *DMG*.

You can use the check modifier as a general guide to how hard the skill is to use. If the check modifier is +1 or higher, the DC for a routine

What's New about Spells?

Spells remain a potent weapon and useful tool. Significant changes include:

- **Arcane and Divine Spells:** Spells are now divided into two broad categories.

Wizards, bards, and a few other types of characters wield arcane spells. Characters need specialized knowledge or natural talent to use arcane spells. Armor tends to interfere with the complex gestures and motions required to cast an arcane spell.

A divine spell depends on the caster's piety or dedication to some greater power. Armor does not interfere with the casting of divine spells as it does with arcane spells.

- **Concentration:** Casting a spell remains a mentally demanding task, but distractions such as suffering damage in combat no longer mean a spell is automatically lost. See Chapters 8 and 10 of the *PH* for details.

- **Spell Preparation:** Characters no longer memorize their spells but prepare them ahead of time. Characters need not prepare their full daily limit at once. They can hold back some of their spell capacity until they know what the day will bring. See Chapter 10 of the *PH* for details.

What's New about Character Classes?

Your character's class still determines everything from fighting ability and Hit Dice to spellcasting ability and saving throws. Significant changes include:

Ability Bonuses and Penalties: Ability scores now affect characters of all classes in the same way. For example, there is no cap on any character's bonus hit points from a high Constitution score. All spellcasting classes get bonus spells, though the ability score that governs bonus spells varies from class to class.

Bards: Bards now have their own spell list, which includes cantrips (0-level spells). The bard's ability to produce magical effects through song has been expanded.

Clerics and Priests: All priest characters (except druids) are called clerics in the new game, and all clerics use the same basic spell list. All cleric characters gain extra spells and granted abilities for their domains (formerly called spheres). See Cleric in Chapter 3 of the *PH* for details. The cleric spell list now includes 8th- and 9th-level spells and orisons (0-level spells).

Clerics still have power over the undead, but rules governing the power have changed. See Turn and Rebuke Undead in Chapter 8 in the *PH* for details.

Druids: The druid spell list also includes 8th- and 9th-level spells and orisons (0-level spells).

Hit Dice: All classes now gain a new Hit Die at each level from 1 to 20.

New Classes: The barbarian, monk, and sorcerer classes have been added to the game. See Chapter 3 of the *PH* for details.

Multiple Attacks: All types of characters gain the ability to attack multiple times each round. See Table 3-1 in the *PH* and the accompanying text for details.

Thieves: The thief class is now called the rogue class. Rogues still have numerous special abilities (from picking pockets to climbing walls), but these have been incorporated into a universal skill system. See Rogue in Chapter 3 and Skills in Chapter 4 of the *PH* for details.

The thief's backstab ability has been replaced by the more versatile sneak attack ability, and the thief's ability to read scrolls has been expanded into the more versatile Use Magic Device ability.

Wizards: The wizard spell list now includes cantrips (0-level spells). Specialist wizards are free to choose their opposition schools.

use of the skill should be 10. If the check modifier is 0 or lower, the DC for a routine use of the skill should be 15 (or require an opposed check).

In this case, "routine use" is a typical, everyday use of the skill, not something outrageous, fancy, or heroic. For example, trotting along a smooth road on a horse is a routine use of the Ride skill.

Proficiency Description: Use this as you would a skill description. The DM will have to decide whether the skill can be used untrained, whether retries are possible, and how long it takes to use the

skill. The best way to set these details is to compare the proficiency with a similar skill from the *PH*.

For example, the Begging proficiency from the *Complete Thief's Handbook* works something like the Bluff and Gather Information skills, with a little bit of the Disguise skill thrown in. In fact, if the character has Bluff and Disguise, she probably doesn't need another skill to beg. It's probably best to treat simple attempts at panhandling ("Excuse me, sir, spare a coin for an orphan?") as Bluff attempts.



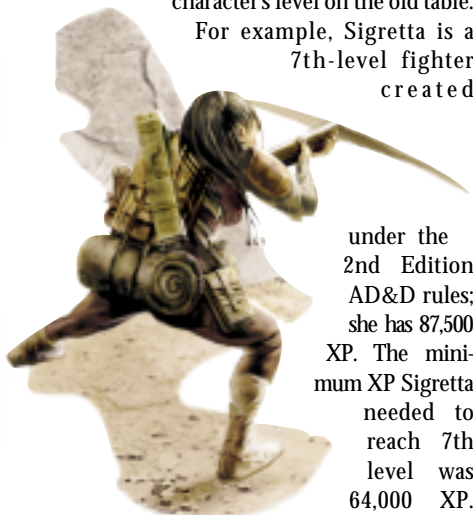
In any case, Bluff, Disguise, and Gather Information can all be used untrained, so Begging can as well. Working an area for pocket money takes a day.

Preparing to go out begging for a day requires 1d3×10 minutes of preparation, just like the Disguise skill. To resolve the attempt, roll a Begging (or Bluff) check opposed by the average Sense Motive skills of the people in the place where the character begs. Use the modifiers from the Begging proficiency description as penalties to the Begging roll. Success brings enough coin for a day's common meals and lodging (2d8 sp).

• **"I Want a More Accurate XP Adjustment."** The Character Experience section offers a quick method for adjusting a character's experience total, but it's not particularly accurate. If you don't mind doing a little math, you can calculate how close the character was to reaching the next level and place the character about the same distance from the next level in the new edition of the D&D game. Here's how to do so for a single-classed character:

1. Take the character's old experience point total and subtract the minimum number of XP needed to reach the character's level on the old table.

For example, Sigretta is a 7th-level fighter created



under the 2nd Edition AD&D rules; she has 87,500 XP. The minimum XP Sigretta needed to reach 7th level was 64,000 XP. $87,500 - 64,000 = 23,500$.

2. Subtract the minimum number of XP needed to reach the character's level on the old table from the minimum needed to reach the next level. For example, Sigretta would have needed 64,000 XP to reach 7th level, and she would

have needed 125,000 XP to reach 8th level. $125,000 - 64,000 = 61,000$.

3. Divide the number you got in step 1 by the number you got in step 2. In Sigretta's case, $23,500 \div 61,000 = \text{about } .385$.
4. Subtract the minimum number of XP needed to reach the character's level on the new D&D table from the minimum needed to reach the next level. For example, Sigretta would have needed 21,000 XP to reach 7th level and needs 28,000 XP to reach 8th level. $28,000 - 21,000 = 7,000$.
5. Multiply the number you got in step 3 by the number you got in step 4 and round down to the nearest whole number. In Sigretta's case, $.385$



$\times 7,000 = 2,695$.

6. Add the number you got in step 5 to the minimum number of XP needed to reach the character's level on the new XP table. This is the character's adjusted experience total. In Sigretta's case, $2,695 + 21,000 = 23,695$.

Dual-classed characters: To adjust a dual-classed character's XP total, follow the steps outlined above, using the character's active class. For example, Ratchett is a dual-classed level 7/2 cleric/wizard, who was created under the 2nd Edition AD&D rules and who was earning experience in the wizard class. When adjusting Ratchett's experience total, the calculations should be based on the old wizard class table.

Multiclass Characters: To adjust a multiclass character's experience total, base your calculations on the character's highest class level. If the character has two classes with the same level, use the class that has the highest XP require-

ment for reaching the next level. For example, For example, Escolrande is an 8th-level fighter/9th-level wizard/9th-level thief created using the 2nd Edition AD&D rules. To adjust Escolrande's experience total, you would base your calculations on the wizard class because it took more experience to become a 10th-level wizard than to become a 10th-level thief.

MAGIC

Spells and magic items remain an important part of the D&D game. Most popular spells and items have been included in the *PH* and *DMG* or can be converted to the new rules with minimal effort.

Renamed Spells

The following spells have new names in the new edition. The new names often reflect changes to the way the spells work or simply better reflect the what the spells do:

Old Spell Name	New Spell Name		
<i>Abi-Dalzim's horrid wilting</i>	<i>Horrid wilting</i>	<i>Conjure earth elemental</i>	<i>Planar ally</i>
<i>Animal summoning I</i>	<i>Summon nature's ally I</i>	<i>Conjure elemental</i>	<i>Summon monster V</i>
<i>Animal summoning II</i>	<i>Summon nature's ally II</i>	<i>Conjure fire elemental</i>	<i>Planar ally</i>
<i>Animal summoning III</i>	<i>Summon nature's ally III</i>	<i>Continual darkness</i>	<i>Deeper darkness</i>
<i>Anti-animal shell</i>	<i>Antilife shell</i>	<i>Continual light</i>	<i>Daylight</i>
<i>Anti-magic shell</i>	<i>Antimagic field</i>	<i>Cure blindness or deafness</i>	<i>Remove blindness/deafness</i>
<i>Armor</i>	<i>Mage armor</i>	<i>Cure disease</i>	<i>Remove disease</i>
<i>Astral spell</i>	<i>Astral projection</i>	<i>Darkness, 15' radius</i>	<i>Darkness</i>
<i>Audible glamer</i>	<i>Ghost sound</i>	<i>Descent into madness</i>	<i>Insanity</i>
<i>Bind</i>	<i>Animate rope</i>	<i>Deafness</i>	<i>Blindness/deafness</i>
<i>Blindness</i>	<i>Blindness/deafness</i>	<i>Death fog</i>	<i>Acid fog</i>
<i>Cantrip</i>	<i>Prestidigitation</i>	<i>Demi-shadow magic</i>	<i>Greater shadow evocation</i>
<i>Cause critical wounds</i>	<i>Inflct critical wounds</i>	<i>Demi-shadow monsters</i>	<i>Greater shadow conjuration</i>
<i>Cause disease</i>	<i>Contagion</i>	<i>Detect lie</i>	<i>Discern lies</i>
<i>Cause light wounds</i>	<i>Inflct light wounds</i>	<i>Detect invisibility</i>	<i>See invisibility</i>
<i>Cause serious wounds</i>	<i>Inflct serious wounds</i>	<i>Domination</i>	<i>Dominate person</i>
<i>Charm person or mammal</i>	<i>Charm person or animal</i>	<i>Enchanted weapon</i>	<i>Greater magic weapon</i>
<i>Clairaudience</i>	<i>Clairaudience/clairvoyance</i>	<i>Endure heat/endure cold</i>	<i>Endure elements</i>
<i>Clairvoyance</i>	<i>Clairaudience/clairvoyance</i>	<i>Ensnarement</i>	<i>Planar binding</i>
		<i>ESP</i>	<i>Detect thoughts</i>
		<i>Fog cloud</i>	<i>Obscuring mist</i>
		<i>Free action</i>	<i>Freedom of movement</i>
		<i>Giant insect</i>	<i>Giant vermin</i>
		<i>Hold undead</i>	<i>Halt undead</i>
		<i>Improved phantasmal force</i>	<i>Minor image</i>
		<i>Infravision</i>	<i>Darkvision</i>
		<i>Invisibility, 10' radius</i>	<i>Invisibility sphere</i>
		<i>Invisible stalker</i>	<i>Summon invisible stalker</i>
		<i>Item</i>	<i>Shrink item</i>
		<i>Locate animals or plants</i>	<i>Detect animals or plants</i>
		<i>Lower water</i>	<i>Control water</i>
		<i>Magic resistance</i>	<i>Spell resistance</i>
		<i>Messenger</i>	<i>Animal messenger</i>
		<i>Monster summoning I</i>	<i>Summon monster I</i>
		<i>Monster summoning II</i>	<i>Summon monster II</i>
		<i>Monster summoning III</i>	<i>Summon monster III</i>
		<i>Monster summoning IV</i>	<i>Summon monster IV</i>
		<i>Monster summoning V</i>	<i>Summon monster V</i>
		<i>Monster summoning VI</i>	<i>Summon monster VI</i>

<i>Monster summoning VII</i>	<i>Summon monster VII</i>
<i>Obscurement</i>	<i>Obscuring mist</i>
<i>Part water</i>	<i>Control water</i>
<i>Permanent illusion</i>	<i>Permanent image</i>
<i>Phantasmal force</i>	<i>Silent image</i>
<i>Programmed illusion</i>	<i>Programmed image</i>
<i>Protection from evil 10' radius</i>	<i>Magic circle against evil</i>
<i>Repel insects</i>	<i>Repel vermin</i>
<i>Resist fire/resist cold</i>	<i>Resist elements</i>
<i>Restoration</i>	<i>Greater restoration</i>
<i>Serten's spell immunity</i>	<i>Greater spell immunity</i>
<i>Shadow magic</i>	<i>Shadow evocation</i>
<i>Shadow monsters</i>	<i>Shadow conjuration</i>
<i>Silence 15' radius</i>	<i>Silence</i>
<i>Slow poison</i>	<i>Delay poison</i>
<i>Snake charm</i>	<i>Animal trance</i>
<i>Spiritual hammer</i>	<i>Spiritual weapon</i>
<i>Spectral force</i>	<i>Major image</i>
<i>Strength</i>	<i>Bull's strength</i>
<i>Succor</i>	<i>Refuge</i>
<i>Transport via plants</i>	<i>Tree stride</i>
<i>Tree</i>	<i>Tree shape</i>
<i>Turn wood</i>	<i>Repel wood</i>
<i>Unholy word</i>	<i>Blasphemy</i>
<i>Wizard eye</i>	<i>Arcane eye</i>
<i>Wizard lock</i>	<i>Arcane lock</i>
<i>Wizard mark</i>	<i>Arcane mark</i>
<i>Wraithform</i>	<i>Gaseous form</i>

Wizard Spells with New Schools

The wizard spells listed below have changed schools; spells that once belonged to multiple schools now belong to a single school.

Spell Name	Old	New
<i>Abi-Dalzim's horrid wilting*</i>	Alt., Nec.	Necromancy
<i>Astral spell*</i>	I/E	Necromancy
<i>Blindness</i>	I/P	Transmutation
<i>Cloudkill</i>	I/E	Conjuration
<i>Color spray</i>	Alt.	Illusion
<i>Dancing lights</i>	Alt.	Illusion
<i>Darkness, 15' radius*</i>	Alt.	Evocation
<i>Continual light*</i>	Alt.	Evocation
<i>Demand</i>	I/E, E/C	Enchantment
<i>Dream</i>	I/E, I/P	Illusion
<i>Enchanted weapon*</i>	E/C	Transmutation
<i>Energy drain</i>	I/E, Nec.	Necromancy
<i>Explosive runes</i>	Alt.	Abjuration
<i>Eyebite</i>	E/C, I/P	Transmutation
<i>Fabricate</i>	E/C, Alt.	Transmutation

<i>False vision</i>	Div.	Illusion
<i>Fear</i>	I/P	Necromancy
<i>Fire shield</i>	I/E, Alt.	Evocation
<i>Fire trap</i>	Abj., I/E	Abjuration
<i>Fog cloud</i>	Alt.	Conjuration
<i>Guards and wards</i>	I/P, Alt., E/C	Abjuration
<i>Gust of wind</i>	Alt.	Evocation
<i>Hold portal</i>	Alt.	Abjuration
<i>Incendiary cloud</i>	Alt., I/E	Conjuration
<i>Leomund's secret chest</i>	Alt., C/S	Conjuration
<i>Leomund's secure shelter</i>	Alt., E/C	Conjuration
<i>Leomund's tiny hut</i>	Alt.	Evocation
<i>Light</i>	Alt.	Evocation
<i>Limited wish</i>	C/S, I/E	Universal
<i>Magic mouth</i>	Alt.	Illusion
<i>Major creation</i>	I/P	Conjuration
<i>Minor creation</i>	I/P	Conjuration
<i>Mirage arcana</i>	I/P, Alt.	Illusion
<i>Mordenkainen's disjunction</i>	Alt., E/C	Abjuration
<i>Mordenkainen's magnificent mansion</i>	Alt., C/S	Conjuration
<i>Nightmare</i>	I/E, I/P	Illusion
<i>Otiluke's freezing sphere</i>	Alt., I/E	Evocation
<i>Otiluke's resilient sphere</i>	Alt., I/E	Evocation
<i>Otiluke's telekinetic sphere</i>	Alt., I/E	Evocation
<i>Permanency</i>	Alt.	Universal
<i>Phantom steed</i>	C/S, I/P	Conjuration
<i>Prismatic sphere</i>	Abj., C/S	Abjuration
<i>Prismatic spray</i>	C/S	Evocation
<i>Prismatic wall</i>	C/S	Evocation
<i>Project image</i>	Alt., I/P	Illusion
<i>Rainbow pattern</i>	Alt., I/P	Illusion
<i>Rary's telepathic bond</i>	Alt., Div	Divination
<i>Ray of enfeeblement</i>	E/C	Necromancy
<i>Read magic</i>	Div.	Universal
<i>Scare</i>	E/C	Necromancy
<i>Screen</i>	Div., I/P	Illusion
<i>Sequester</i>	I/P, Abj.	Abjuration
<i>Shadow walk</i>	I/P, E/C	Illusion
<i>Shield</i>	I/E	Abjuration
<i>Solid fog</i>	Alt.	Conjuration
<i>Stinking cloud</i>	I/E	Conjuration
<i>Stoneskin</i>	Alt.	Abjuration
<i>Succor*</i>	Alt., E/C	Transmutation
<i>Symbol</i>	C/S	Universal
<i>Tenser's transformation</i>	Alt., I/E	Transmutation
<i>Tongues</i>	Alt.	Divination
<i>Wall of iron</i>	I/E	Conjuration
<i>Wall of stone</i>	I/E	Conjuration

<i>Web</i>	I/E	Conjuration
<i>Whispering wind</i>	Alt., I/P	Transmutation
<i>Wind wall</i>	Alt.	Evocation
<i>Wish</i>	C/S	Universal
<i>Wizard eye</i>	Alt.	Divination
<i>Wizard lock</i>	Alt.	Abjuration
<i>Wizard mark</i>	Alt.	Universal
<i>Wraithform*</i>	Alt., I/P	Transmutation

Key: Alt. = Alteration; I/P = Illusion/Phantasm;

E/C = Enchantment/Charm;

C/S = Conjuration/Summoning;

Abj. = Abjuration; Nec. = Necromancy;

I/E = Invocation/Evocation; Div. = Greater Divination

*The spell has also been renamed. See the list of renamed spells above.

Converting Old Spells

It's usually fairly easy to convert an old spell to the new rules. Here's how:

School: Usually a spell's school remains unchanged. However, check the *PH* for a similar spell and assign the spell the same school (for example, healing spells and most wall spells are now part of the Conjuration school). Some schools have new, simplified names, as follows:

Old School Name	New School Name
Abjuration	Abjuration
Alteration	Alteration
Conjuration/Summoning	Conjuration
Enchantment/Charm	Enchantment
Divination	Divination
Greater Divination	Divination
Lesser Divination	Universal
Invocation/Evocation	Evocation
Necromancy	Necromancy

Subschool and Descriptor: Earlier versions of the game did not use subschool and descriptors. The easiest way to assign these is to find a similar spell in the *PH* and assign the spell the same subschool and descriptor.

Level: A spell's level usually remains unchanged.

Range: Compare the spell's old range listing to the table below. If the spell has a range that varies by level, use the value for the minimum level required to cast the spell. If the

spell has different ranges for indoor and outdoor casting, use the longer of the two ranges.

Old Range	New Range
0	Personal
Touch	Touch
0–30 yards	Close*
31–100 yards	Medium
101+ yards	Long
Unlimited	Unlimited



*Some spells have effects that radiate outward from the caster's body. If so, this will be mentioned in the spell's description. In such cases, convert the range to feet and leave it otherwise unchanged.

Components: These remain unchanged. Note that any material component that is not consumed during casting is now called a focus.

Duration: Compare the spell's old duration listing to the examples below. If the spell has a duration that varies by level, use the value for the minimum level required to cast the spell.

4 rounds or less: 1 round/caster level.

5 rounds or more, but still measured in rounds: 1 minute/caster level.

Any duration measured in turns: 10 minutes/caster level.

Any duration measured in hours or days: No change.

Permanent: Usually no change, but some spells that were previously listed as permanent are actually instantaneous. Compare the spell to a similar spell in the *PH* to be sure.

Instantaneous: No change.

Special: These spells last until something special occurs, such as the caster ceasing to concentrate, some external effect triggers the spell, or the subject makes a saving throw. The actual duration is explained in the spell description. Set the duration by comparing the spell to a similar spell in the *PH*. If you cannot find a similar spell, use the old duration as explained in the spell's description.

Casting Time: If the old casting time is less than 1 round, the spell's new casting time is 1 action. If the old casting time is 1 round or more, the casting time is unchanged unless the casting time is listed in turns. In that case, the new casting will be 10 minutes × the number of turns in the old casting time.

Area of Effect: This usually remains unchanged. The new edition of the D&D game

is much clearer about how some spells really work, particularly spells that affect only a limited number of targets within an area instead of everything within an area. Compare the spell description to the discussion of areas and effects in Chapter 10 of the *PH*. Comparing the spell to something similar in the *PH* will also help.

Saving Throw: Compare the spell's old saving throw listing to the table below:

Old Save Listing	New Save Listing
1/2	Half 1
Neg.	Negates or Disbelief 2
None	(Occurs rarely) 3



¹ Saves for half effect are Reflex saves unless the spell has some effect other than inflicting damage. If so, it will be a Will save.

² Saves to negate a spell's effect are Will or Fortitude saves. Will saves apply to mental effects. Fortitude saves apply to effects that cause the target's death or alteration (see the Saving Throws section in Chapter 10 of the *PH*). If the spell is part of the Illusion school, change "Neg" save to a save to disbelieve.

³ Very few spells in the new D&D game allow no save at all. If the spell has a range of Personal or Touch, leave a "None" save unchanged. If a spell has a range greater than touch, allow a save to negate.

Spell Resistance: This entry should be "Yes" unless the spell does not produce a direct effect on the recipient. If you have any doubts, compare the spell to a similar spell from the *PH*. The sections on Spell Resistance in Chapter 10 of the *PH* and Chapter 3 of the *DMG* also will be helpful.

Spell Description: This will remain largely unchanged. Spells that inflict damage according to the caster's level should have damage limits as shown on the table below:

Spell Level ¹	Max Damage (Single Target) ²	Max Damage (Multiple Targets) ³
1	5 dice	—
2	10 dice	5 dice
3	10 dice	10 dice
4	15 dice	10 dice
5	15 dice	15 dice
6	20 dice	15 dice
7	20 dice	20 dice
8	25 dice	20 dice
9	25 dice	25 dice

¹ For cleric spells, use the limit for a spell 1 level lower. The damage limit for a 1st-level cleric spell is 1 die.

² A single-target spell affects only one target or has its total damage divided among more than one target. For example, a magic missile spell can deliver 5 dice of damage to one target; it can affect more than one target, but its damage dice must be divided among them.

³ A multiple-target spell is capable of inflicting full damage on two or more targets simultaneously. For example, a fireball damages everything within its area of effect.

Spells You Shouldn't Convert

A few spells have been eliminated from the game altogether. These include *know alignment* and any arcane healing or curative spell.

Renamed Magic Items

The following items have new names in the new edition. The new names often reflect changes to the way the items work or simply better reflect what the items do:

Old Item Name	New Item Name
Bracers of defense	Bracers of armor
Cloak of displacement	Cloak of minor displacement
Cloak of protection	Cloak of resistance
Elven chain mail	Elven chain
Girdle of dwarvenkind	Belt of dwarvenkind
Girdle of giant strength	Belt of giant strength
Medallion of ESP	Medallion of thoughts
Oil of acid resistance	Potion of protection from elements (acid)
Philter of glibness	Potion of glibness
Philter of love	Potion of love
Philter of persuasiveness	Potion of charisma
Potion of clairaudience	Potion of clairaudience/clairvoyance
Potion of clairvoyance	Potion of clairaudience/clairvoyance
Potion of diminution	Potion of reduce
Potion of extra healing	Potion of cure serious wounds
Potion of giant strength	Potion of bull's strength
Potion of growth	Potion of enlarge
Potion of healing	Potion of cure light wounds
Potion of speed	Potion of haste
Ring of fire resistance	Ring of fire resistance (minor)
Ring of free action	Ring of freedom of movement
Ring of protection	Ring of deflection
Rod of passage	Staff of passage
Rod of resurrection	Staff of life
Scarab versus golems	Scarab, golembane
Staff of the serpent (viper)	Rod of the viper
Staff of the serpent (python)	Rod of the python
Staff of thunder and lightning	Rod of thunder and lightning
Staff of withering	Rod of withering

<i>Wand of earth and stone</i>	<i>Staff of earth and stone</i>
<i>Wand of enemy detection</i>	<i>Rod of enemy detection</i>
<i>Wand of fire</i>	<i>Staff of fire</i>
<i>Wand of flame extinguishing</i>	<i>Rod of flame extinguishing</i>
<i>Wand of frost</i>	<i>Staff of frost</i>
<i>Wand of magic detection</i>	<i>Wand of detect magic</i>
<i>Wand of metal and mineral detection</i>	<i>Rod of metal and mineral detection</i>
<i>Wand of negation</i>	<i>Rod of negation</i>
<i>Wand of size alteration</i>	<i>Staff of size alteration</i>
<i>Wand of wonder</i>	<i>Rod of wonder</i>

Converting Old Magic Items

It's usually easy to convert an old magic item to the new rules. Here's how:

Caster Level: Assign a caster level by determining the most powerful spell-like ability the item can produce and finding the lowest-level wizard (if the effect is arcane) or cleric (if the effect is divine) required to cast the spell. If the item has no spell-like abilities, find a similar item in the *DMG* and give your item that caster level.

Prerequisites: Check Chapter 5 of the *PH* to decide what feat is necessary to make the item. The DM will have to examine the item's powers and decide what spells they resemble most; these spells become prerequisites for the item.

Market Price: Find two or three similar items in the *DMG* and assign your item a similar price.

Magic Item Notes: Here are some guidelines for specific magic items.

Cloak of Protection: In the current rules, the proper name for this item is *cloak of deflection and resistance* (providing both a deflection bonus to Armor Class and a resistance bonus to saving throws). Some DMs may decide to make players choose between a *cloak of deflection* (AC) or a *cloak of resistance* (saves).

Girdles of Giant Strength: These items have become *belts of giant strength*. A *girdle of hill, stone, or frost giant strength* becomes a *minor belt of giant strength* (+4 to the wearer's Strength score). A *girdle of fire, cloud, or storm giant strength* becomes a *major belt of giant strength* (+6 to the wearer's Strength score).

Rods, Staffs, and Wands: All rods are items that have unique powers, not simply powers that duplicate spell effects. All staffs are multi-function items that store spells. All wands are

single-function items that store spells. If a staff or wand has a unique power, it is now a rod. If a rod or wand from an older version of the game produces multiple spell effects, it is now a staff. If a staff or rod can produce only one type of spell effect, it is now a wand. Rods, staffs, and wands have a maximum of 50 charges.

Items You Shouldn't Convert

A few items have been eliminated from the game altogether. These include any item that bestows a flat ability score or armor class. Ability boosting items should instead provide an ability bonus of +2 to +6. Protective items should provide an armor, natural armor, or deflection bonus of +1 to +6.

You need your DM's approval to use any item not in the new *DMG*.

MONSTERS

The *Monster Manual* contains the most popular creatures from earlier editions of the game and includes all the creatures featured in the *DMG*'s random encounter tables.

Converting Old Monsters

If one of your favorites isn't in the *Monster Manual*, you can convert an old monster to the new rules. Here's how:

Size and Type: Size categories from older versions of the rules do not match the current size categories. Study the old monster description and decide how big the creature really is (that is, the creature's actual height, length, or weight) and assign the creature a size using the information on creature sizes in the Introduction of the *MM*.

Assign the creature a type according to the information on creature types in the Introduction of the *MM*.

Hit Dice and Hit Points: The number of hit dice remains unchanged. Assign the creature a hit die type appropriate for its type. You'll find information on hit die type in the Advancement Limit section in the Introduction of the *MM*.

The creature's Constitution modifier applies to each Hit Die it has.

Initiative: Assign the creature an initiative bonus based on its Dexterity modifier (and possibly the Improved Initiative feat). See the



sections below on Ability Scores and Skills and Feats.

Speed: Multiply the creature's old movement rate by 2.5 feet and round up to the nearest multiple of 10. If the creature also has a climbing or swimming movement rate, the creature gets the Climb or Swim skill free. If the creature has a flying movement rate, you must also assign it a maneuverability class. See Movement in the Introduction of the *MM* for details on swimming, climbing, and flying.

Armor Class: Subtract the creature's old Armor Class from 20; this is the creature's AC for normal combat. In the current rules, the Armor Class entry also indicates how much of the

creature's AC comes from size, natural armor, and Dexterity. Calculate the creature's natural armor by subtracting the Dexterity modifier, the size modifier (from the Size section in the Introduction of the *MM*), and 10 more points from the normal AC value.

Attacks and Attack Bonus: List each of the creature's weapons and natural weapons along with the attack bonus the creature has for each. The creature's base attack bonus depends on its hit dice and type; see the Advancement Limit section in the Introduction of the *MM*. The creature's size, ability scores, and feats affect the attack bonus for each attack as described in the Attacks section in the Introduction of the *MM*.

Damage: Use the creature's old damage list-

ing, modified by its Strength score as explained in the Damage section in the Introduction of the *MM*.

Special Attacks: Use the special attacks listed in the creature's old description. If a special attack is described in the *MM* Introduction, use those rules. If the special attack is not described in the *MM* Introduction, find a creature with a similar ability in the *MM* and use those rules.

Special Defenses: Use the special defenses listed in the creature's old description. If a special defense is described in the Introduction of the *MM*, use those rules. If the special defense is not described in the Introduction of the *MM*, find a creature with a similar ability in the *MM* and use those rules.

Creatures Hit Only by Silver or Magical Weapons: This defense has become the damage reduction defense. The type of weapon that negates the damage reduction is the same as the weapon required to harm the creature in the older version of the game. Set the damage reduction at 10 points, or find two or three similar creatures in the *MM* and give the creature a similar damage reduction.

Magic Resistance: This is now called spell resistance. Divide the old magic resistance number by 5 and add the result to 11 to get the creature's spell resistance score.

Saving Throws: The creature's base save bonuses depend on its hit dice and type. See the Advancement Limit section in the Introduction of the *MM*. The creature's ability scores and feats affect the bonus for each save category.

Ability Scores: Look at two or three similar creatures from the *MM* and assign the creature similar ability scores.

In general, the larger the creature, the higher its Strength and Constitution scores should be. The faster the creature moves, the higher its Dexterity score should be.

You can use the creature's old Intelligence rating as a guideline for setting its Intelligence, Wisdom, and Charisma scores.

Skills and Feats: The number of skill points and feats the creature has available depends on its Hit Dice and type; see the Advancement Limit section in the Introduction of the *MM*. Assume that any skill you choose for the creature is a class skill (costing 1 skill point per rank).

Description: Use the old description.

Creatures that Affect Surprise: There are no surprise rolls in the new rules. If the creature is difficult to surprise, it should have a bonus to Spot and Listen checks (and a fairly good Wisdom score). If the creature is good at achieving surprise, it should have a bonus to Hide and Move Silently checks (and a fairly good Dexterity score).

Climate/Terrain: This usually remains unchanged, but always use the terms listed in the Climate/Terrain section in the Introduction of the *MM*.

Organization, Challenge Level,

and Treasure: Find two or three similar creatures in the *MM* and assign the creature a similar organization, challenge level, and treasure.

Alignment: Use the old listing.

Advancement Range: Most creatures can double their base Hit Dice.

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LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496



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