

Pathfinder 2e to Swords & Wizardry Conversion

Pathfinder 2e Hit Points	Swords & Wizardry Hit Dice
Under 10	1d4 HP
10-19	1
20-34	2
35-49	3
50-64	4
65-89	5
90-109	6
110-129	7
130-139	8
140-159	9
160-179	10
180-199	11
200-219	12
220-239	13
240-259	14
260-279	15
280-299	16
300-319	17
320-339	18
340-359	19
360 and Over	20

Pathfinder 2e Speed	Swords & Wizardry Move
0-15	3
20 & 25	6
30 & 35	12
40	18
45	24
50	30
55	36
60	42
65 & Up	48

Pathfinder 2e Save Sum	Swords & Wizardry Ascending AC
Up to 19	10
20-23	11
24-27	12
28-31	13
32-35	14
36-39	15
40-43	16
44-48	17
49-53	18
54-59	19
60-63	20
64-70	21
71 & Over	22

Just use the same Challenge Number from Pathfinder when you convert to Swords & Wizardry to determine the creature's Saving Throw.

Attack Damage

Description	CL 1-5	CL 6-10	CL 11-15	CL 16 and Up
Bludgeoning/Squeezing (Slam, Fist, Strike, Hands, Tentacle)	1d6	2d6	3d6	4d6
Piercing (Bite, Impale, Needles, Gore)	1d6	1d8	2d6	2d8
Slashing (Claws, Blades)	1d8	2d8	3d8	4d8

Modifiers

- If you have a monster that uses magic, poison, elemental, acid, or other types of specialized damage as a special attack, just use the next lower category for their melee damage dice.
- If you have a "boss" monster, use the next higher category if they make primarily melee attacks.