

TALES OF THE VALIANT™

CONVERSION GUIDE

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TALES OF THE VALIANT CONVERSION GUIDE

This conversion guide includes instructions for converting elements of your 5th edition game (5E)—including character subclasses, feats, spells, magic items, and monsters—to a **Tales of the Valiant™** (ToV) game, published by Kobold Press. To use this conversion guide, you need to be familiar with 5E, and you need the **Tales of the Valiant** *Player's Guide* or *Monster Vault*, depending on what you are converting. You can use the *Black Flag Roleplaying Reference Document* in lieu of these books for much of this conversion guide, but keep in mind the chapter references might not be the same.

While this guide discusses many aspects of the game that might require conversion, there likely will be minor issues that fall outside the scope of this guide and require game master adjudication.

DO I NEED TO CONVERT EVERYTHING?

The **Tales of the Valiant** roleplaying game (ToV) has much in common with 5E, and a game master (GM) can easily run a ToV game with both 5E player characters (PCs) alongside ToV PCs. However, ToV is a separate game, and distinct portions of it can't be mixed with existing 5E rules. For example, while a 5E PC and ToV PC can be played alongside each other in the same campaign, a 5E subclass can't be applied to a ToV base character class or vice versa. In a game with characters from two different rulesets, the 5E character(s) should advance using the 5E rules, and the ToV character(s) should advance using the ToV rules.

Similarly, you can use 5E monsters in an encounter with ToV characters or vice versa. However, ToV monsters typically hit harder and are sturdier than their 5E counterparts, as detailed later in this conversion guide.

For ease of play, we recommend using the ToV versions of existing 5E monsters, and we recommend using ToV's base rules (such as those found in **Chapter 6: Playing the Game** in the *Player's Guide*), including the rules for Luck, hazards, traps, and other unique rules.

GENERAL CHANGES

The **Tales of the Valiant** roleplaying game includes a host of changes from the 5E rules. Many of those changes are relatively obvious and easy to recognize, while others are subtler. To help facilitate an easy transition between the two games, here is a list of some of the larger changes that can impact players, many of which are fully defined in **Chapter 6: Playing the Game** in the *Player's Guide*:

- Ability scores are now abbreviated in almost all situations where an ability score or its modifier is referenced (e.g. STR instead of Strength).
- Alignment has been removed from the base game.
- Doom is a new, optional resource for GMs to increase the challenge of any encounter.
- Hiding is now a specific action with unique rules, parameters, and uses.
- Luck is a new PC resource that replaces Inspiration.
- Magic items are in the *Player's Guide* for easier reference.
- Magic items now include gold piece (gp) prices with each item.
- Monster stat blocks are streamlined for quick reference. Individual blocks no longer display skill proficiencies, saving throw proficiencies, proficiency bonus (PB) notations, or the experience points (XP) gained from defeating them. Instead, this information is combined into a single set of modifiers that are easier to use in the heat of encounter gameplay. General reference information for how these figures are factored into overall statistics is included in the *Monster Vault*.

- Monster weaknesses to specific materials, such as silver, have been removed, and those effects are now represented as special properties of weapons made from those materials (i.e. werewolves aren't weak to silver; silver is extra effective against werewolves).
- PC race options have been split into lineage and heritage. This split is discussed later in this conversion guide and further detailed in the *Player's Guide*.
- Resistance can now also apply to conditions. A creature resistant to a condition has advantage on the check or save against that condition.
- The overall number of tool proficiencies is reduced, and multiple tool sets were combined to make each more useful. Tools also include clearer uses, example tasks, and example save DCs for using them.
- Vulnerability can now also apply to conditions. A creature vulnerable to a condition has disadvantage on the check or save against that condition.

GLOSSARY OF NEW AND CHANGED TERMS

The **Tales of the Valiant** roleplaying game uses several new terms and changed or replaced a handful of 5E terms. Many of these are detailed later in this conversion guide or in the *Player's Guide* or *Monster Vault*. When converting from 5E to ToV, consult the **New and Changed Terms** table for updated terminology.

NEW AND CHANGED TERMS

TOV TERM	5E TERM	DEFINITION
Arcane	—	One of four magic sources for categorizing spells
Divine	—	One of four magic sources for categorizing spells
Doom	—	New, optional resource for GMs when running encounters
Fabled	—	New type of magic item that grows in power as its attuned user gains levels
Heritage	race	Upbringing of a PC, which includes heritage-specific traits
Keensense	blindsight	Sense that represents a creature perceiving its environment via some way other than sight
Lineage	race	Hereditary aspects of a PC, which includes lineage-specific traits
Luck	Inspiration	New resource for PCs
Primordial	—	One of four magic sources for categorizing spells
Save	saving throw	Check for determining success or failure when resisting a spell, trap, poison, disease, or similar threat
Spell circle	spell level	Hierarchy of spells with higher circles representing more powerful spells
Subclass	Arcane Tradition, Druidic Circle, Sacred Oath, etc.	Class specialization with a unique theme and features
Tag/subtag	—	Unique indicator on some creatures that represents creatures with common characteristics outside of their creature types
Talent	feat	Area of expertise that gives a PC special capabilities; talents are separated into Magic, Martial, and Technical categories
Wyrd	—	One of four magic sources for categorizing spells

RACES

The term “race” has been removed from ToV, and the concept has been replaced with lineage and heritage. Though this is a significant change in and of itself, the most notable aspect of it is that ability score increases are no longer tied to choice of lineage or heritage. Ability score increases are chosen during earlier steps of character creation.

LINEAGE

Lineage is about a character's inherited biological traits. No matter where the character is born, they are born like this. Things that typically go into a lineage are innate powers (magical or otherwise) and physical features, such as darkvision or wings that allow flight.

When converting a 5E race or subrace into a lineage, keep features describing the race's size, speed, life expectancy, physical characteristics, and similar features.

HERITAGE

Heritage is a character's learned traits. It is about the cultural elements that influenced a character during their formative years. It encompasses what the character's family, community, or other formative authority figure taught them. Things that typically go into a heritage are

behavioral powers, skill proficiencies, tool proficiencies, weapon proficiencies, languages, and learned magical abilities, such as the ability to cast a specific spell.

When converting a 5E race or subrace into a ToV heritage, keep the features that describe the race's weapon or armor training, languages, trained spellcasting, tool proficiencies, and similar features.

BACKGROUNDS

Backgrounds are how you spent your time before becoming an adventurer. Some mechanical expressions can overlap with heritage, but think of a background as what the character might learn professionally as opposed to what they might learn from their personal life.

When converting a 5E background, choose a talent from those in the *Player's Guide* that fit the theme of the background and apply it. Then, replace the background's personality trait, ideals, bonds, and flaws with an adventuring motivation that answers why a character with this background's knowledge and experiences would seek a life of adventure.

TALENTS

Talent is a new game mechanic functionally similar to the optional 5E feat rule. Talents completely replace 5E feats.

Talents are divided into three categories: Magic, Martial, and Technical. Magic talents affect a character's spellcasting but also include features that strengthen the mind and defend against harmful magic effects. Martial talents affect a character's combat abilities, including enhancements to overall fitness and the ability to wield weaponry. Technical talents affect a character's non-combat abilities, granting utility-based improvements to social encounters, exploration, and object interactions.

When converting a 5E feat into a talent, pick a replacement talent from the *Player's Guide* that is similar to that feat, or decide which category best fits the feat you're converting. Most aspects of a feat can carry over into being a talent without issue. Keep in mind that not every class or subclass has access to every type of talent, and a character that had a feat in 5E might not have access to that type of talent in ToV. If you are a player, work with your GM to decide if your ToV character should have access to that talent, and if so, why your character has it (did it come from your background? Was there a special event in the story of the game that awarded you with the capabilities represented by the talent?).

LUCK

Luck is a new resource for PCs that replaces Inspiration and is detailed in the *Player's Guide*. When converting a character, decide if you are going to use Luck or Inspiration in your games. If you decide to use Luck, leave room on the character sheet for noting the regular gain and loss of Luck throughout each session.

SUBCLASSES

Subclasses are class-specific specializations with unique themes that add new features and often expand existing class features. In ToV, subclasses have been standardized to occur at specific levels in every class (3rd, 7th, 11th, and 15th). This means that some subclasses experience little to no change when converting from 5E to ToV, while others must undergo significant changes to be converted.

Not an Exact Science. The guidance here is general guidance for converting a 5E subclass to fit a ToV base class. Some of this guidance might not work for every subclass. We encourage GMs and players to work together to determine if a subclass should be converted or if it would be best played as written on a 5E character. **Remember, ToV is compatible with 5E, and 5E characters using 5E subclasses can easily be played alongside ToV characters using ToV subclasses. Conversion is always optional and only required if you want to mix and match base classes and subclasses between systems.**

BARBARIAN

In 5E, barbarian subclasses have features at 3rd, 6th, 10th, and 14th levels. When converting a 5E barbarian subclass to ToV, adjust the 6th, 10th, and 14th-level features to 7th, 11th, and 15th levels, respectively.

BARD

In 5E, bard subclasses have features at 3rd, 6th, and 14th levels. When converting a 5E bard subclass to ToV, adjust the 6th and 14th-level features to 7th and 15th levels, respectively. Then, create a new feature for 11th level that fits the theme of the subclass. If you are at a loss about a new feature, pick up one of the 11th-level features from an existing ToV bard subclass or use the following feature:

FLOWING INSPIRATION

11th-Level Bard Feature

When you or an ally rolls a Bardic Inspiration die, that creature can roll two dice and choose which result to use.

ToV bards use the Arcane spell list when choosing their spells. They aren't restricted to a class-specific spell list.

CLERIC

In 5E, cleric subclasses have features at 1st, 2nd, 6th, 8th, and 17th levels. When converting a 5E cleric subclass to ToV, adjust the 1st and 2nd-level features to 3rd level and adjust the 6th and 17th-level features to 7th and 15th levels, respectively. Then, create a new feature for 11th level that replaces the 8th-level feature. This new 11th-level feature should expand on or improve the 3rd-level Channel Divinity feature, typically making it deal more damage, heal more hit points, affect more targets, or similar. If you are at a loss about a new feature, pick up or adjust one of the 11th-level features from one of the ToV cleric subclasses.

ToV clerics use the Divine spell list when choosing their spells. They aren't restricted to a class-specific spell list.

DRUID

In 5E, druid subclasses have features at 2nd, 6th, 10th, and 14th levels. When converting a 5E druid subclass to ToV, adjust the 2nd-level features to 3rd level and adjust the 6th, 10th, and 14th-level features to 7th, 11th, and 15th levels, respectively.

ToV druids use the Primordial spell list when choosing their spells. They aren't restricted to a class-specific spell list.

FIGHTER

In 5E, fighter subclasses have features at 3rd, 7th, 10th, 15th, and 18th levels. When converting a 5E fighter subclass to ToV, adjust the 10th-level feature to 11th level and choose either the 15th-level or 18th-level feature to be the ToV fighter's 15th-level subclass feature, removing whichever feature wasn't chosen.

Alternatively, consider using the subclass feature that wasn't chosen for the 15th-level ToV feature as an option to select when the fighter gets the Improvement feature at 19th level (in addition to the standard choices).

MONK

In 5E, monk subclasses have features at 3rd, 6th, 11th, and 17th levels. When converting a 5E monk subclass to ToV, adjust the 6th-level feature to 7th level and adjust the 17th-level feature to 15th level.

PALADIN

In 5E, paladin subclasses have features at 3rd, 7th, 15th, and 20th levels. When converting a 5E paladin subclass to ToV, adjust the 15th and 20th-level features to 11th and 15th levels, respectively. This change might necessitate a minor adjustment in power, such as reducing the damage or frequency of use since these two features now occur at earlier levels. If possible, we recommend actually seeing the converted features in play before making the call to reduce their power.

ToV paladins use the Divine spell list when choosing their spells. They aren't restricted to a class-specific spell list.

RANGER

In 5E, ranger subclasses have features at 3rd, 7th, 11th, and 15th levels. When converting a 5E ranger subclass to ToV, you don't need to adjust the levels at which the character gains the features.

When converting a ranger character, keep in mind that some names and features have changed in the base class, such as Favored Enemy and Natural Explorer. If a subclass references or keys off those features, it might need to be adjusted to better fit the new ToV ranger features.

ToV rangers use the Primordial spell list when choosing their spells. They aren't restricted to a class-specific spell list.

ROGUE

In 5E, rogue subclasses have features at 3rd, 9th, 13th, and 17th levels. When converting a 5E rogue subclass to ToV, adjust the 9th, 13th, and 17th-level features to 7th, 11th, and 15th levels, respectively.

SORCERER

In 5E, sorcerer subclasses have features at 1st, 6th, 14th, and 18th levels. When converting a 5E sorcerer subclass to ToV, adjust the 1st-level features to 3rd level and adjust the 6th, 14th, and 18th-level features to 7th, 11th, and 15th levels, respectively.

ToV sorcerers use the Arcane spell list when choosing their spells. They aren't restricted to a class-specific spell list.

WARLOCK

In 5E, warlock subclasses have features at 1st, 6th, 10th, and 14th levels. When converting a 5E warlock subclass to ToV, adjust the 1st-level features to 3rd level and adjust the 6th, 10th, and 14th-level features to 7th, 11th, and 15th levels, respectively.

When converting a 5E warlock character, keep in mind that spellcasting has changed significantly for the warlock. Subclasses that rely heavily on the 5E version of the warlock's spellcasting might not fully convert or might require extra work to convert.

ToV warlocks use the Wyrds spell list when choosing their spells. They aren't restricted to a class-specific spell list.

WIZARD

In 5E, wizard subclasses have features at 2nd, 6th, 10th, and 14th levels. When converting a 5E wizard subclass to ToV, adjust the 2nd-level features to 3rd level and adjust the 6th, 10th, and 14th-level features to 7th, 11th, and 15th levels, respectively.

ToV wizards use the Arcane spell list when choosing their spells. They aren't restricted to a class-specific spell list.

EQUIPMENT AND OTHER GEAR

Most armor, weapons, and other equipment remained largely unchanged between 5E and ToV with a few notable exceptions:

- Electrum pieces (ep) have been removed as a form of currency.
- Morningstar is now a versatile weapon (1d8/1d10).
- Net is no longer a weapon. Nets can now be found in standard adventuring gear.
- Poisons can now be found alongside mundane equipment.
- Ring mail now provides a base AC of 15 instead of 14.
- Special materials, like adamantite, mithral, and silver, can be applied to armor or weapons and include pricing and special rules for how they work differently from armor or weapons made of more traditional materials like wood, iron, or steel. These are found in the introductory text of the armor and weapon sections.

Weapon Options. Weapon options are new ways a character can use a weapon outside of dealing damage, such as using the weapon to trip or hamstring a target. Not every weapon option can be used with every weapon. When converting weapons, check the **Weapons** table in the *Player's Guide* to confirm which weapon options apply to that weapon. If the weapon you want to convert is not on that table, find a weapon on the table that is similar to it to determine the best weapon options for it.

MAGIC ITEMS

With some exceptions, magic items are the same as they are in 5E. The most notable change is the inclusion of base gold piece (gp) value in their descriptions. Before using a 5E magic item in a ToV game, be sure to check if the item has changed (see **Chapter 5: Equipment & Magic Items** of the *Player's Guide*).

TOOLS

Many ToV tools combine multiple tool kits or very specific tools from 5E. When converting tools from 5E to ToV, refer to the **Tool Conversion** table.

TOOL CONVERSION

TOV TOOLS	5E TOOLS
Alchemist tools	Alchemist's kit
Artist tool	Calligrapher's supplies, painting tools
Charlatan tools	Disguise kit, forgery kit
Clothier tools	Cobbler's tools, weaver's tools
Construction tools	Carpenter's tools, mason's tools, woodcarver's tools
Gaming sets	Gaming sets
Smithing tools	Smithing tools
Herbalist tools	Herbalism kit, poisoner's kit
Musical instrument	Musical instrument
Navigator tools	Cartographer's supplies, navigator's tools
Provisioner tools	Brewer's supplies, cook's utensils
Trapper tools	Leatherworker's tools
Thieves' tools	Thieves' tools
Tinker tools	Jeweler's supplies, tinker's tools

SPELLS

Most of the spells in the game are largely unchanged. However, the way character classes interact with and choose spells has changed, as detailed under the Rituals and Sources headings. In addition, a handful of spells received name changes to better align with many of the subtler changes throughout ToV and to give a more intuitive structure to spell names and their “advanced” versions. These spells also received some minor language and rules adjustments to fit this new structure.

- **Charm Person.** This spell is now simply *charm*.
- **Dominate Person/Monster.** These spells are now *dominate* and *greater dominate*, respectively.
- **Hold Person/Monster.** These spells are now *hold* and *greater hold*, respectively.
- **Lesser/Greater Restoration.** These spells are now *restoration* and *greater restoration*, respectively.
- **Locate Creature/Object.** These spells are now combined into the new spell *locate*, which is a ritual.

RITUALS

Ritual spells have been greatly changed from their 5E incarnation. This category now applies to spells that take 1 minute or longer to cast, and these spells often require costly material components. Rituals spells don’t use spell slots and therefore can’t be cast at higher circles in the way standard spells can (though some automatically increase in power as a caster gains access to higher-circle spell slots). Ritual spells function like standard spells, but they occupy a different place in a spellcaster’s magical arsenal. A spellcasting class defines whether the character can access ritual spells and how many rituals that character knows at each class level.

Because of these changes, several spells that once could be optionally cast as a ritual have been moved to be a standard spell or a ritual spell. There are no longer standard spells that can optionally be cast as rituals or vice versa.

When converting a spell that can be optionally cast as a ritual, determine if it needs to remain a ritual—losing the ability to be cast in less than 1 minute—or if it should become a standard spell—losing the option to cast it at a longer cast time without expending a spell slot. A spell might be better as a ritual spell if it:

- Has a duration that lasts longer than 1 minute.
- Requires highly specific and/or expensive material components not covered by a component pouch.
- Produces a utility effect that isn’t combat-focused, such as creating shelter, facilitating long-distance travel, gathering information, or similar.

SOURCES

ToV has four “sources” of magic: Arcane, Divine, Primordial, and Wyrd. Instead of class-specific spell lists, each spellcasting class now has access to one of these sources, each of which has its own spell list.

ARCANE

Arcane casters draw power from measurable forces that govern material reality. This includes forces like heat, space, and gravity. Arcane magic is governed by an extensive set of rules and calculations, which a caster uses to enact effects. Due to its complexity, Arcane spellcasting often resembles a fusion of philosophy and mystical workings. When converting a spell, it might be Arcane if it:

- Detects, suppresses, ends, or otherwise interacts with mechanical aspects of spellcasting.
- Harnesses elemental energy (acid, cold, fire, lightning, or thunder).
- Interacts with a creature’s senses, whether to fool them or to extend their capabilities.
- Appears on the 5E wizard spell list.

DIVINE

Divine casters draw power from the connectivity between beings. Divine magic requires a connection between the caster and at least one other being to function. The common model for Divine magic frames it within religious faith, where an individual enacts the will of a god. However, the Divine source is also accessible to a caster who acts out of devotion to a particular community, an evil pact set forth by a cult, or any similarly compelling external source. When converting a spell, it might be Divine if it:

- Specifically interacts with another creature’s life force, whether to heal or harm.
- Harnesses radiant or necrotic energy.
- Specifies interaction with a deity or includes the worth “faith” in the description.
- Appears on the 5E cleric or paladin spell list.

PRIMORDIAL

Primordial casters draw power from the primal energies of nature. Primordial magic is defined by how a caster interacts with energy that is actively present in the environment, whether amplifying, suppressing, altering, redirecting, or encouraging it. Primordial magic always draws from nature itself and can't be accessed without placing its interests first. When converting a spell, it might be Primordial if it:

- Alters or enhances a creature's biological characteristics.
- Specifically interacts with plants or animals.
- Replicates an effect that could possibly occur as a natural phenomenon.
- Appears on the 5E druid or ranger spell list.

WYRD

Wyrd casters draw power from forces that dwell beyond material reality. The use of Wyrd magic requires a caster to become a conduit. The caster is the material anchor that calls unnatural energies into the world, then shapes them to the caster's will. Wyrd magic always breaks the physical world to allow forces from beyond to creep in. When converting a spell, it might be Wyrd if it:

- Summons a creature from a different plane or realm of existence.
- Harnesses energy that isn't elemental in nature.
- Allows travel between different planes of existence.
- Appears on the 5E warlock spell list.

CURSES, DISEASES, HAZARDS, AND TRAPS

Curses (like mummy rot), diseases (like sewer plague), hazards (like gale force winds or extreme heat), and traps (like pits and falling ceilings) are largely unchanged in ToV. Each now has a clear structure to its information, which is divided into the following categories.

- **Trigger.** What causes the curse, disease, hazard, or trap to happen?
- **Effects.** What are the effects and dangers of it and what saves, if any, do those affected have to make against the effect?
- **Resolution.** What ends the effects? Does an affected creature simply need to leave the area? Can a character disarm or dispel the curse, disease, hazard, or trap to stop or even prevent its effects?

When converting a curse, disease, hazard, or trap, divide its information into the above categories for better readability and clarity of purpose and resolution. For examples of curses, diseases, hazards, and traps that follow the new structure, see *Player's Guide* and *Game Master's Guide*.

MONSTERS

Monster stat blocks in ToV have been streamlined from their 5E counterparts for more intuitive gameplay and faster combat. A ToV stat block contains only the information strictly necessary to make a monster usable, exciting, and challenging in the midst of running a combat encounter. Many widely used 5E monsters are already updated to the ToV rules and included in the *Monster Vault*. If you are using a 5E monster that doesn't appear in the *Monster Vault*, you can use the following rules to convert it to ToV. **Remember, ToV is compatible with 5E, and 5E monsters can easily face off against 5E and/or ToV characters. Conversion is always optional and only required if you want to mix and match monster abilities or statistics.**

TAGS

A tag appears in a monster's stat block as a parenthetical next to its creature type. A tag indicates the monster can be targeted by specific spells, magic items, and other features, or it indicates such features affect the monster in a unique way. While tags existed in 5E, they have been expanded and carry more mechanical weight in ToV. Some tags now also have subtags. Here are the tags and subtags that appear in *Monster Vault*:

- Animal
- Golem
- Outsider
 - Angel
 - Demon
 - Devil
- Shapechanger
 - Lycanthrope

Keep the following in mind when adding or removing tags and subtags from monsters:

- The Animal tag should be used sparingly and typically only on Monstrosities. This tag allows a monster to be affected by spells like *speak with animals* and opens the monster up as a possible form certain druids can take.
- The Shapechanger tag should be applied only to monsters that can change their shape naturally, such as doppelgangers, and not those that change their shape magically, such as gold dragons.
- Subtags supersede general tags when notating the information in a stat block. For example, angels are outsiders, but instead of notating an angel as Celestial (Angel, Outsider) simply note it as Celestial (Angel).

STATISTICS

The base statistics section of monster stat blocks changed the most out of other aspects of monsters. When converting a monster from 5E to ToV, make the following changes:

- Remove alignment.
- If applicable, add an appropriate tag or subtag.
- Add Perception and Stealth as a new line beneath Speed, with the passive value (10 + the associated ability modifier) of each listed alongside it. A monster might have proficiency in Perception or Stealth without having proficiency in the associated ability. In such cases, add the monster's proficiency bonus (PB) to the value.
- Remove the Saving Throw line, making note of which save proficiencies the monster has.
- Remove the Skills line, making note of which skill proficiencies the monster has.
- Remove all references to special materials in the monster's Damage Vulnerabilities, Damage Resistances, and Damage Immunities lines.
- Fold Damage Immunities and Condition Immunities into one Immune line but separate damage and conditions with a vertical bar (|).
- Change blindsight to keensense.
- Remove passive Perception from the Senses line.
- Remove the Proficiency Bonus section.
- Remove the XP notation.
- Move the Challenge to the same line as the monster's name and relabel it as "CR #"
- Add — to the Senses and/or Languages line for a monster that has no special senses or that understands no languages.
- Move the ability scores section to the end of the statistics section.
- Remove ability scores, keeping only the modifiers.
- Add the monster's proficiency bonus to the abilities in which it is proficient—typically the abilities in which it previously had a saving throw or skill proficiency. In general, a monster of CR 0–4 should have no more than one ability proficiency; a monster of CR 5–8 should have at least one ability proficiency; a monster of CR 9–12 should have at least two ability proficiencies; a monster of CR 13–16 should have at least three ability proficiencies; and a monster of CR 17 or higher should have at least four ability proficiencies.

DAMAGE AND HIT POINTS

Monsters built with 5E rules are compatible in fights against PCs built with ToV rules. However, ToV monsters hit harder and are sturdier than their 5E counterparts, meaning 5E monsters might not survive as long against ToV PCs. When converting a monster from 5E to ToV, you are fine to keep the monster's damage and hit points (HP) as they are, but if you want to make the monster's damage and hit points more equivalent with other ToV monsters, see **Creating Monsters** in the *Game Master's Guide*.

TRAITS

Monster traits stayed mostly the same with some exceptions:

- **Camouflage.** Traits labeled as [terrain] camouflage have been changed to better accommodate the new Stealth value in the monster's stat block.
- **Keen Hearing/Sight/Smell.** Traits that reference the keenness of a monster's senses have been renamed to "Heightened" instead of "Keen" and have been changed to better accommodate the new Perception value in the monster's stat block.
- **Shapechanger.** This trait is now a bonus action called Change Shape.
- **Spellcasting/Innate Spellcasting.** This trait has been reworked and is now an action.
- **Sunlight Sensitivity.** This trait has been adjusted to better accommodate the new Perception value in the monster's stat block.
- **Type Traits.** Most creature types now have associated traits that detail vulnerabilities, resistances, and immunities common to creatures of those types. For details on which traits belong to which creature types, see **Creating Monsters** in the *Game Master's Guide*.

ACTIONS, BONUS ACTIONS, AND REACTIONS

Monsters still act and attack as they once did with a few changes:

- **Change Shape.** This is a new bonus action that applies to any creature that can change its shape, whether that change is through magical or natural means. It replaces the Shapechanger trait that existed on some creatures and the Change Shape action that existed on others.
- **Conditional Requirements.** Some actions, bonus actions, and reactions now include conditional requirements. Similar to the Recharge conditional requirement that appears on actions like a dragon's breath weapon, ToV now includes other conditional requirements on some actions, bonus actions, and reactions, such as requiring a monster to have a certain amount of hit points before it can use that particular feature.
- **Spellcasting.** This is now an action rather than a trait, and spells listed under this feature must all now cost an action to cast. Remove or replace any spells the monster has that have a casting time other than 1 action.

LEGENDARY ACTIONS

Legendary actions work the same as in 5E, but a legendary action that allows a creature to cast a spell now costs 2 legendary actions instead of 3.

LAIR ACTIONS AND REGIONAL EFFECTS

Lair actions and regional effects are largely unchanged. However, a creature that deals damage with its lair actions typically treats its CR as one higher when encountered in its lair.