

## USING D&D 5E MONSTERS WITH FANTASY AGE 2ND EDITION

The table below shows how to use the monsters in the *D&D 5e Monster Manual* for *Fantasy AGE 2nd Edition*. Using the monster stat blocks found in the *Monster Manual*, you can quickly determine the traits needed for a *Fantasy AGE 2nd Edition* creature.

CONVERTING D&D 5E MONSTERS TO FANTASY AGE CREATURES	
Fantasy AGE 2nd Edition Trait	Calculation from D&D 5e Statistics
<b>Name</b>	The monster name remains the same.
<b>Abilities</b>	Use the following conversions (use the ability score modifier):
Accuracy	Dexterity
Communication	Charisma
Constitution	Constitution
Dexterity	Dexterity
Fighting	Strength + Size modifier (see below)
Intelligence	Intelligence
Perception	Wisdom
Strength	Strength
Willpower	Wisdom
<b>Speed</b>	$10 + \text{D\&D Speed} \div 10 + \text{Armor Penalty}$
<b>Health</b>	$10 + \frac{1}{2} \text{D\&D Hit Points}$
<b>Defense</b>	$10 + \text{Dexterity ability score modifier} + \text{Armor} + \text{Shield}$
<b>Armor Rating</b>	Depends on whether the creature wears armor or not:
Creature with armor	Use the Armor Rating for the armor worn.
Creature with natural armor	$\text{D\&D Armor Class} - \text{Dexterity ability score modifier} - 10$
<b>Weapon</b>	As listed, whether a weapon or a natural attack
<b>Attack Roll</b>	$\text{Strength or Dexterity ability score modifier} + 2 + \text{Size modifier}$
<b>Damage</b>	$1\text{d}6 + \frac{1}{2} \text{Hit damage}$
<b>Special Qualities</b>	Convert these as necessary.

SIZE MODIFIERS	
Creature Size	Size Modifier
Tiny	+4
Small	+2
Medium	+0
Large	-2
Huge	-4
Gargantuan	-8

This table shows how to interpret various *D&D* game concepts when using *Fantasy AGE*.

CONVERTING D&D 5E GAME CONCEPTS TO FANTASY AGE	
D&D Game Concept	Fantasy AGE Implementation
<b>Rolls</b>	
Ability Check	Ability Test
Advantage	+2 on appropriate Test
Attack Roll	Attack Roll
Disadvantage	–2 on appropriate Test
Initiative	Dexterity (Initiative) Test
Proficiency Bonus	Focus (+2)
Saving Throw	Ability Test vs. Converted Target Number (see below)
<b>Time</b>	
One Round (six seconds)	One Round (15 seconds)
One Minute (ten rounds)	One Minute (four rounds)
Short Rest	Breather
Long Rest	Total Rest
<b>Action Types</b>	
Action	Major Action
Bonus Action	Minor Action
Free Action	Free Action
Move	Move (Minor Action)
Reaction	Reaction
<b>Actions</b>	
Attack	Melee or Ranged Attack (Major Action)
Cast a Spell	Cast a Spell (Major, Minor, or Free Action)
Dash	Run
Disengage	(no equivalent)
Dodge	Defend
Help	(no equivalent)
Hide	(no equivalent)
Ready	Prepare
Search	(no equivalent)
Use an Object	Activate
<b>Creature Abilities</b>	
Challenge	Threat (1-4: Min., 5-8: Mod., 9-12: Maj., 13-16: Dire, 17+ Leg.)
Damage Resistance	Halve the damage against the creature after AR deduction.
Damage Vulnerability	Double the damage against the creature after AR deduction.
Multiattack	Creature can generate Stunt Points in combat.
Languages	Use as listed.
Saving Throws	Don't use proficiency bonus, just use the appropriate Focus (+2).
Senses	Use as listed.
Skills	Don't use proficiency bonus, just use the appropriate Focus (+2).
<b>Hit Points</b>	In general, halve the hit points of healing or damage from D&D.

With this table, you can quickly convert *D&D* Difficulty Classes to *Fantasy AGE* Target Numbers. The *Ars Magica* conversion for Ease Factors is included as well.

DIFFICULTY CLASSES AND EASE FACTORS TO TARGET NUMBERS				
Difficulty Class	DC	Target Number	EF	Ease Factor
1 – 2		6		1
3 – 5	5	7	3	2 – 3
6 – 7		8		4
8 – 10	10	9	6	5 – 6
11 – 12		10		7
13 – 15	15	11	9	8 – 9
16 – 17		12		10
18 – 20	20	13	12	11 – 12
21 – 22		14		13
23 – 25	25	15	15	14 – 15
26 – 27		16		16
28 – 30	30	17	18	17 – 18
31 – 32		18		19
33 – 35	35	19	21	20 – 21
36 – 37		20		22
38 – 40	40	21	24	23 – 24

This table shows all *D&D* conditions and how they convert to *Fantasy AGE*.

CONVERTING D&D 5E CONDITIONS TO FANTASY AGE	
D&D Condition	Fantasy AGE Condition
Blinded	Blinded
Charmed	<ul style="list-style-type: none"> <li>• A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.</li> <li>• The charmer has +2 on any ability test to interact socially with the creature.</li> </ul>
Deafened	Deafened
Exhaustion	Fatigued
Frightened	Frightened
Grappled	<ul style="list-style-type: none"> <li>• A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.</li> <li>• The condition ends if the grappler is incapacitated (see the condition).</li> <li>• The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect.</li> </ul>
Incapacitated	<ul style="list-style-type: none"> <li>• An incapacitated creature can't take actions or reactions.</li> </ul>
Invisible	<ul style="list-style-type: none"> <li>• An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.</li> <li>• Attack rolls against the creature are at -2, and the creature's attack rolls are at +2.</li> </ul>
Paralyzed	<ul style="list-style-type: none"> <li>• A paralyzed creature is incapacitated (see the condition) and can't move or speak.</li> <li>• The creature automatically fails Accuracy, Dexterity, Fighting, and Dexterity ability tests.</li> <li>• Attack rolls against the creature are at +2.</li> </ul>
Petrified	<ul style="list-style-type: none"> <li>• A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.</li> <li>• The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.</li> <li>• Attack rolls against the creature are at +2.</li> <li>• The creature automatically fails Accuracy, Dexterity, Fighting, and Dexterity ability tests.</li> <li>• The creature has resistance to all damage.</li> <li>• The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized</li> </ul>
Poisoned	<ul style="list-style-type: none"> <li>• A poisoned creature has -2 on attack rolls and ability tests.</li> </ul>
Prone	Prone
Restrained	<ul style="list-style-type: none"> <li>• A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.</li> <li>• Attack rolls against the creature are at +2, and the creature's attack rolls are at -2.</li> <li>• The creature has -2 on Accuracy and Dexterity ability tests.</li> </ul>
Stunned	Stunned
Unconscious	Unconscious