

# CONVERTING BASIC D&D MONSTERS TO THE 3<sup>RD</sup> EDITION RULES SYSTEM Revision 3

## INTRODUCTION

### WHY CONVERT?

I learned to play D&D a long time ago, back in the early 80s, using the Basic D&D Rules system. Not long afterward, I began to DM under those same rules. When my friends and I decided to jump straight from the Basic system into 3<sup>rd</sup> Edition, the transition wasn't a smooth one. Many rules were missing, others were changed, and still more were conjured from thin air. Most frustrating, however, was that all my favorite monsters in the Basic Rules system were missing.

We wrote this guide as a way of sharing how I do things in my campaign...to help out those DMs like myself who are struggling with the new system of rules. I am not trying to amend any rules in the 3<sup>rd</sup> Edition game, nor am I trying to thumb my nose at Dragon Magazine's recent articles on monster building. (The truth is, we had no idea Dragon magazine had even published an article on making monsters in the 3<sup>rd</sup> Edition rules system, until about 50 of you were kind enough to bring it to our attention.)

And another thing: ever since I posted this article on the Internet, I get at least 2 or 3 e-mails a day telling me how I am doing it wrong. Please, people. This set of rules was not written to "redefine" the way that Wizards of the Coast suggests you convert monsters. I am well aware of Dragon Magazine's article in Issue #276 and their CD in Issue # 284. The purpose of these conversion rules is to make life a little easier on DMs like myself out there, who are struggling with starting over in a new rules system, by putting all of the charts and graphs in one easy-to-use document. I am not trying to win a contest or make any money here.

### HOW TO CONVERT: A SABRE-TOOTHED TUTORIAL

Converting monsters from the Basic Dungeons & Dragons game into the 3<sup>rd</sup> Edition game (D20 system) is a complete pain in the neck. Armor class calculations were totally thrown out of whack, and the XP Values and awards were replaced altogether with a new tabular format. Attacks and damage, ability scores, and the elimination of half of the saving throws really complicated things.

There are many steps involved in converting a monster from the Basic rules system into the 3<sup>rd</sup> Edition, but the number of steps isn't the problem. The problem is, under the 3<sup>rd</sup> Edition rules there are stats that affect *other* stats, so if you change one number, several more can change as well. Keeping track of them all can get tedious. Which is why it is important to separate out the stats that change other stats first, and then plug the numbers in for the other stats second.

For the purposes of this tutorial, let's convert the Sabre-toothed Tiger (from the Rules Cyclopedia, page 163) to the 3<sup>rd</sup> Edition Rules.

### STEP 1: READ THE DESCRIPTION

Read the original monster stats and description carefully, and pay attention to the details. Copied word-for-word from the Rules Cyclopedia, page 163:

#### Cat, Great (Sabre-Toothed Tiger)

<b>Armor Class:</b>	6
<b>Hit Dice:</b>	8 (L)
<b>Move:</b>	150' (50')
<b>Attacks:</b>	2 claws/1 bite
<b>Damage:</b>	1d8/1d8/2d8
<b>No. Appearing:</b>	1d4 (1d4)
<b>Save As:</b>	F4
<b>Morale:</b>	10
<b>Treasure Type:</b>	U
<b>Intelligence:</b>	2
<b>Alignment:</b>	Neutral
<b>XP Value:</b>	650

*Monster Type:* Prehistoric Animal (Very Rare)

The "great cats" are large feline predators living in wilderness areas. They are cautious, normally only attacking their natural prey, small herd-beasts. They will avoid fights with humans and demihumans unless forced by extreme hunger, or when trapped with no escape route. Great cats rarely go deeply into caves and usually remember a quick escape route to the outdoors. Despite their shyness, they are very inquisitive and may follow a party out of curiosity. They will always chase a fleeing party.

Tigers are the largest of the commonly found great cats. They prefer cooler climates and wooded lands where their striped bodies offer some degree of camouflage. They often surprise their prey (1-4 on 1d6) when in woodlands.

Sabre-tooth tigers are the largest and most ferocious of the great cats. They have oversized fangs, from which they get their name. Sabre-tooth tigers are mostly extinct, except in "lost world" areas.

## STEP 2: CLASSIFY THE MONSTER

On page 5 of the 3<sup>rd</sup> Edition Monster Manual, you will find a list of classifications and their descriptions (aberration, animal, beast, etc.). Read the list carefully, and select the one that best fits the creature you are converting. This works much like the Character Classes do for player characters. Like Fighters and Rogues having different abilities, strengths, and weaknesses, so do the Animals and the Oozes.

In this instance, we would select “Beast.” This might cause you to ask questions like “Why not Animal?” True, sabre-tooths once walked the earth in which we live, that might present a favorable argument for the Animal classification. However, the sabre-tooth tiger was extinct at the dawn of recorded history, and that famous Dragon Magazine Issue #276 states that this would make the sabre-tooth tiger a Beast.

## STEP 3: DETERMINE THE MONSTER SIZE

The size of the monster will impact just about everything, so it is important to decide on its size first. Read the monster description, and decide which size best suits the monster you are converting. Then, use the following table to find any modifiers that size will impact. The sizes are best defined as follows:

**Fine:** something that would fit in a pill bottle (housefly, fleas, baby fish, soil bacteria, etc.) and weighing less than an ounce.

**Diminutive:** something that would fit in your pocket (mice, sparrows, tarantellas, mushrooms, etc.) and weighing 1 pound or less.

**Tiny:** something that would fit in your sock drawer (a turtle, snake, puppy, raven, or houseplant) and weighing less than 10 pounds.

**Small:** something that would fit in your bathtub (hunting dogs, halflings, shrubs, etc.) and weighing less than 60 pounds.

**Medium:** something that would fit in your closet (humans, wolves, wild boars, elves, and such), weighing less than 300 pounds.

**Large:** something that wouldn't fit in your car (tiger, or elk, or a small tree, or a horse) and weighing less than a ton.

**Huge:** something that wouldn't fit in your bedroom (elephant, giraffe, moose, and so forth) that weighs several tons.

**Gargantuan:** something that wouldn't fit in your entire house (a dragon, a whale, a brontosaurus, etc.) that weighs hundreds of tons.

**Colossal:** something that wouldn't fit on your property (like a battleship or the Apollo rocket) that weighs thousands of tons.

Size	Adjustments/Modifiers
Fine	+8 AC/Attack Modifier, 0 Natural Reach, ½' x ½' Face
Diminutive	+4 AC/Attack Modifier, 0 Natural Reach, 1' x 1' Face
Tiny	+2 AC/Attack Modifier, 0 Natural Reach, 2 ½' x 2 ½' Face
Small	+1 AC/Attack Modifier, 5' Natural Reach, 5' x 5' Face
Medium	0 AC/Attack Modifier, 5' Natural Reach, 5' x 5' Face
Large (tall)	-1 AC/Attack Modifier, 10' Natural Reach, 5' x 5' Face
Large (long)	-1 AC/Attack Modifier, 5' Natural Reach, 5' x 10' Face
Huge (tall)	-2 AC/Attack Modifier, 15' Natural Reach, 10' x 10' Face
Huge (long)	-2 AC/Attack Modifier, 10' Natural Reach, 15' x 15' Face
Gargantuan (tall)	-4 AC/Attack Modifier, 20' Natural Reach, 20' x 20' Face
Gargantuan (long)	-4 AC/Attack Modifier, 15' Natural Reach, 30' x 30' Face
Colossal (tall)	-8 AC/Attack Modifier, 25' Natural Reach, 40' x 40' Face
Colossal (long)	-8 AC/Attack Modifier, 15' Natural Reach, 40' x 80' Face

Record any modifiers that apply for the converted monster on some scrap paper. More info on Size can be found on page 5 of the Monster Manual. Using these descriptions, we would classify the Sabre-Toothed Tiger as “Large.”

#### STEP 4: LOOK FOR TYPE MODIFIERS

Some monsters are made of fire, others are resistant to cold, and a few are made out of vapor. All of these are type modifiers, and can have some dramatic impacts on the monster's stats. Check the monster's description to see if the monster you are converting fits any of the types mentioned on Page 6 of the Monster Manual. According to the guidelines in the Monster Manual, our Sabre-tooth tiger has no type mods.

#### STEP 5: RECORD THE THINGS THAT DON'T CHANGE

Thankfully, not everything about your old favorite monster will get changed when converting it over to the 3<sup>rd</sup> Edition rules. Print out the Monster Sheet at the back of this guide, and sharpen your pencil. Copy the following items straight across from the old monster description to the new sheet:

1. Movement rate (the number in parenthesis)
2. Number and types of attacks
3. Number Appearing

**Speed:** 50'

**Attacks:** 2 claws, 1 bite

**Organization:** 1-4

#### STEP 6: CONSULT THE TABLES

Now that we know the monster's type and size, we can figure its Hit Dice, Attacks, Damages, Saves, and all kinds of stuff. To use the table below, first find your monster's type in the column to the left. Then find its size, and read the chart across. It will give you all kinds of information about your converted monster: the size and number of Hit Dice, the Attack Bonuses, damage rolls, and so forth.

*Hit Dice:* This is the type of die that you roll to determine the monster's hit points.

*# of Hit Dice:* this is the number of times you would roll the Hit Dice (or for very small monsters, a range of hit points). This is also the equivalent of the monster's "level." (1 and 2 hp. monsters count as ¼ HD monsters.) It is a good practice to keep the original number of Hit Dice that the Basic D&D version of the monster once had, if possible.

*Extra Hit Dice:* When a range of hit dice is given (like 4-16, for example), you subtract the number of Hit Dice that the monster has from the lowest score in that range. The result is the number of "extra" hit dice of that size. For example, a huge animal with 12 Hit Dice would have 8 "extra" hit dice (since the range is 4-16, and 12 minus 4 equals 8).

*Attack Bonus:* This tells you which set of attack bonuses the monster can use on the attack bonus table (Page 22 of the Players Handbook).

*Good Saving Throws:* In a bit, you will notice two different numbers on the Save Throw chart (page 22 of the Players Handbook). You will always use the lower number for any save throw NOT mentioned here. So if "Fort" is listed in this category, you would use the higher number for "Fort" on the Save Throw chart.

*Skill Points:* Sorry about the algebra, but you will need to solve this equation to determine how many skill points your monster gets to enjoy during combat.

*Feats:* Another equation, this time to determine how many Feats your monster gets to play with (Feats are listed and described in great detail on Pages 79-86 of the Players Handbook).

*Abilities, Etc:* This part of the table outlines any special gifts the monster has, like darkvision or immunity to sleep spells.

*Str, Dex, Con:* This is the range of values for Strength, Dexterity, and Constitution that the monster can have. Pretend that these are average values for a monster of that size, and use your own judgement when selecting a number in that range that best fits your converted monster (if your monster is stronger than other monsters its size, then use a higher number, etc.).

*Slam:* Use this damage amount for any blunt attack that is not done with a weapon (punch, kick, butt, etc.).

*Bite:* If the monster has a bite attack, you would use this roll to determine its damage.

*Claw:* If the monster has a claw, two claws, or a dozen claws, they each do this amount of damage.

*Gore:* If the monster has a horn, a set of horns, or some antlers, the attack with these natural weapons would do this much damage.

## Creature Type Tables

<b>Aberration</b> <b>Hit Dice:</b> d8 <b>Attack Bonus:</b> as Cleric <b>Good Save Throws:</b> Will <b>Skill Points:</b> 2 x Int score (+2 per extra HD) <b>Feats:</b> Int. bonus (+ ¼ per extra HD)	Abilities, Etc.	Size	Str.	Dex.	Con.	# of Hit Dice	Slam	Bite	Claw	Gore
	Darkvision 60'	Fine	1	22-23	10-11	1 hp	-	1d2	-	1
		Diminutive	1	20-21	10-11	1-2 hp	-	1d3	1	1d2
		Tiny	2-3	18-19	10-11	¼ - ½	1	1d4	1d2	1d3
		Small	6-7	16-17	10-11	½ - 1	1d2	1d6	1d3	1d4
		Medium	10-11	14-15	12-13	1-2	1d3	2d4	1d4	1d6
		Large	18-19	12-13	16-17	2-4	1d4	2d6	1d6	2d4
		Huge	26-27	12-13	20-21	4-16	1d6	2d8	2d4	2d6
		Gargantuan	34-35	10-11	24-25	16-32	1d8	4d6	2d6	2d8
		Colossal	42-43	10-11	28-29	32+	2d6	4d8	2d8	4d6

<b>Animal</b> <b>Hit Dice:</b> d8 <b>Attack Bonus:</b> as Cleric <b>Good Save Throws:</b> Fort or Reflex <b>Skill Points:</b> 10-15 <b>Feats:</b> None	Abilities, Etc.	Size	Str.	Dex.	Con.	# of Hit Dice	Slam	Bite	Claw	Gore
	Intelligence = 1 or 2 (2 for predators)	Fine	1	22-23	10-11	1 hp	-	1	-	1
		Diminutive	1	20-21	10-11	1-2 hp	-	1d2	1	1d2
		Tiny	2-3	18-19	10-11	¼ - ½	1	1d3	1d2	1d3
		Small	6-7	16-17	10-11	½ - 1	1d2	1d4	1d3	1d4
		Medium	10-11	14-15	12-13	1-2	1d3	1d6	1d4	1d6
		Large	18-19	12-13	16-17	2-4	1d4	2d4	1d6	2d4
		Huge	26-27	12-13	20-21	4-16	1d6	2d6	2d4	2d6
		Gargantuan	34-35	10-11	24-25	16-32	1d8	2d8	2d6	2d8
		Colossal	42-43	10-11	28-29	32+	2d6	4d6	2d8	4d6

<b>Beast</b> <b>Hit Dice:</b> d10 <b>Attack Bonus:</b> as Cleric <b>Good Save Throws:</b> Fort and Reflex <b>Skill Points:</b> 2 x Int score (+2 per extra HD) <b>Feats:</b> None	Abilities, Etc.	Size	Str.	Dex.	Con.	# of Hit Dice	Slam	Bite	Claw	Gore
	Low-light vision	Fine	1	22-23	10-11	1 hp	-	1	-	1
		Diminutive	1	20-21	10-11	1-2 hp	-	1d2	1	1d2
	Darkvision 60'	Tiny	2-3	18-19	10-11	¼ - ½	1	1d3	1d2	1d3
		Small	6-7	16-17	10-11	½ - 1	1d2	1d4	1d3	1d4
		Medium	10-11	14-15	12-13	1-2	1d3	1d6	1d4	1d6
		Large	18-19	12-13	16-17	2-4	1d4	2d4	1d6	2d4
		Huge	26-27	12-13	20-21	4-16	1d6	2d6	2d4	2d6
		Gargantuan	34-35	10-11	24-25	16-32	1d8	2d8	2d6	2d8
		Colossal	42-43	10-11	28-29	32+	2d6	4d6	2d8	4d6

<b>Construct</b> <b>Hit Dice:</b> d10 <b>Attack Bonus:</b> as Cleric <b>Good Save Throws:</b> None <b>Skill Points:</b> None <b>Feats:</b> None	Abilities, Etc.	Size	Str.	Dex.	Con.	# of Hit Dice	Slam	Bite	Claw	Gore
	See page 5 of the Monster Manual for immunities and resistances.	Fine	4-5	18-19	0	1 hp	1	-	-	1
		Diminutive	6-7	16-17	0	1-2 hp	1d2	-	1	1d2
		Tiny	8-9	14-15	0	¼ - ½	1d3	1	1d2	1d3
		Small	10-11	12-13	0	½ - 1	1d4	1d2	1d3	1d4
		Medium	12-13	10-11	0	1-2	1d6	1d3	1d4	1d6
		Large	20-21	10-11	0	2-4	2d4	1d4	1d6	2d4
		Huge	28-29	8-9	0	4-16	2d6	1d6	2d4	2d6
		Gargantuan	32-33	6-7	0	16-32	2d8	1d8	2d6	2d8
		Colossal	36-37	4-5	0	32+	4d6	2d6	2d8	4d6

<b>Dragon</b> <b>Hit Dice:</b> d12 <b>Attack Bonus:</b> as Fighter <b>Good Save Throws:</b> Fort, Ref, Will <b>Skill Points:</b> 6 / Hit Dice (Int. modifier applies per Hit Die) <b>Feats:</b> 1 (+ ¼ per extra Hit Die)	Abilities, Etc.	Size	Str.	Dex.	Con.	# of Hit Dice	Slam	Bite	Claw	Gore
	Immune to sleep and paralysis.	Fine	2-3	14-15	10-11	1-2	-	1d2	1	1
		Diminutive	6-7	12-13	10-11	1-3	-	1d3	1d2	1d2
		Tiny	10-11	10-11	12-13	3-6	-	1d4	1d3	1d3
	Low-light vision.	Small	12-13	10-11	12-13	4-9	-	1d6	1d4	1d4
		Medium	14-15	10-11	14-15	7-13	1d4	1d8	1d6	1d6
		Large	18-19	10-11	16-17	10-21	1d6	2d6	1d8	1d8
	Darkvision 60'	Huge	26-27	10-11	20-21	19-33	1d8	2d8	2d6	2d6
		Gargantuan	34-35	10-11	24-25	27-38	2d6	4d6	2d8	2d8
		Colossal	42-43	10-11	28-29	38+	2d8	4d8	4d6	4d6

<b>Elemental</b> <b>Hit Dice:</b> d8 <b>Attack Bonus:</b> as Cleric <b>Good Save Throws:</b> Ref (air or fire) Fort (earth or water) <b>Skill Points:</b> 2 x Int score (+2 per extra HD) <b>Feats:</b> Int. bonus (+ ¼ per extra HD)	<b>Abilities, Etc.</b>	<b>Size</b>	<b>Str.**</b>	<b>Dex.*</b>	<b>Con.</b>	<b># of Hit Dice</b>	<b>Slam</b>	<b>Bite</b>	<b>Claw</b>	<b>Gore</b>
	Immune to poison, sleep, paralysis, and stunning.	Fine	4-5	18-19	10-11	1 hp	1	1	-	-
		Diminutive	6-7	16-17	10-11	1-2 hp	1d2	1d2	1	-
		Tiny	8-9	14-15	10-11	¼ - ½	1d3	1d3	1d2	1
		Small	10-11	12-13	10-11	½ - 1	1d4	1d4	1d3	1d2
	Not subject to critical hits or flanking.	Medium	12-13	10-11	12-13	1-2	1d6	1d6	1d4	1d3
		Large	20-21	10-11	16-17	2-4	1d8	1d8	1d6	1d4
		Huge	24-25	8-9	20-21	4-16	2d6	2d6	1d8	1d6
	Darkvision 60'	Gargantuan	28-29	6-7	24-25	16-32	2d8	2d8	2d6	1d8
		Colossal	32-33	4-5	28-29	32+	4d6	4d6	2d8	2d6
* Dex: Add 2 to this total for Air-based elementals, and subtract 2 for Earth-based elementals. ** Str: Add 2 to this total for Earth-based elementals, and subtract 2 for Air-based elementals.										

<b>Fey</b> <b>Hit Dice:</b> d6 <b>Attack Bonus:</b> as Wizard <b>Good Save Throws:</b> Ref and Will <b>Skill Points:</b> 3 x Int score (+2 per extra HD) <b>Feats:</b> 1 + Int. bonus (+ ¼ per extra HD)	<b>Abilities, Etc.</b>	<b>Size</b>	<b>Str.**</b>	<b>Dex.*</b>	<b>Con.</b>	<b># of Hit Dice</b>	<b>Slam</b>	<b>Bite</b>	<b>Claw</b>	<b>Gore</b>
Low-light vision		Fine	1	22-23	10-11	1 hp	-	-	-	1
		Diminutive	1	20-21	10-11	1-2 hp	-	1	1	1d2
		Tiny	2-3	18-19	10-11	¼ - ½	1	1d2	1d2	1d3
		Small	6-7	16-17	10-11	½ - 1	1d2	1d3	1d3	1d4
		Medium	10-11	12-13	10-11	1-2	1d3	1d4	1d4	1d6
		Large	14-15	12-13	12-13	2-4	1d4	1d6	1d6	1d8
		Huge	18-19	12-13	14-15	4-16	1d6	1d8	2d4	2d6
		Gargantuan	22-23	10-11	16-17	16-32	1d8	2d6	2d6	2d8
		Colossal	26-27	10-11	18-19	32+	2d6	2d8	2d8	4d6

<b>Giant</b> <b>Hit Dice:</b> d8 <b>Attack Bonus:</b> as Cleric <b>Good Save Throws:</b> Fort <b>Skill Points:</b> 6 + Int modifier (+ ¼ per extra Hit Die) <b>Feats:</b> 1 + Int. bonus (+ ¼ per extra HD)	<b>Abilities, Etc.</b>	<b>Size</b>	<b>Str.**</b>	<b>Dex.*</b>	<b>Con.</b>	<b># of Hit Dice</b>	<b>Slam</b>	<b>Bite</b>	<b>Claw</b>	<b>Gore</b>
Darkvision 60'  Proficient with all simple weapons and weapons listed in their description.		Fine	1	12-13	10-11	1 hp	-	-	-	1
		Diminutive	1	12-13	10-11	1-2 hp	-	1	1	1d2
		Tiny	2-3	10-11	10-11	¼ - ½	1	1d2	1d2	1d3
		Small	6-7	10-11	10-11	½ - 1	1d2	1d3	1d3	1d4
		Medium	14-15	10-11	12-13	1-2	1d3	1d4	1d4	1d6
		Large	20-21	8-9	14-15	2-4	1d4	1d6	1d6	1d8
		Huge	24-25	8-9	18-19	4-16	1d6	1d8	2d4	2d6
		Gargantuan	28-29	8-9	22-23	16-32	1d8	2d6	2d6	2d8
		Colossal	32-33	6-7	26-27	32+	2d6	2d8	2d8	4d6

<b>Humanoid</b> <b>Hit Dice:</b> d8 <b>Attack Bonus:</b> as Cleric <b>Good Save Throws:</b> Any 1 (usually Reflex) <b>Skill Points:</b> 6 + Int modifier (+ 1 per extra Hit Die) <b>Feats:</b> 1 + Int. bonus (+ ¼ per extra HD)	<b>Abilities, Etc.</b>	<b>Size</b>	<b>Str.**</b>	<b>Dex.*</b>	<b>Con.</b>	<b># of Hit Dice</b>	<b>Slam</b>	<b>Bite</b>	<b>Claw</b>	<b>Gore</b>
Every humanoid must have a type modifier (elf, goblinoid, etc.)  Proficient with all simple weapons and all weapons mentioned in their description.		Fine	1	12-13	10-11	1 hp	-	-	-	1
		Diminutive	1	12-13	10-11	1-2 hp	-	1	1	1d2
		Tiny	2-3	10-11	10-11	¼ - ½	1	1d2	1d2	1d3
		Small	6-7	10-11	10-11	½ - 1	1d2	1d3	1d3	1d4
		Medium	10-11	10-11	10-11	1-2	1d3	1d4	1d4	1d6
		Large	14-15	8-9	14-15	2-4	1d4	1d6	1d6	1d8
		Huge	18-19	8-9	18-19	4-16	1d6	1d8	2d4	2d6
		Gargantuan	22-23	6-7	22-23	16-32	1d8	2d6	2d6	2d8
		Colossal	26-27	4-5	26-27	32+	2d6	2d8	2d8	4d6

<b>Magical Beast</b> <b>Hit Dice:</b> d10 <b>Attack Bonus:</b> as Fighter <b>Good Save Throws:</b> Fort and Ref <b>Skill Points:</b> 2 x Int score (+ 1 per extra Hit Die) <b>Feats:</b> 1 + Int. bonus (+ ¼ per extra HD)	<b>Abilities, Etc.</b>	<b>Size</b>	<b>Str.**</b>	<b>Dex.*</b>	<b>Con.</b>	<b># of Hit Dice</b>	<b>Slam</b>	<b>Bite</b>	<b>Claw</b>	<b>Gore</b>
Darkvision 60'  Low-light vision		Fine	1	22-23	10-11	1 hp	-	1	-	1
		Diminutive	1	20-21	10-11	1-2 hp	-	1d2	1	1d2
		Tiny	2-3	18-19	10-11	¼ - ½	1	1d3	1d2	1d3
		Small	6-7	16-17	10-11	½ - 1	1d2	1d4	1d3	1d4
		Medium	10-11	14-15	12-13	1-2	1d3	1d6	1d4	1d6
		Large	18-19	12-13	16-17	2-4	1d4	1d8	1d6	1d8
		Huge	26-27	12-13	20-21	4-16	1d6	2d6	2d4	2d6
		Gargantuan	34-35	10-11	24-25	16-32	1d8	2d8	2d6	2d8
		Colossal	42-43	10-11	28-29	32+	2d6	4d6	2d8	4d6

<b>Monstrous Humanoid</b> <b>Hit Dice:</b> d8 <b>Attack Bonus:</b> as Fighter <b>Good Save Throws:</b> Ref and Will <b>Skill Points:</b> 2 x Int score (+ 2 per extra Hit Die) <b>Feats:</b> 1 + Int. bonus (+ ¼ per extra HD)	Abilities, Etc.	Size	Str.**	Dex.*	Con.	# of Hit Dice	Slam	Bite	Claw	Gore
	Darkvision 60'  Proficient with all simple weapons and any weapons listed in their description.	Fine	1	22-23	10-11	1 hp	-	-	-	1
		Diminutive	1	20-21	10-11	1-2 hp	-	1	1	1d2
		Tiny	2-3	18-19	10-11	¼ - ½	1	1d2	1d2	1d3
		Small	6-7	16-17	10-11	½ - 1	1d2	1d3	1d3	1d4
		Medium	10-11	12-13	10-11	1-2	1d3	1d4	1d4	1d6
		Large	18-19	12-13	12-13	2-4	1d4	1d6	1d6	1d8
		Huge	26-27	12-13	14-15	4-16	1d6	1d8	2d4	2d6
		Gargantuan	34-35	10-11	16-17	16-32	1d8	2d6	2d6	2d8
		Colossal	42-43	10-11	18-19	32+	2d6	2d8	2d8	4d6

<b>Ooze</b> <b>Hit Dice:</b> d10 <b>Attack Bonus:</b> as Cleric <b>Good Save Throws:</b> None <b>Skill Points:</b> None <b>Feats:</b> None	Abilities, Etc.	Size	Str.**	Dex.*	Con.	# of Hit Dice	Slam	Bite	Claw	Gore
	See Page 6 of the Monster Manual for immunities and bonus hit points by size.	Fine	4-5	18-19	10-11	1 hp	1	1	-	-
		Diminutive	6-7	16-17	10-11	1-2 hp	1d2	1d2	1	-
		Tiny	8-9	14-15	10-11	¼ - ½	1d3	1d3	1d2	1
		Small	10-11	12-13	10-11	½ - 1	1d4	1d4	1d3	1d2
		Medium	12-13	10-11	10-11	1-2	1d6	1d6	1d4	1d3
		Large	20-21	10-11	14-15	2-4	1d8	1d8	1d6	1d4
		Huge	24-25	8-9	18-19	4-16	2d6	2d6	2d4	1d6
		Gargantuan	28-29	6-7	22-23	16-32	2d8	2d8	2d6	1d8
		Colossal	32-33	4-5	26-27	32+	4d6	4d6	2d8	2d6

<b>Outsider</b> <b>Hit Dice:</b> d8 <b>Attack Bonus:</b> as Fighter <b>Good Save Throws:</b> All <b>Skill Points:</b> 8 per Hit Die (Int. modifier applies per Hit Die.) <b>Feats:</b> 1 (+ ¼ per extra Hit Die)	Abilities, Etc.	Size	Str.**	Dex.*	Con.	# of Hit Dice	Slam	Bite	Claw	Gore
	Darkvision 60'  Cannot be <i>raised</i> or <i>resurrected</i> , but a <i>wish</i> or <i>miracle</i> will restore one to life.	Fine	4-5	18-19	10-11	1 hp	1	1	-	-
		Diminutive	6-7	16-17	10-11	1-2 hp	1d2	1d2	1	-
		Tiny	8-9	14-15	10-11	¼ - ½	1d3	1d3	1d2	1
		Small	10-11	12-13	10-11	½ - 1	1d4	1d4	1d3	1d2
		Medium	12-13	10-11	12-13	1-2	1d6	1d6	1d4	1d3
		Large	20-21	10-11	16-17	2-4	1d8	1d8	1d6	1d4
		Huge	28-29	8-9	20-21	4-16	2d6	2d6	2d4	1d6
		Gargantuan	32-33	6-7	24-25	16-32	2d8	2d8	2d6	1d8
		Colossal	36-37	4-5	28-29	32+	4d6	4d6	2d8	2d6

<b>Plant</b> <b>Hit Dice:</b> d8 <b>Attack Bonus:</b> as Cleric <b>Good Save Throws:</b> Fort <b>Skill Points:</b> None <b>Feats:</b> None	Abilities, Etc.	Size	Str.**	Dex.*	Con.	# of Hit Dice	Slam	Bite	Claw	Gore
	Immune to mental influences, poison, paralysis, and stun.  Plants either have low-light vision, or are blind with the blindsight quality.	Fine	4-5	18-19	10-11	1 hp	1	-	-	1
		Diminutive	6-7	16-17	10-11	1-2 hp	1d2	-	1	1d2
		Tiny	8-9	14-15	10-11	¼ - ½	1d3	1	1d2	1d3
		Small	10-11	12-13	10-11	½ - 1	1d4	1d2	1d3	1d4
		Medium	12-13	10-11	12-13	1-2	1d6	1d3	1d4	1d6
		Large	20-21	10-11	16-17	2-4	1d8	1d4	1d6	1d8
		Huge	28-29	8-9	20-21	4-16	2d6	1d6	2d4	2d6
		Gargantuan	32-33	6-7	24-25	16-32	2d8	1d8	2d6	2d8
		Colossal	36-37	4-5	28-29	32+	4d6	2d6	2d8	4d6

<b>Shapechanger</b> <b>Hit Dice:</b> d8 <b>Attack Bonus:</b> as Cleric <b>Good Save Throws:</b> All <b>Skill Points:</b> 2 x Int score (+ 2 per extra Hit Die) <b>Feats:</b> 1 + Int. bonus (+ ¼ per extra HD)	Abilities, Etc.	Size	Str.**	Dex.*	Con.	# of Hit Dice	Slam	Bite	Claw	Gore
	Darkvision 60'	Fine	4-5	18-19	10-11	1 hp	1	1	-	-
		Diminutive	6-7	16-17	10-11	1-2 hp	1d2	1d2	1	-
		Tiny	8-9	14-15	10-11	¼ - ½	1d3	1d3	1d2	1
		Small	10-11	12-13	10-11	½ - 1	1d4	1d4	1d3	1d2
		Medium	12-13	10-11	12-13	1-2	1d6	1d6	1d4	1d3
		Large	20-21	10-11	16-17	2-4	1d8	1d8	1d6	1d4
		Huge	28-29	8-9	20-21	4-16	2d6	2d6	2d4	1d6
		Gargantuan	32-33	6-7	24-25	16-32	2d8	2d8	2d6	1d8
		Colossal	36-37	4-5	28-29	32+	4d6	4d6	2d8	2d6

Undead	Abilities, Etc.	Size	Str.**	Dex.*	Con.	# of Hit Dice	Slam	Bite	Claw	Gore
<b>Hit Dice:</b> d12 <b>Attack Bonus:</b> as Wizard <b>Good Save Throws:</b> Will <b>Skill Points:</b> 3 x Int score (+ 2 per extra Hit Die) <b>Feats:</b> 1 + Int. bonus (+ ¼ per extra HD)	See page 6 of the Monster Manual for resistances, immunities, and other special abilities.	Fine	4-5	18-19	-	1 hp	1	1	-	-
		Diminutive	6-7	16-17	-	1-2 hp	1d2	1d2	1	-
		Tiny	8-9	14-15	-	¼ - ½	1d3	1d3	1d2	1
		Small	10-11	12-13	-	½ - 1	1d4	1d4	1d3	1d2
		Medium	12-13	10-11	-	1-2	1d6	1d6	1d4	1d3
		Large	20-21	10-11	-	2-4	1d8	1d8	1d6	1d4
		Huge	28-29	8-9	-	4-16	2d6	2d6	2d4	1d6
		Gargantuan	32-33	6-7	-	16-32	2d8	2d8	2d6	1d8
		Colossal	36-37	4-5	-	32+	4d6	4d6	2d8	2d6

Vermin	Abilities, Etc.	Size	Str.**	Dex.*	Con.	# of Hit Dice	Slam	Bite	Claw	Gore
<b>Hit Dice:</b> d8 <b>Attack Bonus:</b> as Cleric <b>Good Save Throws:</b> Fort <b>Skill Points:</b> 10-12 <b>Feats:</b> None	See page 6 of the Monster Manual for resistances, abilities, and poison DC bonuses.	Fine	1	12-13	10-11	1 hp	-	1	-	1
		Diminutive	1	12-13	10-11	1-2 hp	-	1d2	1	1d2
		Tiny	2-3	10-11	10-11	¼ - ½	1	1d3	1d2	1d3
		Small	6-7	10-11	10-11	½ - 1	1d2	1d4	1d3	1d4
		Medium	10-11	10-11	12-13	1-2	1d3	1d6	1d4	1d6
		Large	18-19	8-9	14-15	2-4	1d4	1d8	1d6	1d8
		Huge	26-27	8-9	18-19	4-16	1d6	2d6	2d4	2d6
		Gargantuan	34-35	6-7	22-23	16-32	1d8	2d8	2d6	2d8
		Colossal	42-43	6-7	26-27	32+	2d6	4d6	2d8	4d6

There. Now we write down all of the above stats for our Sabre-Tooth tiger (a Large Beast), and we start figuring out the other details.

#### STEP 7: ASSIGN ABILITY SCORES

Selecting the correct ability scores is the single most important step in monster conversion. It is difficult, because monsters in the Basic Rules did not have any at all (except for Intelligence, which was introduced in the Rules Cyclopedia).

By using the charts above, we select Strength, Dexterity, and Constitution based on its size, and its Intelligence score comes from its Beast description (since Sabre-tooth tigers are predatory, they have an Int. of 2). But what about other ability scores, like Charisma?

There are several ways to handle this, but I find that the easiest way is to use a “seed monster.” Find a monster in the 3<sup>rd</sup> Edition Monster Manual that is the same classification and same size as the monster we are converting (preferably one of the same body shape and fighting style), and use its ability scores as a starting point. So for the purposes of this conversion, I selected the Tiger (from the 3<sup>rd</sup> Edition Monster Manual, page 203) as a “seed” for ability scores...the tiger is roughly the same size and body type as the sabre-toothed tiger we are converting, and has almost the same attacks.

Tiger:

Str. 23, Dex. 15, Con. 17, Int. 2, Wis. 12, Cha. 6

Sabre-Toothed Tiger:

**Abilities:** Str. 25, Dex. 13, Con. 16, Int. 2, Wis. 12, Cha. 6

See how we borrowed the Wisdom and Charisma scores from its “normal” cousin? We have no reason to believe that a Sabre-tooth tiger would be any wiser or more charismatic than any other tiger, so we didn’t modify the numbers...this might not always be the case, so ask yourself what makes your monster different from the “seed” monster you selected, and adjust the scores as needed. For this example, the Sabre-Tooth tiger is almost certainly stronger than its cousin...so we will copy the seed monster’s Strength score and add 2 or 3 to it, in spite of what the chart says it should be.

#### STEP 8: ASSIGN ABILITY SCORE ADJUSTMENTS

Just like player characters, monsters benefit from (or suffer from) their ability scores. Using the tables found on pages 8-10 of the 3<sup>rd</sup> Edition Players Handbook, apply any and all adjustments on the scrap paper based on the creature’s score. It is recommended that you follow the guidelines in the Monster Manual (or that famous Dragon Magazine article) for applying these bonuses to save throws and other aspects of the game.

Strength: +7  
Dexterity: +1  
Constitution: +3  
Intelligence: -4  
Wisdom: +1  
Charisma: -2

### STEP 9: DETERMINE ARMOR CLASS

To figure the new monster's armor class, subtract the old armor class from 9. This is the new monster's natural armor class most of the time, but like most things, there is always an exception. Some monsters in the Basic Rules owe their low armor class to their size, or their speed, or their skin, or any combinations of the three. On these occasions, you should use your judgement. If this gives you obviously wrong results (like a Large Dragon with an armor class of 12), you could always consult your "seed" monster for a rough idea.

To figure out the monster's total armor class bonus, you should take the natural armor class from above and add the size modifier, then add the dexterity modifier. Finally, add 10.

Armor Class = natural AC + size modifier + dex modifier + 10

So, we've got the Sabre-Tooth's armor class figured out:

**Armor Class:** 14 (-1 size, +2 Dex, +3 natural)

### STEP 10: DETERMINE HIT DICE

The size and number of Hit Dice can be read from the chart above. For a Large Beast, we get a range of 2 to 4 Hit Dice, and since the original monster in the Basic Rules had 8 Hit Dice, we will use the higher of the two numbers on the chart...4. (Some people prefer to just copy the original number of hit dice from the Basic D&D monster, which is fine in most cases. For the purposes of this tutorial, however, we will use the Hit Dice range mentioned on the chart.)

Now that we have the dice roll, we need to figure any bonuses or penalties that might apply. To do this, take the creature's Hit Dice and multiply it by its Constitution adjustment. Since  $4 \times 3 = 12$ , we will record a +12 next to the hit dice of the Sabre-Toothed Tiger.

**Hit Dice:** 4d10+12

### STEP 11: ATTACKS

Copy the number and type of attacks from the old monster directly over to the 3<sup>rd</sup> Edition monster. Monsters, like characters, become better fighters as they advance, so the "level" of the monster will also give it a Base Attack Bonus like a character.

To figure a monster's Base Attack Bonus, refer to Page 22 of the 3<sup>rd</sup> Edition Players Handbook. According to the table above, Beasts fight like Clerics...so we look on the "Base Save and Base Attack Bonuses" table for a 4<sup>th</sup> level Cleric (because the Sabre-tooth tiger has 4 Hit Dice), and we find the following:

Class Level	Base Save Bonus	Cleric, Druid, Rogue, Bard, or Monk Base Attack Bonus
4	+1 / +3	+3

Once we have the Base Attack Bonus (which is 3, in this example), we add it to the Strength modifier (if it is a melee attack), or the Dexterity modifier (if it is a ranged attack). Finally, we add the size modifier, and we have its complete attack bonus...for its primary attack (the claws). Its second attack is at a -5 penalty (just like a 4<sup>th</sup> level Cleric using two weapons at once suffers a -5 penalty to her off-hand). So, for our Sabre-Toothed Tiger, the attacks would read:

Attack bonus = Base attack bonus + ability mods + size mods

**Attacks:** 2 claws +9 melee, 1 bite +3 melee.

### STEP 12: DAMAGE

Damage is copied directly from the chart. For melee attacks, add the creature's strength adjustment to the roll, and for ranged attacks, add the creature's dexterity adjustment...just like a player character. Damage for secondary attacks get only half of the strength bonus.

**Damage:** 1d6+7 melee (claw), 1d8+3 melee (bite)

### STEP 13: FACE/REACH

This number comes straight from the size chart.

**Face/Reach:** 5' x 10' / 5'

#### STEP 14: SPECIAL ATTACKS

In the Basic D&D monster description, you will find some special attacks outlined (like poison, spells, blindness, disease, or energy drain) for certain monsters. List them here, and then look up the details on them on Pages 8-9 of the 3<sup>rd</sup> Edition Monster Manual. The fastest and most accurate way, however, is to use the seed monster again. Since our Sabre-Toothed Tiger is just a big cat with big teeth, we will go with his cousin the tiger.

**Special Attacks:** Pounce, improved grab, rake 1d8+3

#### STEP 15: SPECIAL QUALITIES

From the above chart (or from Page 5 in the Monster Manual), we learn that all Beasts have darkvision with a range of 60 feet.

**Special Qualities:** Darkvision 60'

#### STEP 16: SAVES

To get the creature's Fort, Ref, and Will bonuses, first start with the chart on Page 22 of the 3<sup>rd</sup> Edition Players Handbook:

Class Level	Base Save Bonus	Cleric, Druid, Rogue, Bard, or Monk Base Attack Bonus
4	+1 / +3	+3

Then, find which save throws the creature is good at. According to the charts above, we learn that Beasts are good at both Fortitude and Reflex. So we will use the higher number on the Base Save Bonus for these two saves, and then use the lower number for Will. Then we add its ability modifiers (+3 for Constitution, +2 for Dexterity, and +0 for Will) and we get:

**Saves:** Fort +6, Ref +5, Will +1

#### STEP 17: SKILLS

When selecting skills for converted creatures, it is easy to go overboard and assign skills in everything under the sun. An important thing to remember is that creatures do not necessarily need to be skilled in something to be able to do it. For instance, practically any animal can swim (with a few exceptions), but not every animal is a SKILLFUL swimmer.

Another thing to remember is, most skills must be taught and learned. Unintelligent monsters and vermin are not capable of learning anything, and must rely on skills that they were born with (like Spot for keen eyesight, or Hear Noise for sharp hearing). It might be tempting to give a monster the tracking skill, especially for our Sabre-Toothed Tiger, but we have no reason to believe that this kitty is any better at tracking than the average housecat...the description said nothing about tracking ability, so neither should the Skills category.

And the last important thing to remember is this: do not overload skill slots! Characters do not get all the points they want, and neither do monsters. A converted creature should not have more skill points than its monster type will allow (refer to the charts above for the number of allowable skill points).

For most cases, however, the easiest method of picking which skills to use is to select a "seed" monster (the tiger, in this example). Seed monsters already have a lot of the hard work done for you (racial modifiers, balance and hide information, and so forth), so they are the most recommended reference tool for conversions.

So let us consider our Sabre-Toothed Tiger. The tiger description on Page 203 gives us our Skills already. Now we pick which skills to spend the skill points on, and then add ability modifiers...just as if we were rolling up a new character.

**Skills:** Balance +2, Hide +4, Listen +1, Move Silently +4, Spot +1, Swim +6

## STEP 18: FEATS

Feats are rare among monsters, but for some reason, people cannot resist adding feats to a monster description. The fact of the matter is, unless the monster is highly intelligent and/or extremely gifted with physical prowess, it shouldn't have any feats at all.

Here are a few guidelines to follow for handing out feats:

- Non-intelligent monsters should not have more than one feat, and should only have feats that affect strength or dexterity (like Improved Initiative or Weapon Finesse).
- Smaller/younger monsters should not have more than one feat.
- Larger/older monsters should not have more feats than their hit dice divided by four. For example, a 23 HD dragon would possess no more than 5 feats.
- Do not assume monsters that fight "unarmed" (like a grizzly bear or a treant) automatically need the Unarmed Combat feat. Such creatures are formidable enough without a weapon, and their stats are adjusted accordingly (2 claws/1 bite is NOT an unarmed attack!).
- Do not assume that blind creatures (bats, etc.) automatically need Blind Fighting feats. Creatures with alternate methods of "seeing" (like sonar or tremorsense) are not blind...they just have a different set of eyes.

The above set of charts show that Beasts do not get any Feats...but still the best trick is to use a "seed" monster that has the same physical build and fighting style. Let us consider our Sabre-Toothed Tiger. This particular tiger is bigger than its kin, and has larger teeth, but aside from its appearance, it is essentially the same monster with the same attitude and fighting style. So we will give this monster the same feats as its "normal" cousin, the tiger.

**Feats:** None

## STEP 19: INITIATIVE

The monster's Initiative bonus is equal to its Dexterity modifier, plus any feats and skills that might influence the Initiative (like the Improved Initiative feat, for example). Our Sabre-toothed tiger has no such feats, so its Initiative remains the same as its Dexterity modifier.

**Initiative:** +3

## STEP 20: CLIMATE AND TERRAIN

This is one of those few things that does not change at all from the original 1<sup>st</sup> Edition rules system. Copy it straight across to the new monster stats if it is provided. Since it wasn't, we will just use our imagination and what we could glean from the description.

**Climate/Terrain:** Tropical, jungle, swamp, prehistoric areas

## STEP 21: ORGANIZATION

This is just a fancy way of wording the old "Number Appearing" stat in the Basic Rules. Just copy the old number appearing from the original monster stats, and write "solitary, pair, group, tribe, herd," etc. after it.

**Organization:** 1 (solitary) or group (1-4)

## STEP 22: CHALLENGE RATING

Challenge rating is an estimate of how powerful the monster is. A monster with a challenge rating of 3 would be equal to a balanced party of 3<sup>rd</sup> level characters, for example. Challenge ratings are used by the DM to set up difficult or easy encounters, and to figure XP awards at the end of the battle.

To determine what challenge rating your newly converted monster deserves, use this table:

**Challenge Rating**

Effective Hit Dice*	Challenge Rating
Less than 3	1
3-6	2
8-10	3
10-13	4
13-16	5
16-19	6
19-22	7
22-25	8
25-28	9
28-31	10
31-34	11
34-37	12
37-40	13
40-43	14
43-46	15
46-49	16
49-52	17
52-55	18
55-58	19
58-61	20
62 or more	21 <sup>st</sup> or higher
*Divide its average hit points by 4.5 to calculate the creature's basic Hit Dice, then add one or two for each special attack or useful special quality the creature has. Add two for an AC of 20 or higher.	

So, our 4 HD beast has a challenge rating of 2.

**Challenge Rating: 2**

## STEP 23: TREASURE

For most monsters and treasure types, "Standard" is usually an acceptable conversion to assign. For DMs who like to be more exact when it comes to converting their favorite monsters, use the following table to convert the 1<sup>st</sup> Edition monster's Treasure Type into the 3<sup>rd</sup> Edition Rules:

Original Treasure Type	Converted Treasure Type
<b>Hoarded Treasure Types</b>	
nil	None
A	Standard
B	Standard, no mundane items
C	Standard, no gold or platinum coins
D	Standard
E	½ Standard
F	Standard, no copper coins
G	Standard, no copper or silver coins
H	Double standard
I	Standard, no coins
J	Half standard, copper and silver coins only
K	Half standard, silver and gold coins only
L	1-4 gems
M	Half Standard, no items of any kind
N	2-8 potions
O	1-4 scrolls

Individual (carried) Treasure Types	
P	3d8 copper coins
Q	3d6 silver coins
R	1d6 gold coins
S	2d4 gold coins
T	5% chance of carrying 1 gem
U	10% chance of 1-100 cp and 1-100 sp, 5% chance of carrying 1 gem, and 5% chance of any item.
V	20% chance of 1-100 sp and 1-100 gp, 10% chance of 1-2 gems, and 10% chance of any item.

So, since the original Treasure Type for the Sabre-Toothed Tiger was “nil,” we assign “None” for the 3<sup>rd</sup> Edition version:

**Treasure:** nil

#### STEP 24: ALIGNMENT

There were only three alignments in the Basic Rules system: Lawful, Neutral, and Chaotic. So a bit of creativity is required on your part to pin down the creature’s opinions of good and evil, law and chaos.

If the original monster is listed as “Lawful,” then the converted monster will be either Lawful Good or Lawful Neutral. Most often, the monster will be Lawful Good.

If the original monster is listed as “Neutral,” then the converted monster should be any Neutral. More often than not, the monster will be True Neutral.

If the original monster is listed as “Chaotic,” then the converted monster will be either Chaotic Neutral or Chaotic Evil. Most often, the monster will be Chaotic Evil.

**Alignment:** Neutral

#### STEP 25: ADVANCEMENT (Optional)

You may ignore this completely, if you don’t think you will ever need to make larger or smaller versions of the creature. The stats you have just created will be applied to every single Sabre-Toothed tiger the party meets, regardless of its size or age...and there is nothing wrong with that. On the other hand, the party might want to adopt an orphaned Sabre-Toothed tiger cub (unwise, but possible), or they might find mutated, giant versions created by insane wizards (unlikely, but possible). In these rare cases, you will need to know how to adjust the stats of the smaller and larger versions for game play.

Size adjustments are made by increasing or decreasing the “regular-sized” creature’s Hit Dice. Usually, stats are only adjusted for “two steps” in one or both directions. For example, a Medium-sized monster might be adjusted for Tiny and Small, Large and Huge, or all four. For our example, we will adjust for Small (the cub) and Huge (the magically mutated granddaddy of them all).

If the new size is...	...then
2 smaller	multiply Hit Dice by 0.25
1 smaller	multiply Hit Dice by 0.50
-	-
1 larger	multiply Hit Dice by 1.50
2 larger	multiply Hit Dice by 2.00

So for the small version, we would multiply the Sabre-Tooth tiger’s Hit Dice by 0.25 (since “small” is two steps smaller than “large”). And for the huge version, we would multiply the Sabre-Tooth tiger’s Hit Dice by 1.50.

**Advancement:** Cub (Small, 2 HD), Huge (12 HD)

## STEP 26: DESCRIPTION

All that remains in this long and tedious process is to type the description of the monster from the original rules to the Monster Conversion Worksheet. Feel free to ad-lib and paraphrase as required...for example, if the description mentions a Save Throw vs. Paralysis or something not supported in the 3<sup>rd</sup> Edition system, reword it so that it is applicable. Note the change in the surprise check (highlighted).

### Description:

The “great cats” are large feline predators living in wilderness areas. They are cautious, normally only attacking their natural prey, small herd-beasts. They will avoid fights with humans and humanoids unless forced by extreme hunger, or when trapped with no escape route.

Great cats rarely go deeply into caves and usually remember a quick escape route to the outdoors. Despite their shyness, they are very inquisitive and may follow a party out of curiosity. They will always chase a fleeing party.

Tigers are the largest of the commonly found great cats. They prefer cooler climates and wooded lands where their striped bodies offer some degree of camouflage. They often surprise their prey when in woodlands or tall grass (+8 bonus to Hide checks when in this environment). Sabre-tooth tigers are the largest and most ferocious of the great cats. They have oversized fangs, from which they get their name. Sabre-tooth tigers are mostly extinct, except in “lost world” areas.

## STEP 27: COMBAT DETAILS

A seed monster is about the only way to accurately convert this category, because each monster has special attacks and combat tactics that aren’t even mentioned in the 1<sup>st</sup> Edition Rules. Try to select a seed monster that will fight and behave the same way as the monster you are trying to convert, and modify its attacks and tactics according to its size, intelligence, and ability scores.

For this conversion, we will continue to use the tiger as our seed monster. It needs little modification, except for the attack bonus on Rake (a sabre-toothed tiger is stronger, thus, does more damage).

### Combat:

**Pounce (Ex):** If the Sabre-toothed tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Improved Grab (Ex):** To use this ability, the sabre-toothed tiger must hit with a claw or bite attack. If it gets a hold, it can rake.

**Rake (Ex):** A sabre-toothed tiger that gets a hold can make two rake attacks (+9 melee) with its hind legs for 1d8+4 damage each. If the tiger pounces on an opponent, it may also rake.

**Skills:** Sabre-toothed tigers receive a +4 racial bonus to Balance, Hide, and Move Silently checks. \*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

## CONCLUSION

Yes, it is a long and tedious process. Which might explain why there aren't as many monsters in the 3<sup>rd</sup> Edition Monster Manual as there is in the Rules Cyclopedia. It's a lot of work. But the result is rewarding...eventually you will be gaming with all your old favorites again. Fill out the spreadsheet, save it, and then print it out for your 3-ring gaming binder.

Finally, and this is important, **e-mail your converted monster's COMPLETED WORKSHEET to [converted\\_monsters@yahoo.com](mailto:converted_monsters@yahoo.com).** With everyone's help, we will eventually have every monster in the Rules Cyclopedia converted into the 3<sup>rd</sup> Edition system.

Happy Gaming!

-Trav & the Conversion Team

## CREDITS

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### Got Monsters?

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[converted\\_monsters@yahoo.com](mailto:converted_monsters@yahoo.com)

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## Basic D&D to 3<sup>rd</sup> Edition Converted Monster

Converted From: Dungeons & Dragons Rules Cyclopedia, Page 163

Converted By: [converted\\_monsters@yahoo.com](mailto:converted_monsters@yahoo.com)

<b>Monster Name:</b>	<b>Cat, Great (Sabre-Toothed Tiger)</b>
<b>Type and Size:</b>	<b>Large Beast</b>
<b>Hit Dice:</b>	4d10+12 (40 hit points)
<b>Initiative:</b>	+2
<b>Speed:</b>	50'
<b>AC:</b>	14 (-1 size, +2 Dex, +3 Natural)
<b>Attacks:</b>	2 claws+9 melee, 1 bite+4 melee
<b>Damage:</b>	1d6+7 melee (claw), 1d8+3 melee (bite)
<b>Face/Reach:</b>	5' x 10'/5'
<b>Special Attacks:</b>	Pounce, improved grab, rake 1d6+3
<b>Special Qualities:</b>	-
<b>Saves:</b>	Fort +6, Ref +3, Will +0
<b>Abilities:</b>	Str. 19, Dex. 13, Con. 16, Int. 2, Wis. 12, Cha. 6
<b>Skills:</b>	Balance +2, Hide +4, Listen +1, Move Silently +4, Spot +1, Swim +6
<b>Feats:</b>	None
<b>Climate/Terrain:</b>	Any tropical, especially prehistoric
<b>Organization:</b>	1 (solitary) or group (1-4)
<b>Challenge Rating:</b>	4
<b>Treasure:</b>	None
<b>Alignment:</b>	Neutral
<b>Advancement:</b>	Small (2 HD cub), Huge (12 HD)
<b>Description:</b>	<p>The "great cats" are large feline predators living in wilderness areas. They are cautious, normally only attacking their natural prey, small herd-beasts. They will avoid fights with humans and humanoids unless forced by extreme hunger, or when trapped with no escape route.</p> <p>Great cats rarely go deeply into caves and usually remember a quick escape route to the outdoors. Despite their shyness, they are very inquisitive and may follow a party out of curiosity. They will always chase a fleeing party.</p> <p>Tigers are the largest of the commonly found great cats. They prefer cooler climates and wooded lands where their striped bodies offer some degree of camouflage. They often surprise their prey when in woodlands or tall grass (+8 bonus* to Hide checks). Sabre-tooth tigers are the largest and most ferocious of the great cats. They have oversized fangs, from which they get their name. Sabre-tooth tigers are mostly extinct, except in "lost world" areas.</p>
<b>Combat:</b>	<p><b>Pounce (Ex):</b> If the Sabre-toothed tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.</p> <p><b>Improved Grab (Ex):</b> To use this ability, the sabre-toothed tiger must hit with a claw or bite attack. If it gets a hold, it can rake.</p> <p><b>Rake (Ex):</b> A sabre-toothed tiger that gets a hold can make two rake attacks (+9 melee) with its hind legs for 1d6+3 damage each. If the tiger pounces on an opponent, it may also rake.</p> <p><b>Skills:</b> Sabre-toothed tigers receive a +4 racial bonus to Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.</p>

## Basic D&D to 3<sup>rd</sup> Edition Converted Monster

Converted From:

Converted By:

Monster Name:

Type and Size:

Hit Dice:

Initiative:

Speed:

AC:

Attacks:

Damage:

Face/Reach:

Special Attacks:

Special Qualities:

Saves:

Abilities:

Skills:

Feats:

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Climate/Terrain:

Organization:

Challenge Rating:

Treasure:

Alignment:

Advancement:

Description:

Combat: