

3.5 TO 5E

GENERAL CONVERSION NOTES

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This document covers general conversion issues from 3.5 to 5e. You will need a copy of the [adventure](#), [Player's Handbook](#), [Monster Manual](#), and [Dungeon Master's Guide](#). These are available from amazon.com, local gaming stores and other retail outlets.

ENCOUNTERS

Encounter Level (EL) can be carried over from the 3.5 adventure. The numbers of monsters given corresponds to a party of 4 adventurers. For parties of other sizes, make a medium encounter for a party of the EL specified. For example, if the EL is 3 and the party is level 2, make a medium encounter for a party of level 3 characters. This will result in a harder encounter for the level 2 characters.

MONSTERS

Many 3.5 monsters either have a new version in the 5e *Monster Manual* or something that will be close enough. In the case of unique 3.5 monsters that are really desired for a particular encounter or story element, a monster will need to be built using the guidelines in the *Dungeon Master's Guide*. When choosing the Challenge Rating (CR) for the new monster, the encounter balance of the encounter the monster will be in should be considered. The encounter difficulty multiplier is steeper in 5e than 3.5. For encounters of more than one monster, the resulting difficulty will generally be higher in 5e than 3.5 if using the same number of monsters of the same CR. If the same number of monsters in the 3.5 encounter is desired for the 5e encounter, the monsters will generally need to be a lower CR to keep a similar encounter difficulty. A CR 13 solo in 3.5 would be a CR 13 solo in 5e, but that will only be a medium encounter for a party of 4 level 13 PCs. 6 CR 8 monsters make an EL 13 encounter in 3.5. The same setup in 5e would be a deadly encounter for 4 level 13 PCs. In 5e it only takes 6 CR 3 monsters would make a medium encounter for 4 level 13 PCs. So the decision needs to be made as to whether the difficulty of individual monsters or number of monsters is more important for a particular encounter.

MAGIC ITEMS

3.5 is magic item heavy compared to 5e. Some 3.5 magic items have an equivalent in the 5e *Dungeon Master's Guide*, but many 3.5 items do not have an equivalent in 5e. Masterwork items and wands of healing do not really have an equivalent in 5e and can be safely dropped. Items that add a +1 or +2 become a +1, +3 and +4 become a +2, and +5 and above become a +3. Generic monsters should probably not have magic items such as +1 longswords. Most magic items from monster drops should probably be limited to story items and named NPCs. Attunement will also help limit how many magic items are on each PC.

DIFFICULTY CLASS (DC)

In 3.5, Difficulty Class numbers generally ranged up to 40. In 5e, the maximum is 30. Unless a different DC is warranted, taking $\frac{3}{4}$ of the 3.5 DC is generally sufficient. So a DC 14 Survival check to see wolf tracks in 3.5 becomes a DC 11 Wisdom (Survival) check in 5e. The following table shows the 3.5 DCs and their equivalent in 5e.

3.5 DC	5e DC	3.5 DC	5e DC
1	1	21	16
2	2	22	17
3	2	23	17
4	3	24	18
5	4	25	19
6	5	26	20
7	5	27	20
8	6	28	21
9	7	29	22
10	8	30	23
11	8	31	23
12	9	32	24
13	10	33	25
14	11	34	26
15	11	35	26
16	12	36	27
17	13	37	28
18	14	38	29
19	14	39	29
20	15	40	30

TRAPS

Traps in 3.5 have a Challenge Rating (CR) which 5e does not use. The following table provides a quick way to convert to 5e Difficulty Class (DC) for checks and saving throws, Attack Bonus (AB), and approximate damage using the values in the DMG.

3.5 CR	DC	AB	Damage
1	11	+3	5 (1d10)
2	11	+3	11 (2d10)
3	12	+4	16 (3d10)
4	12	+4	22 (4d10)
5	13	+5	27 (5d10)
6	13	+5	33 (6d10)
7	14	+6	38 (7d10)
8	14	+6	44 (8d10)
9	15	+7	49 (9d10)
10	15	+7	55 (10d10)
11	16	+8	60 (11d10)
12	16	+8	66 (12d10)
13	17	+9	71 (13d10)
14	17	+9	77 (14d10)
15	18	+10	82 (15d10)
16	18	+10	88 (16d10)
17	19	+11	93 (17d10)
18	19	+11	99 (18d10)
19	20	+12	104 (19d10)
20	20	+12	110 (20d10)

JUMP CHECKS

The DC for Strength (Athletics) checks when a character wants to jump past their automatic distance or height should be the distance in feet for running long jumps (30 feet is DC 30) and twice the distance in feet for standing long jumps (15 feet is DC 30). Don't forget that a character cannot jump past its remaining movement.