

Updated 10 February 2015 (added link to Monster Traits and Actions)

The below guidelines were reverse-engineered by comparing the Next and 5E versions of the creatures in the *Monster Manual*, then smoothing the results out for easy use.

As such, two caveats:

1. If you compare the Next and 5E monsters yourself, you will notice the conversion is slightly off for certain creatures. Partly, this is because Wizards made some further changes beyond mere math adjustments (the Doppelganger, for example, is much stronger). And partly, that was a necessary sacrifice to make this easy to use.
2. It's quite possible I made some mistakes, in which case this may be horribly, horribly wrong. Let me know if this seems to be the case.

You will need access to at least the [D&D Basic Rules](#) and the *Monster Manual* to make full use of this. The *Dungeon Master's Guide*, while not strictly required, is highly recommended for its monster creation guidelines (pages 273-283).

Challenge Rating

Before you get started, you should choose an initial Challenge Rating for the creature. This is an estimate of the monster's CR, which you can use to guide the rest of your conversion. There are two ways to do this:

- Use the CR of a similar 5E creature.
- Use the CR Estimator in Appendix 1 to convert its D&D Next Level/XP.

When you are finished converting your monster to 5E, you may wish to adjust this initial CR for a better fit. The best way to do this is to use the rules for determining CR in the DMG, but if you're pressed for time, you can just compare it to similar 5E creatures once again.

Hit Dice

For **tiny** creatures, leave this alone.

For **small** or **medium** creatures, add **one** hit die. For example, 2d8 becomes 3d8.

For **large** or **huge** creatures, add **two** hit dice. For example, 3d10 becomes 5d10.

Note that in 5E, huge creatures all use d12 hit dice and **gargantuan** creatures all use d20 hit dice. Changing the die type is a must, but you may wish to leave the number of hit dice alone for gargantuan creatures.

Recalculate average hit points as follows:

Xd6 - Multiply X by 3.5 (round down), then add their Constitution bonus, times X.

Xd8 - Multiply X by 4.5 (round down), then add their Constitution bonus, times X.

Xd10 - Multiply X by 5.5 (round down), then add their Constitution bonus, times X.

Xd12 - Multiply X by 6.5 (round down), then add their Constitution bonus, times X.

Xd20 - Multiply X by 10.5 (round down), then add their Constitution bonus, times X.

Example: A monster has 3d8 HD and a Constitution of 14 (+2 bonus). So their average hit points are 4.5 times 3, rounded down: 13. Then you multiply their Con bonus by their HD, for a total of +6. 13+6 = 19.

Certain types are exceptions to the above:

Oozes should subtract a flat **one** hit die from their Next dice.

Celestials, **elementals**, or **fiends** of **medium** size or bigger should add a flat **three** hit dice to their Next hit dice. For fiends only, add **one** more (for a total of **four**) if they are a **demon** or **devil**.

Dragons add a flat **four** hit dice to their Next hit dice.

Damage

For attacks that use a **weapon**, refer to the damage listed in the Basic Rules. If the creature is **large**, increase the weapon's damage die by **one** (i.e. 1d6 becomes 2d6).

For **tiny** or **small** creatures, leave this alone.

For **medium** or **large**, use the following table:

Original Damage Dice	Medium Creature	Large Creature
1d4	1d6	2d4
1d6	1d8	1d10
1d8	1d10	2d6
1d10	1d12	2d8
1d12	2d8	2d10

If there were two or more damage dice to start (i.e. 2d4), multiply the above result accordingly. For example, 2d4 would be 2d6 for a medium creature and 4d4 for a large creature.

Don't forget to add the monster's Strength bonus to melee damage. If you want to calculate average damage, use the method above under **Hit Dice**. (d4 is multiplied by 2.5. d12 is multiplied by 6.5.)

For **dragons**, the above guidelines are fine for their melee attacks. However, breath weapons should probably be tripled in damage.

Difficulty Classes

The common way to determine DCs is 8 + proficiency bonus + the monster's relevant ability modifier. For example, a CR 2 creature with Constitution 13 (+1 bonus) that inflicts a Constitution save effect should require a DC of 11 (8+2+1).

However, if you're in a hurry, you can make these quick adjustments instead:

- In most cases, increase the DC by 2. So DC 11 becomes DC 13.
- Dragon DCs should instead increase by 5, so DC 14 becomes DC 19.

Everything Else

You can probably leave everything else alone - most of the same pieces are there, even if they have different names or descriptions, so they should be perfectly usable.

If you're feeling ambitious, however:

- You may want to double-check and make sure bonuses from proficiency, ability scores, and armor are also being applied correctly.
- You may also want to compare your monster to similar monsters from the *Monster Manual* and adjust any traits, actions, or reactions accordingly. (A list of the known Traits, Actions, and Reactions in 5E can be found [here](#).)
- You may wish to tweak your final conversion using the DMG's monster creation guidelines.

These are optional, of course, if you just want to get to the game.

Appendix 1: CR Estimator

The below conversion follows a very broad comparison of Next's Level and XP values with the CR for the same creatures in 5E. It's not perfect, especially with higher-level monsters - there are few Next monsters above Level 13 and none above Level 20 - but it works as a rough starting point.

5E CR	Next Level (XP)
0	1 (5, 10)
$\frac{1}{8}$	1 (20)
$\frac{1}{4}$	2 (30, 40)
$\frac{1}{2}$	2 (50, 60)
1	3 (70 - 100)
2	3 (110 - 130)
3	4
4	5
5	6
6	7 (1000 - 1490)
7	7 (1500 - 1990)
8	8
9	9
10	10
+1	+1