Using OGL d20 Scenarios with C&C

Guidelines by Jason Vey

Introduction

There are a wealth of fantasy role playing scenarios online for free, laying around for any enterprising GM (or CK) to pick up and run. And what games master doesn't love a session that requires very little prep time.

Discussions of how to use old *Advanced Dungeons and Dragons* modules with *Castles and Crusades* are rampant on the net. The general consensus is that they're a natural fit, and this author does not disagree. However, what of all the 3.0 and 3.5 OGL modules around? The general consensus is that these are a bit more difficult, and on that, the author very much disagrees. Converting these adventures is relatively easy and takes only a few minutes of time; I'd estimate a half hour at most for a simple one-night scenario like those found at: http://www.wizards.com/default.asp?x=dnd/oa/ 20030530b. Note that these guidelines assume the CK has access to the *Castles and Crusades Player's Handbook* and *Monsters and Treasure* books.

Step One: Converting Monsters

For monsters, simply use the appropriate critter from *Monsters and Treasure*. This is a no-brainer. If an adventure has hobgoblins in it, simply use hobgoblins as they appear in *Monsters and Treasure.* Now some (in fact, many) monsters in the other d20 OGL-based games have class levels added on to them. This makes it slightly trickier, but not much, in the end. The simplest way to adapt such creatures to C&C is to add extra hit dice. For martial-oriented monsters, this version should work okay.

Another solution, however, is to do the same in C&C. In this method, add the basic class abilities of the class in question, and a number of appropriate hit dice to the class equal to the creature's level. However, to maintain typical balance with C&C, do not change or add Prime Attributes to the monster. This means that using some of its class abilities may have to be done with a secondary attribute.

Using the hobgoblin example above, let's say the OGL source has a hobgoblin with 3 levels of fighter. That creature's stat block would look like this:

Hobgoblin Fighter 3 (his vital stats are HD 1d10+3d10, Hit Points 34, AC 15, lawful evil. His primary attribute is physical. He attacks by weapon. He carries chain mail armor, great axe, 1d8 gp, 2d6 sp and 3d6 cp. He possesses all class abilities of a third level fighter.)

Were this same Hobgoblin to possess levels in Druid (unlikely, but bear with me for this example), his stat block would look something like this:

Hobgoblin Druid 3 (his vital stats are HD 1d10+3d8, Hit Points 24, AC 13, lawful evil. His primary attribute is physical. He attacks by weapon. He carries leather armor, scimitar, 1d4 gp, 2d4 sp and 1d6 cp. He possesses all class abilities of a third level druid, including spellcasting.)

This particular hobgoblin is going to be a weak druid, since he doesn't get the druid's prime attribute of wisdom, and so must make base checks with a CL of 18 + CC to use all Wisdom-based abilities. His AC has also been reduced from that of a basic *Monsters and Treasure* hobgoblin because the book states that hobgoblins tend to sheathe themselves in heavy armor such as chain mail; this particular creature wears only leather.

Monsters with class levels are equal to PC's with a level equaling the monster's regular hit dice plus hit dice gained from its character levels. The hobgoblins above would then be

roughly equivalent to a fourth level player character (Hobgoblins have 1d10 hit die by default, plus 3 more for fighter or druid levels).

Step Two: Converting NPC's

NPC's are easy. Look at what class the NPC is, then whip up a stat block (we all know how fast that is in C&C) using the pre-existing attributes of the NPC and whatever class seems most appropriate from C&C. Sorcerers should convert as Wizards or Illusionists (whichever seems more accurate for the class). The CK could choose to convert knightly NPC's as C&C characters of the Knight class, rather than the likely OGL solution of fighter. Use common sense when making such conversions. Characters will not convert exactly (C&C Bards and Rangers, for example, do not have spell casting abilities) but will convert precisely enough for the needs of a *Castles and Crusades* game, and multiclassing is always an option if the CK really needs a Ranger who can cast spells, for example.

What about the question of feats and skills? People seem to make a big deal of how to go about converting these features to C&C. The best answer, and the simplest, is simply don't convert them. Feats and skills don't exist in C&C, so there's no reason to force new special abilities into the game that might upset balance. Drop them and don't even bother.

Step Three: Converting the Scenario

Converting the scenario is largely free of work. All that really needs be done is to convert skill checks, such as Spot, Listen, Search, etc. Some skill checks convert as Class Abilities. Such cases will be self-explanatory. Hide, Move Silently, Listen, these are all Rogue abilities in C&C. Other skills simply convert as basic Attribute checks, using whatever attribute would be the associated ability score in other d20 OGL games. To figure out the CC of these checks, assume that the base OGL DC is figured off of a Prime attribute. That is, simply subtract 12 from the DC to get the CC of the Attribute check.

There you have it! The guidelines above should help you convert any existing d20-based OGL fantasy scenario to *Castles and Crusades* with minimal effort and expenditure of time. Enjoy!