Converting 1E Modules to C&C

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Introduction

We've all been there... A great module written for a different system, and we have to improv our way through making it work. Sometimes (Running 1E modules in 2E, for example) it is simplicity itself. Other times (1E to C&C is a good example), it is completely doable, but more work. We are in the process of a project converting one of the prolific Bill Silvey's Convention modules written for RECON 04 from 1E to C&C, so we thought we'd share our thoughts on the process.

Simply put, this document will likely have a bit more info than you need. Good enough for you works. So we'll keep each section focused on one big difference between the systems, and you can use what you need, ignoring the rest.

Is that a Penguin?? Monsters, issue number one

Castles and Crusades® is based upon the 3E SRD. The SRD did not include every monster used in 1E. In fact, the official WoTC Open Content left much out. Some few they said "These are IP, don't touch.", and those are the obvious ones. That is a tough nut to crack, so we will talk about it in another section. The rest were repetitive, and/or never used. Except "never used" pretty much guarantees they're in that 1E compatible module you just downloaded from DragonsFoot. Or in that official TSR module you wanted to run next weekend. Here is how we tackled this problem:

By Name.

The simplest case out there. An Orc is an Orc. This actually covers the vast majority of monsters.
Note: This does not work, even a little, with Dragons. The C&C approach to Dragons is more of the 2e "No, they really really need to be feared" than the 1E "Yeah, it's a tough monster." approach. An "Old Red Dragon" will likely obliterate a 9th level party unless they're very cautious. We'll add a point at the end of this section about cases like dragons.

The same, but names, names.

This is the easiest case if the creature can't be done by name. As an example, if a module calls for "Type IV Demon", quickly perusing "Type IV Demon" in the 1E texts will come up with the name "Nalfashee" as one of this category. Searching the C&C *Tome of the Unclean* (Where all the finest demons and devils hang out) will turn up the Nalfashee, perfectly defined for your use. While this approach yields a small number of positive results, it is the easiest conversion, because you're doing By Name, it just takes some research or knowledge to find the name.

Different, but equal.

Did you know that the *Dune Wraith* from C&C, while not exactly the same as the *Dune Stalker* from the Fiend Folio, will maintain the feel of the encounter? And that they're similarly challenging? The *Dune Wraith* does not have a "save versus death" attack or Magic Resistance, but it does pack a powerful punch and can stun you to boot.
There are a fair number of these "Different Creature, but same feel" equivalencies. Knowing both sets of monsters is the only real way to make these conversions though, so this is at best a secondary option.

Converting By Hand

Should all of the above fail you (and they will at some point), the final option is to do the conversion yourself. Let's be really clear about this: **You can convert anything from any system to any other for**

personal use. With that said, if you are sharing your conversions online, or planning to publish them anywhere, you have to care about legal stuff along with the work of doing conversions. This guide does not go into the legal aspect of conversions, but we're considering writing a separate guide for 3PPs.

The personal-use approach is simple. Follow these steps:

Number, Intelligence, Size, and Alignment

These values transfer straight across, no changes generally required.

Armor Class

Subtract the Armor Class from 20. Examples:

> AC 20 - 7 = AC 13
>
> AC 20- (-1) = AC 21

Hit Dice

For most monsters, just transfer them over as a D8

Where 1E has an add-on for HD (Say 8+3), increase to the next die size and drop the add-on. This is not required, but seems to be standard for C&C. so 8+3 would become 8d10.

Edit: We gave this as a "quick and easy" conversion, but this really isn't a simple change. C&C monsters can have hit dice from 1d4 to 1d20, and additions don't account for the entire range. Generally speaking, if you want a given monster to hit more and have higher average Hit Points, use smaller dice and more of them. If you want a monster to hit less often but have the same range, use larger Hit Dice. An easy example:

A creature that you want to have a maximum hit points of 36 is easiest done with D6's or D12s. In the case of D6, the creature will be 6(D6) Hit Dice. That means its attacks will be +6, and average hit points will be 21. In the case of D12s, the creature will be 3(D12) Hit Dice. That means its attacks will be +3, and its average Hit Points will be 19.5. In summary, the feel of the monster in 1E should guide your Hit Dice conversions.

The same is true in the opposite direction. The official conversion of the Kobold makes their Hit Die 1d4. This gives them fewer Hit Points, but they retain their +1 to hit from having one Hit Die.

Choose which stats are Prime

Look at the creature's intelligence, and read up on how it acts. Smash-n-Bash monsters like Ogres get Physical Primes, creatures that use magic and trickery like the Prismal Eye or Satyrs generally use Mental Primes. Powerful creatures like Dragons and Vampires have both – because they can hop into melee with the best of them, but are super-intelligent also.

Movement Rate

Figure out how far they can move – convert inches to feet.

Divide the total feet they can move per round by four.

That is their C&C movement rate.

For an example, a human can move 12", which is 120 feet per round. Divide that by four to get 30 feet per round.

We have been asked why this is, and the answer is two-fold. First, rounds are significantly different in time they represent between the two systems, and second, both are working on their granularity – 1E was 10 feet, C&C is 5 feet.

#Attacks

Keep attacks the same.

Generally speaking, damage output crosses between these systems well.

For monsters that are "By Weapon", if the module assigns a weapon, see the section below on weapons and armor.

Special Attack/Special Defense

Items in Special Attack/Special Defense should be converted to C&C and collected under "special".

This varies wildly because SA/SD have so many possibilities.

- If it is something standardized like a breath weapon, simply transfer it.

- If it mimics a spell, give the C&C monster a "Spell Like Abilities" section, and list the spell mimicry there. *Check that the spell even exists in C&C – See the "Spells" section below.*

- If it addresses surprise, convert to the C&C surprise system. The following is a good starting point:

  "Surprise on 1-2" -> CL of Monster Hit Dice (Normal check)

  "Surprise on 1-3" -> CL of Monster Hit Dice +5.

  "Surprise on 1-4" -> CL of Monster Hit Dice +10.

That leaves "Always surprises" versus some class abilities that are "Never Surprised". This is an issue you can work out for your table, because that issue has been around forever.

Magic Resistance

Simply divide MR by five to get the C&C value for Spell Resistance.

Percent in Lair

This isn't used in C&C, and if you're converting a module, a given creature either is, or isn't in its lair in the context of the module.

Psionics

This is tough. C&C does not have psionics, though other SIEGE™ Engine games have similar rules.

Generally speaking, look at the attack and defense modes available in 1E, and create abilities to mimic them. It's not simple, but psionics never has been simple in this game, and is relatively rare, so the number of times you need to do this should be limited.

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Experience

Just recalculate from the table in *Monsters and Treasure*. The systems are different – sometimes by an order of magnitude, and recalculating makes certain your new monster is properly reflected in XP awards.

Treasure

It will be explicitly listed in most modules, no conversion really needed (though note that 1E often created more treasure than C&C tables do).

If it was not supplied, and you need to figure out treasure, we'll just say this: It is not a slap at 1E to point out that there is seemingly no rhyme nor reason to organization of group treasure types (personal, on the other hand, you can see a pattern in)… As such we strongly recommend you ignore the 1E treasure type, and use similarly powered C&C Monsters to determine the best C&C Treasure Type for a given monster. Since treasure impacts game balance, but does not drive it, you can also just use the 1E treasure tables and roll any magic items in C&C. It works, and makes less work for you, so whichever you prefer.

Dealing with Dragons

The difference in Dragons and some few other creatures has the potential to make a TPK relatively quickly. If you look at a 1E Old Red Dragon, it is dangerous, but a well equipped 7th level party stands a chance against it, provided the wizard avoids the breath weapon.

Not true in C&C! That Old Red Dragon will munch on a 7th level party as a tasty snack, and likely take little damage doing it. Even though you can map age categories between the two, you *must* drop the age category in C&C to create an equivalent experience. We recommend a big drop – Old to Young Adult (Age category – 8). This scales them to vaguely the correct challenge. The problem with this method is that it has limits. There is only so far you can drop in the age charts. If you have a module with a smaller dragon in it, the best option is to find a replacement for the dragon, or dropping it to the youngest age category in C&C and then give it weaknesses (like damage from a fight, or limitations based on environment).

How do you Spell that?? Converting Spells

While conversion of characters could be the topic of a separate document, we will include spells here because NPCs are classed, and Monsters often have "As an X level caster" abilities.

When creating 3E and its SRD, WotC did two things to spells: Simplify the list by combining or eliminating spells, and remove copyrighted names from spells. This change carried over to C&C, so there is not a 1:1 translation of spells. That means a bit of work, not as much as some other topics though.

Spells per Level

Take the caster level of the creature or NPC, and hit the charts for the caster class in question. While they are pretty close, they don't match up at any given level. Short version, C&C casters generally have more slots available to them. You'll want to fill up those extra slots.

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Bonus Spells for all Casters

In C&C, a prime requisite stat of 13-15 grants a bonus first level, 16-17 adds a bonus second level, and at 18-19 a bonus third level… regardless of caster class. That's less than bonuses for priests, and more than the non-existent 1E bonuses for wizards. That means for the two primary spell-using classes, you'll probably have to adjust spell lists.

Zero Level Spells

C&C has zero level spells that include some common spells that are 1st level in previous editions. So if a module says an NPC has Detect Magic as a first level spell, not anymore! Now it is zero level, and the NPC has a free first level slot to fill!

After moving any first level spells to zero level, look through the list and add enough to flesh out the spell slots for zero and first level.

Name Changes

The majority of regularly used spells are there under the same name, just double check the text to make certain they haven't changed, because a few have.

A few spells – Continual Flame comes to mind – are there under a different name. Peruse the list for similar names, and you may find the one you're looking for.

Next, remove any magic users' name from a spell name, and you are likely to find the spell. So there is a *Tiny Hut* spell in C&C, and a *Mnemonic Enhancer* spell.

Nope. Not Here.

Some spells simply do not exist. The best option in this case is to replace them with something of the same level from the C&C lists. You could create a spell called *Clenched Fist*, for example, but better to use a standard spell than introduce new into an already changing module.

Finally, look through the new spells in C&C. The evil cleric in that module may want to have *Healing Circle* for his minions, and he didn't have the opportunity in 1E. Consider swapping some new in to give the monsters/NPCs that can fling spells a little difference.

I Draw My Sword! Equipment Issues

Weapons and armor got the most relevant changes from 1E to C&C. These are easy to adapt to – some weapons do different damage in C&C (Two-handed sword does 2d6, for example), while Armor has some changes, mostly in expanding the list. Chain Mail is broken into Chain Hauberk (equivalent of AC 5) and Full Chain Suit (equivalent of AC 4). Even with the differences, translation is relatively painless. First, decide if you want the creature to deal the same damage as in 1E. If so, map to a similar weapon with the correct damage in C&C. There are more weapons and armor choices in C&C, so this works well. If you prefer to have the creature deal C&C weapon damage, note the difference and move along. The same process applies to armor. One note for armor – instead of studded leather, C&C uses laminate leather.

Other equipment is pretty straight-forward, and should cause no issues if listed in your module somewhere.

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Check Me here… Ability Checks and Saving Throws

For not being an official system, AD&D used ability checks a lot. By the time they were formalized, everyone used them and they'd even appeared in a couple modules. With no hard rules for ability checks in the early days, there is some amount of free-form to these suggestions, please feel free to modify as needed.

Ability Checks

When an ability check is called for in a module – say a "Strength Check" – simply use a SIEGE Engine Strength check (standard C&C check), with the context providing difficulty in terms of Challenge Level (CL). Walking on a log? CL 1 Dexterity Check. Walking on a wet log? CL 5. Walking on a wet log that the bark is sloughing off of? CL 10. The section of the *C&C Players' Handbook* titled "The Castle Keeper and the Game" can help if these translations are new for you.

The same is true for things like Bend Bars and Lift Gates. Instead of separate skill systems for each possibility, the SIEGE Engine allows a single system to handle everything. Bend/lift may be percentage, but strength is already included in a Strength check, so you need only determine how hard you want the check to be. This process applies to all checks required that have a specific system in 1E.

Saving Throws

Most modules have things like "unless the character successfully saves versus X" in them. Saves are a specialized version of Ability checks in C&C. They follow the same rules, so the same process applies. If the module being converted calls for a save versus paralyzation, that's a wisdom check with a CL set based upon context, as above. If you're uncertain how to map old-school saving throws into the SIEGE Engine, any of the good C&C Character Sheets, including the free one available from Troll Lord Games (https://www.trolllord.com/downloads/pdfs/ccchasheet.pdf), will help by listing types of saves for each stat.

Uh Oh, It's Magic!

Magic Items were not immune to the makeover that occurred in the decades between 1E and C&C. In fact they are surprisingly different in some respects – but exactly the same in others.

Cursed Items Moved

Note that C&C centralized Cursed items onto a single table. This allowed them to set a hard "Two percent of all magic items are accursed." Limit, but means you won't find them intermingled with everything else. Look for the table, and likely the cursed item your module calls for is there.

Potions

Potions are the big surprise. In the SRD a little, and in C&C a lot, potions are based upon spells. So *Potion of Healing*, one of the most often found potions, simply doesn't exist. A Potion of Cure Light Wounds does though, so you'll have to translate. *Potion of Extra Healing* was an odd duck, falling around *Cure Serious Wounds* in total healing potential, but weighted a bit past the middle. So you'll have to decide between a *Potion of Cure Serious Wounds* and a *Potion of Cure Critical Wounds.* In the long run, this is a plus, allowing the Castle Keeper more options, but when converting a module you'll need to be aware of the difference.

Scrolls

Scrolls have gaps also – all of the "Protection from X" scrolls are gone. The easiest answer to this is to make a scroll with the equivalent spell on it. *Scroll of Protection from Undead* can be replaced with *Invisibility to Undead*, *Protection from Alignment(Evil)*, *Magic Circle (Evil)*, or even *Holy Aura.* Similar mappings can be made for most protection scrolls. The leveled scrolls are the same, and C&C tacked on some with specific spells that wouldn't turn up in a 1E module.

Armor

Armor is much the same, with differences in the specialty armors that you'll need to look up if you find something like *Plate Mail of Vulnerability*. It's not in the separate cursed table, and not in the normal magic armor table, so you can replace those with other similar items, or just remove them from the treasure.

Weapons

Weapons map pretty cleanly with the exception of aforementioned cursed items. No real worries here, though C&C magic weapon generation will yield fewer swords and more variety, this doesn't matter when you are converting existing modules. What will matter is the weapons that don't map so obviously. Weapon +1, +2 versus X/Y/Z do not exist in C&C, but the best substitute is Bane Weapons. They are +1 normally, and +3 versus one type of creature. The other oft-used sword for high-level modules that needs translation is *Sword of Sharpness*. The C&C version is the *Featheredged Sword*. It is not an exact match, but so close that the feel will easily be maintained.

The rules for **intelligent weapons** are very similar to 1E, so those should translate easily.

Note that C&C has **Expert Weapons** – weapons so well-crafted that they grant a +1, though there is no magic involved. It is worth considering using these in place of some low-level module's +1 magic weapons, just to get a flavor difference. If working the module into your world, you could even give them a makers' mark that could set of a series of adventures tracking down this master smith.

Miscellaneous Magic

Miscellaneous Magic is largely the same, though there are changes similar to spells. There is a *Restorative Ointment*, but alas, the famous mage no longer gets credit in the name.

There are also some new ones, so it is worth the time to peruse the magic tables, and familiarize yourself with ones you don't recognize.

Rings

Rings are largely the same, but as with much, some functionality has changed. It's a good idea to read the C&C descriptions for any in your module. Honestly, rings are close enough that if you are in a hurry, just run them like you would have in 1E, and all will go okay. Some were genericized - if you are looking for a *Ring of Fire Resistance*, it is under *Ring of Energy Resistance(Fire).* There are a couple of new ones, and some have been removed, but otherwise, it's all there.

Rods, Staves, and Wands

Rod/Staff/Wand tables are largely the same too, with some items having been moved around between the three categories. As an example of this, *Staff of Serpent* is now *Rod of Python*.

Charges are the big change in this area, and it will work fine if you choose to go with the 1E version. In Castles and Crusades, all three types start out with 50 charges and it is left to the CK to adjust that number as needed.

Artifacts and Relics

Artifacts and Relics are vastly different between the two systems, with only a few actually making the transition. A few formerly miscellaneous magic items have been upgraded to relic status also (like *The Deck of Many Things*). The easiest route to translate an item like this from 1E to C&C is to use all of the above suggestions and your imagination. Make the item *do* generally the same thing it did in 1E, don't get too wrapped up in the rules.

Conclusion

That should do it. The list looks really long, but any given module will only need some of these points, so hopefully that makes it seem less intimidating. Let us know if you think there are other things we've missed, or you know a better way to convert some piece.

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The Sevich Desert Campaign (Levels 1-12) Castles and Crusades RPG

The Port of Dakhalla Adventure Tome

The Port of Dakhalla offers PCs a port village with ties into both desert and elven kingdoms, and can serve as a home base for the adventures associated with AT-4. Adventure hooks for the CK to develop are also included in AT-4. Use the port stand-alone or with its adventures, use the adventures stand-alone or with the port… Pick and choose what your campaign needs.

AT-4: The Port of Dakhalla

Nestled between the Elven kingdom of Amorice and the Desert Kingdom of Talifa, Dakhalla is the place where both kingdoms send their least desirable. With a deep sea port and access to the riches of both desert and forest, the assignment is not terrible, but no one stays here, far from their homeland, for long.

ONA-13: Dead Arising (Levels 1-3)

Yellin Bislama has confessed to horrible crimes and needs to be escorted to a nearby fort to stand trial. Will you escort him for a fee and the goodwill of the elven authorities?

ONA-14: Towering Temple (Levels 2-4)

The temple at the top of the mesa has been there longer than even tales remember, but now there is smoke coming from the temple, and the doors at the base of the mesa are sealed. Can you travel into the desert to determine what has transpired?

ONA-15: Death at the Oasis (Levels 3-5)

The Oasis at Sia has been a stopping point on the north-south trade road in the desert for ages. Here, peace is maintained by a small contingent of guards for the Kingdom of Talifa, and all peaceful travelers are welcomed. But there are rumors something has happened, that the oasis was attacked and destroyed. Can you travel to the Oasis and see what is really happening?

ONA-16: The Forsaken Pyramid (Levels 4-6)

In the tales passed down from generation to generation, it is told of the fabulous pyramid of Mennuj being saved from The Great Destruction while the city around it burned. Now deep in the desert wastes, no one visits the pyramid. But tracks of many people lead that way from an oasis, and there are stories of people being seen in the area. The pyramid is rumored to be filled with riches, and someone should go determine what is going on…

(AT-5 Exterris: The Broken Land, and AT-6 Oasis of Al-Velle are in development/playtest at the time of this writing)

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The Ruby Order Campaign (Levels 1-15) 5e RPG

If playing the entire 15 module campaign, these modules loosely flow together, until the source of all of the problems you've been seeing comes clear near the end of the series, and the party must root out those causing the problems while staying alive in a hostile city.

The Village of Ensington Adventure Tome

This Adventure Tome presents a village and four adventures around it for your players to explore. As with all of our Adventure Tome series, the village can be used by itself, each module can be used without the village, and played together they offer characters adventures that are interlinked.

AT-1: The Village of Ensington

The setting for the low-level Adventure Tome, the Village of Ensington is a village on the edge of a trade road, with farms, people, and a dead sheriff, just waiting for heroes to come lend a hand.

ONA-1: The Secrets of Ypress Swamp (Levels 1-3)

Two local boys went to gather herbs in the swamp southwest of town and never returned. Will the party lend a hand and go check on them?

ONA-2: The Cavern of Tamilan (Levels 1-3)

There is a cave to the east of town that is believed to have once been the hermitage of the famous monk Tamilan. Normally most people ignore Tamilan's cavern, and the faithful take pilgrimages. But now a strange blue glow comes from the area, and people are being attacked on the trade road. There are also rumors that Tamilan's fortune is hidden in the cavern…

ONA-3: Trouble in the Moorewood (Levels 3-5)

Trade up the north road is erratic, with caravans not arriving at their destination, and rumors of those that making it through paying toll to a group of bandits. The town relies upon the trade road for its livelihood, are you willing to go find out what is really happening?

ONA-4: Horror at Milltown (Levels 3-5)

Milltown sends logs down the river to be processed here in the village and sold far and wide. But for weeks in the height of logging season, no logs have come down the river. Disturbing other things have drifted down on occasion though. Are you willing to go discover what has happened at Milltown and get the logs moving again?

The Road to Raiderspoint Adventure Tome

This Adventure Tome presents a trade road at the edge of civilization, with all manner of odd people and places to explore. Each adventure is situated along the trade road and can be substituted for a keyed area in the Adventure Tome module.

AT-2: The Road to Raiderspoint

The trade road from Ralistan to Raiderspoint is one of the most profitable – and most dangerous – in the entire world. This module details the road, caravansaries along the road, people you'll meet along the road, and even has a few short encounters just off the road.

ONA-5: Fear in Blazing Fork (Levels 4-7)

Blazing Fork is a small town along the Raiderspoint Trade Road. It offers services for caravans and even storage for stranded loads. But as your party enters town, everyone seems suspicious of you, and each other. Something strange is going on here.

ONA-6: The Lost Paladin

A Paladin's mount, blood spattering the caparison, wanders the trade road. As you approach, it neighs and leads you on a small trail off of the road, into woods dark and mysterious…

ONA-7: The Sanitorium of Andose

The caravansary at Andose is gone, burned to the ground months ago. But in its place is a rag-tag camp of tents and people. The people seem desperate, but they do have some things to trade. If you can trust your money pouch, crushed in amongst them.

ONA-8: The Hilltop Inn

As you crest the rise before the Hilltop Inn, the last top on the trade road before The Free City of Raiderspoint, you see an attack about to develop. A large group of Bugbears are sneaking along the wall toward the open gate and its two guards.

The Free City of Raiderspoint Adventure Tome

This Adventure Tome defines an entire city at the extreme edge of civilization, block by block for players to explore – and get into trouble – in. Each adventure expands upon an area of the city and can be dropped in to offer players intrigue and adventure.

AT-3: The Free City of Raiderspoint

Once a bandit hideout, then a duchy for a nearby kingdom, now an independent City-State, Raiderspoint has always been a hotbed of both trouble and opportunity. Here people disappear, never to be seen again. Here great riches are traded between many races, and here the Raiderspoint Mage Academy sits in its splendor. Ranging from slaves to ultra-rich, the denizens of Raiderspoint share one thing – trade. It is why the city thrives, and the guard will protect it at all costs.

ONA-9: An Academic Problem

It is rare to get an invitation to the Raiderspoint Mage Academy, and you are thrilled with the opportunity to visit a place of such prestige and arcane influence. But when you walk in the door, the headmaster rushes up instead of your host. "Come, there is much to do, and no time to do it!"

ONA-10: The Dead Councilor

The body of a City Council member was found behind your inn this morning. And you are the primary suspects! Can you prove your innocence before the wheels of justice make you slaves, or even execute you?

ONA-11: The Followers

The crowd in the street last night was interesting. The visit from a representative of the city council this morning moreso. That crowd seems to have taken a visiting dignitary hostage as they marched out of town, and you are needed to go rescue him.

ONA-12: The Ruby Order

Raiderspoint stands on the edge of rebellion. A cadre of power-hungry individuals are preparing to take over the city, and you are tasked with stopping them. No one from the city can be trusted, so you are the best hope to preserve those in power.

Stand Alone Adventures *New*

SAA-1 Temple of the Sun (Levels 7-10) Dual statted for OSRIC and Castles and Crusades

The Warlord of Talifa has discovered the location of the famed Temple of the Sun and is looking for brave adventurers to go retrieve one of its fabled treasures for him. He will test your willingness and ability, but whomever he chooses to go retrieve the object will be richly rewarded…

Temple of the Sun is an adaptation of a module written for RECON 04 for the First Edition of the world's most popular RPG. It is compatible with the modules for AT-5/AT-6 below, and could be substitute or added to those adventures.

SAA-1 is scheduled for release in late 2019.