

# Immortal Conversion Codex

For Classic Dungeons & Dragons (using the Rules Cyclopedia) ©1993, 2003 Steven J. Ege

## Introduction

This codex presents guidelines for converting specific Immortal personas from the Advanced Dungeons & Dragons tome *Deities & Demigods* (also known as *Legends and Lore*) as well as other works, such as the *World of Greyhawk Fantasy Setting* over to the Classic Dungeons & Dragons game system. Much of the information in these pages stems from the Dungeons & Dragons box set *Wrath of the Immortals*, which is now out of print, with some additional rules used from *Deities & Demigods* (primarily negative Charisma).

What is provided in this codex are the guidelines to perform the conversion and two tables that the Dungeon Master will use to convert the Immortals from *Deities & Demigods* or other sources over to the Classic Dungeons & Dragons game system. Further, there are specific abilities that are available to all Immortals, and these are detailed at the very end of this codex.

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## Hit Dice

Take the average of all the levels in all the classes an Immortal possesses, add 15 to that total, and round to the nearest whole number to determine the number of D&D Hit Dice the Immortal possesses.

**Example:** The Immortal Boccob (*World of Greyhawk Fantasy Setting*) has levels in these classes:

- 24<sup>th</sup> Level Magic-User
- 24<sup>th</sup> Level Illusionist

Adding the experience levels for all classes gives a result of 48 ( $24+24=48$ ). Dividing by the number of classes (2) leaves an average Level of 24 ( $48\div 2=24$ ). Adding 15 to this total gives a result of 39 ( $24+15=39$ ). Rounding this result to the nearest whole number leaves a result of 39. For determining the rest of Boccob's statistics on the Immortal Conversion Chart, he will be considered as having 39 Hit Dice.

## Level and Immortal Rank

All the Immortals in the *Wrath of the Immortals* box set have a level and title denoting their status in the Immortal hierarchy. For each Immortal converted, take the Hit Dice of the Immortal and look on the left hand columns of the Immortal Conversion Chart on page 6. The result on the left is the Level of that Immortal. After determining the Level, move one more column to the left to find the Immortal Rank. Record this Immortal Rank on a piece of paper.

**Example:** Boccob is a 39 Hit Dice Immortal. Finding his Hit Dice on the chart we move one column to the left and see that Boccob is a 25<sup>th</sup> Level Immortal. Moving one further column to the left we see that 25<sup>th</sup> Level Immortals are granted the title of Eternal. So on the record sheet, the DM records Boccob as being a 25th Level Eternal for purposes of ranking among Immortals.

## Sphere

Any Immortal can be of any sphere. Where possible, select a sphere most appropriate for that Immortal, based upon the descriptions of the Spheres in *Wrath of the Immortals* and the spheres of influence as noted in the source material. Also see pp4, 51 of *Wrath of the Immortals, Book 1* for additional information.

**Example:** Boccob's alignment is Neutral. His sphere of influence in AD&D is the arcane (magic). He is best placed in the sphere of Energy, both because of his AD&D sphere of influence and his alignment.

## Ability Conversion

Unlike AD&D, the Immortal ability scores in a Classic D&D game can run well over the AD&D maximum of 25. So it is necessary to enhance these scores to make them consistent with the other Immortals in the Classic D&D game. On the Ability Score Adjustment Chart, look on the AD&D Ability column and find the applicable AD&D Ability score. Read to the right to the D&D Ability column and write down the D&D ability score for that Ability. For this conversion, ignore AD&D Exceptional Strength percentages.

**Example:** Boccob has S: 18, I: 25, W: 20, D: 22, C: 20, CH: 20. Finding each of these on the Ability Score Adjustment Chart yields new results as follows: S: 72, I: 100, W: 80, D: 88, C: 80, CH: 80.

Certain Immortals in the AD&D game may lack a score in an Ability. For purposes of conversion, these Immortals will have a D&D Ability score of 1 in all Abilities where there would be no score otherwise.

Some Immortals in the AD&D game have *negative* Charisma. For these few special Immortals, the Ability Score Adjustments Table has been extended. The grey section of the chart lists the negative Charisma scores and their effects on retainers. There is no bonus or penalty associated otherwise with such low Charisma, thus the n/a results on the Bonus or Penalty column in the grey area. As a result of negative Charisma, these Immortals will NEVER have followers of a normal nature.

**Example:** A particularly loathsome Immortal has a Charisma of -5. This Immortal continues to use that negative Charisma score, and records the following modifiers: A maximum of 16 followers, a +7 bonus to Morale of any followers or retainers, and a -12 bonus to saving throws of Aura Attack victims.

## Hit Points

Hit points are re-figured using a base number determined by the number of Hit Dice the Immortal possesses. To this base, add constitution bonuses per Hit Die to determine the final hit point total. Use the Ability Score Adjustments Table to figure the Constitution bonus for each Hit Die, based on the new Constitution score.

**Example:** In the Hit Dice column of the Immortal Conversion Chart, run down the chart until you find 39 Hit Dice, which is the number of Hit Dice determined for Boccob in the opening step. Move to the right to the Hit Points column and record the number there (500). This number is the base number of Hit Points Boccob possesses. Referring to Boccob's Constitution score converted in the previous step, we note that his new score is 80. Looking at the Ability Score Adjustments Table, we move down until we find Boccob's new Constitution score of 80. Reading to the right we find that his high Constitution yields +14 points to each Hit Die. The +14 points per Hit Die is multiplied by the number of Hit Dice (39), the total being 546 ( $39 \times 14 = 546$ ). This number is then added to the Hit Points found in the Immortal Conversion Chart for the final result of 1046 ( $500 + 546 = 1046$ ).

## Movement Rate

AD&D Movement Rate is measured in inches while D&D Movement Rate is recorded in feet. To convert this, ignore the measurement units (the feet or inches) and multiply the AD&D Movement Rate by 10 and record the result as D&D feet. Then take this result and divide it by 3 to produce the indoor movement rate.

**Example:** Boccob in the *World of Greyhawk Fantasy Setting* has a movement rate of 18". Multiplying this figure by 10 yields a result of 180' ( $18'' \times 10 = 180'$ ). Dividing this by 3 yields 60' ( $180' \div 3 = 60'$ ), which is the indoor movement rate. The DM records Boccob's movement rate as 180' (60').

## Armor Class

Find the natural armor class of the Immortal on the Immortal Conversion Chart and compare it to the armor class for the Immortal in the source material. Use the more favorable of the two. Dexterity provides standard bonuses to this natural Armor Class.

**Example:** In the Hit Dice column of the Immortal Conversion Chart, run down the chart until you find 39 Hit Dice, which is the number of Hit Dice determined for Boccob earlier. Move right to the Armor Class column and read the result there, -10. Compare it to the Armor Class of Boccob as written in the *World of Greyhawk Fantasy Setting* and use the more favorable of the two. Boccob's armor class in the *World of Greyhawk Fantasy Setting* is -8. Since -8 is not as good as -10, Boccob records his Armor Class as -10.

## Other Statistics

Look at the Immortal Conversion Chart and run down the chart until you find the Hit Dice of the Immortal. Follow along the chart to the right and record the following items: Anti-Magic, THAC0, Number of Attacks, Punch Damage, and Weapon Damage Bonus.

Anti-Magic is a percentage chance of any spell cast by an Immortal utterly failing to affect the target Immortal. Compare the number in the source material with the number in the Immortal Conversion Chart and use whichever is better. Immortals with 100% Anti-Magic are only affected by spells cast by Immortals on a roll of 1 on a d%, unless the Immortal voluntarily lowers his Anti-Magic barrier.

THAC0, or To Hit Armor Class 0, is a stat used as a baseline to determine to-hit targets without consulting an attack matrix. For some Immortals, the number is 1, followed by an asterisk. This means that the Immortal will hit in every instance with the exception of a natural 1. The other Immortals have THAC0 of 2 through 5, which means they miss on anything below that number.

For Number of Attacks, compare the number in the source material with the number in the Immortal Conversion Chart and use whichever is better.

Punch Damage is the amount of unarmed combat damage an Immortal can do with each attack on an opponent.

Weapon Damage Bonus is the amount of extra damage an Immortal deals to an opponent with a weapon. This damage is dependent on weapon type. For example, if an Immortal does an extra die of damage with a sword, then instead of 1d6 of damage for the sword, the Immortal would do 2d6 worth of damage.

**Example:** Finding 39 Hit Dice, which is the number of Hit Dice Boccob possesses, and reading across the row, Boccob records the following numbers:

- Anti-Magic: Boccob's 100% in the *World of Greyhawk Fantasy Setting* is better than the 80% a 25<sup>th</sup> Level Eternal gets, so the DM keeps the original score.
- THAC0: 2
- Number of Attacks: 4. Boccob in the *World of Greyhawk Fantasy Setting* has 2 attacks per round. Since a 25<sup>th</sup> Level Eternal's 4 attacks are better than 2, the DM uses 4 for Number of Attacks.
- Punch Damage: 4d6 (add Strength Bonus)
- Weapon Damage Bonus: +2d (add Strength Bonus)

## Class Limitations for Immortals

Immortals are not subject to mortal class limitations for weapons and armor. This means they can use any weapon or any armor without restriction. If the armor is enchanted, only the pluses of the enchantment on the armor are added to the inherent armor class of the Immortal.

**Example:** A suit of +3 plate mail if worn by an Immortal with a natural AC of -4 would make the effective AC of the Immortal -7.

In addition, Immortals are not subject to mortal limitations on spells. They may cast any spell any number of times per day, if the Immortal before conversion has a spell casting class. It is assumed that these Immortals have spent the power points on a daily basis to do this. Immortals are immune to mortal magic. One Immortal may affect another Immortal with an Immortal spell only if the first Immortal can overcome the Magic Resistance of the target Immortal as described on p10 of *Wrath of the Immortals, Book 1*.

One of the limitations of mortal spells that Immortals are not subject to is a maximum to the amount of damage that a spell does. Immortals cast these and all spells at a level of ability equal to twice the number of Hit Dice the Immortal has.

**Example:** Boccob decides to cast a Lightning Bolt at a target. Lightning Bolts cast by mortals are subject to a maximum of 20 dice of damage. Boccob, being an Immortal, is not subject to this rule and thus will cast his Lightning Bolt at a level equal to twice the number of Hit Dice. Therefore, Boccob's Lightning Bolt will do 78 dice worth of damage to whomever it hits.

## Immortal Abilities

- **Aura Attack:** The Immortal's awe power affects everything in a 60' radius (no saving throw). Any beings in the area of affect will either kneel and worship the Immortal, or just stand there, doing nothing. Aura Attacks may only be used in the Immortal's Manifestation Form or True Form.
- **Immunities:** All Immortals are immune to the following items:
  - Mortal magic
  - Mortal Dragon breath
  - Normal and magical aging
  - Mortal diseases
  - Level drains, whether from undead or otherwise
  - Life trapping
  - Mortal poisons
  - Mortal psionics (if psionics are used in the campaign)
- **Food, Drink, and Air:** Immortals do not require food, drink or air and can eat, drink or breathe substances which would be fatal to mortals.
- **Weapon Immunity:** Immune to mortal weapons with a +4 or less enchantment. +5 or greater mortal weapons can affect an Immortal. These weapons do 1 point of damage for the weapon, and an additional +1 point of damage per plus of the weapon enchantment, plus applicable Strength bonuses. Special abilities of mortal swords do not affect Immortals. Intelligent mortal weaponry will not allow itself to be used in an attack on an Immortal.
- **Regeneration:** 1d8 per day if not active, 1d4 per day otherwise. This is the standard rate for all Immortals.
- **Artifacts and Immortal Weapons:** Immortals can create artifacts using the rules for creating magic items given on pages 250-253 of the *D&D Rules Cyclopedia*. All Immortal weapons are considered artifacts, and do full damage to other Immortals.
- **Normal Magical Items:** Immortals may create temporary or permanent magical items out of thin air for gifting to mortals as the Immortal desires.
- **Communication:** Immortals understand and may speak any language. Psionically aware Immortals have telepathy.
- **Manifestation Form:** This is as much of the Immortal's presence as he wishes to project onto the Prime Plane. For additional details of the Manifestation form, see Chapter 15: The Immortals, in the *D&D Rules Cyclopedia*, or page 9 of *Wrath of the Immortals*.

## Final Words

The rules on Manifestation Forms vary between the *D&D Rules Cyclopedia* and *Wrath of the Immortals*. The vast majority of the rules in use in this codex are adaptations of the revised Immortal rules in *Wrath of the Immortals*. For simplicity's sake, I have used *Wrath of the Immortals* wherever possible as the changes to the Immortals in that set make the Immortals much more awe inspiring than the original rules.

Certain items, such as the amount of damage an Immortal does with a spell, I have totally adjusted from the original rules sets based upon my personal thoughts on Immortals. A 45 Hit Dice fireball is not all that impressive if cast by a 45 Hit Dice Immortal. A 90 Hit Dice Fireball though will make someone think twice before being foolish enough to attempt to annoy one.

Not everyone may agree with the way the *Deities & Demigods* Immortals have been “shoehorned” into Classic D&D, but then again Immortals are not mere monsters. Immortals are simply too powerful to place in the path of a party of characters. The presence of Immortals in front of the characters will mean the end of those characters, without question. That is due to the Immortal being used as a mere monster. Immortals are not mere monsters, and it’s a big mistake to treat them as such.

**Ability Score Adjustments Table**

AD&D Ability	D&D Ability	Bonus or Penalty	Charisma & Retainers		
			Max #	Morale	Aura
-7	-7	n/a	21	(+12)	-17
-6	-6	n/a	18	(+9)	-14
-5	-5	n/a	16	(+7)	-12
-4	-4	n/a	15	(+6)	-11
-3	-3	n/a	13	(+4)	-9
-2	-2	n/a	11	(+2)	-7
-1	-1	n/a	5	8	-1
--	1	-4	0	3	(+4)
1	4	-2	2	5	(+2)
2	8	-1	3	6	(+1)
3	12	None	4	7	0
4	16	+2	6	9	-2
5	20	+4	8	11	-4
6	24	+6	10	(+1)	-6
7	28	+7	11	(+2)	-7
8	32	+7	11	(+2)	-7
9	36	+8	12	(+3)	-8
10	40	+9	13	(+4)	-9
11	44	+9	13	(+4)	-9
12	48	+10	14	(+5)	-10
13	52	+10	14	(+5)	-10
14	56	+11	15	(+6)	-11
15	60	+11	15	(+6)	-11
16	64	+12	16	(+7)	-12
17	68	+12	16	(+7)	-12
18	72	+13	17	(+8)	-13
19	76	+13	17	(+8)	-13
20	80	+14	18	(+9)	-14
21	84	+15	19	(+10)	-15
22	88	+15	19	(+10)	-15
23	92	+16	20	(+11)	-16
24	96	+17	21	(+12)	-17
25	100	+20	24	(+15)	-20

### Immortal Conversion Chart

Rank	Level	Hit Dice	Hit Points	Anti-Magic	Armor Class	THAC0	No. Attacks	Punch Damage	Weapon Dmg. Bonus
Initiate	1	15	75	50%	0	5	2	2d6	+0d
Initiate	2	16	80	50%	0	5	2	2d6	+0d
Initiate	3	17	85	50%	0	4	2	2d6	+0d
Initiate	4	18	90	50%	0	4	2	2d6	+0d
Initiate	5	19	95	50%	0	4	2	2d6	+0d
Initiate	6	20	100	50%	0	4	2	2d6	+0d
Temporal	7	21	110	50%	-1	4	2	2d6	+0d
Temporal	8	22	120	50%	-1	4	2	2d6	+0d
Temporal	9	23	130	50%	-2	4	2	2d6	+0d
Temporal	10	24	140	50%	-2	4	2	2d6	+0d
Temporal	11	25	150	50%	-3	3	2	2d6	+0d
Temporal	12	26	160	50%	-3	3	2	2d6	+0d
Celestial	13	27	180	60%	-4	3	3	3d6	+1d
Celestial	14	28	200	60%	-4	3	3	3d6	+1d
Celestial	15	29	220	60%	-5	3	3	3d6	+1d
Celestial	16	30	240	60%	-5	3	3	3d6	+1d
Celestial	17	31	260	60%	-6	3	3	3d6	+1d
Celestial	18	32	280	60%	-6	3	3	3d6	+1d
Empyrean	19	33	300	70%	-7	2	3	3d6	+1d
Empyrean	20	34	330	70%	-7	2	3	3d6	+1d
Empyrean	21	35	360	70%	-8	2	3	3d6	+1d
Empyrean	22	36	390	70%	-8	2	3	3d6	+1d
Empyrean	23	37	420	70%	-9	2	3	3d6	+1d
Empyrean	24	38	450	70%	-9	2	3	3d6	+1d
Eternal	25	39	500	80%	-10	2	4	4d6	+2d
Eternal	26	40	550	80%	-10	2	4	4d6	+2d
Eternal	27	41	600	80%	-11	1*	4	4d6	+2d
Eternal	28	42	650	80%	-12	1*	4	4d6	+2d
Eternal	29	43	700	80%	-13	1*	4	4d6	+2d
Eternal	30	44	750	80%	-14	1*	4	4d6	+2d
Hierarch	31	45	800	90%	-15	1*	4	4d6	+2d
Hierarch	32	46	900	90%	-16	1*	4	4d6	+2d
Hierarch	33	47	1000	90%	-17	1*	4	4d6	+2d
Hierarch	34	48	1250	90%	-18	1*	4	4d6	+2d
Hierarch	35	49	1500	90%	-19	1*	4	4d6	+2d
Hierarch	36	50	2000	90%	-20	1*	4	4d6	+2d