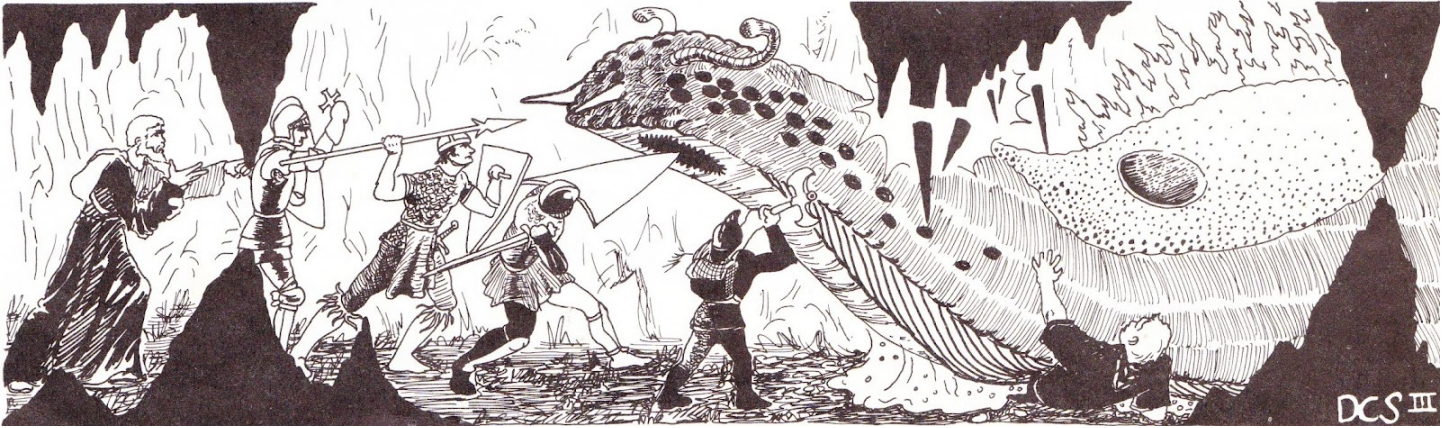**Converting Monsters for Use in Your 3rd Edition Advanced Dungeons & Dragons Game**

As there is no Monster Manual for Advanced Dungeons & Dragons 3rd Edition I'd recommend one of the following options:

1. Use Troll Lord Games Classic Monsters and Monsters & Treasure. Castles and Crusades is the game that spawned AD&D3... and is highly compatible with it.

2. Use creatures from Advanced Dungeons & Dragons (1st and 2nd editions) and convert them to 3rd edition. For most monsters, you can use the 2nd edition Monstrous Manual or The Monstrous Manual.

3. Use creatures from retroclones such as Labyrinth Lords or Swords & Wizardry.

To convert monsters:

1. Subtract the old armor class (AC) from 20 to get the new AC. AC 10 would remain AC 10, while an AC of -10 would become an AC of 30 in 3rd edition Advanced Dungeons & Dragons.

2. Multiply the old Movement Rate by 5 to get the new movement rate. A 12" movement rate would become a 60' movement rate in 3rd edition Advanced Dungeons & Dragons.

3. To quickly arrive at hit points multiply all hit dice by 5 in order to determine the monsters' hit points. Round fractions up.

4. The attack bonus for all creatures equals the number of hit dice the creature possesses. For particularly strong creatures I'd add a +1 to +3 bonus to attack and damage rolls.

5. Handle special attacks suck as poison, level drain, and diseases as per the Dungeons Masters Guide, pages 89-91.

6. Spell-like abilities function at the listed caster level or, if that's not given, at a caster level equal to the creature's hit dice.

7. All other ability check bonuses are based on HD (though you can modify the checks based on the creature's estimated ability scores.