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Converting 5th Edition Fantasy to the SIEGE Engine

Conversion guidelines by Jason Vey

More and more players are moving from 5e fantasy to simpler systems that offer a great deal more in terms of allowing players to expand their imagination and explore boundless and unlimited worlds, not fettered by skill lists, feats, and “optimal character builds.” Among the more popular of these games is **Castles & Crusades**, from which 5e clearly draws a great deal of inspiration.

This document will allow you to convert any 5th Edition Fantasy adventure quickly and easily to the SIEGE Engine for use in your **Castles & Crusades** or **Amazing Adventures** game. While the guidelines may not result in a 100% direct conversion when compared to published versions of the monsters in each source, they will maintain the fidelity of the adventure and the general challenge level of the checks and creatures involved.

One cannot account for completely different design principles in two games, nor can one account for differing interpretations – since C&C and 5e were not built *from* one another, the best one can hope for in conversion is an *approximation*. We hope this document makes the transition easy for you.

THE GUIDING PRINCIPLE

The core, guiding principle in all aspects of conversion is this: if it has a SIEGE Engine equivalent, use it. Leather armor in 5e becomes leather armor in the SIEGE Engine. An orc in 5e becomes a SIEGE Engine orc. A Cloak of Elvenkind in 5e becomes a SIEGE Engine Cloak of Elvenkind. Always keep this in mind and it will *vastly* simplify your conversion.

ADAPTING SKILLS, ABILITY CHECKS, AND SAVES

Both 5e Fantasy and the SIEGE ENGINE use ability or attribute checks as the core of their system. Everything in both systems work on the idea that when the Castle Keeper, or CK (the Game Master), asks for a check you roll a d20, add applicable bonuses based on an ability score / attribute, and try to hit a target number. In 5e, this target number is called the Difficulty Class, or DC. In the SIEGE Engine, it is called a Challenge Class, or CC.

UNDERSTANDING CHALLENGE CLASS

In Castles & Crusades, the challenge class is determined by adding the Challenge Level, or CL, to the Challenge Base, or CB. All characters in Castles & Crusades have Primary Attributes, set by their class and choice, and Secondary attributes, which are all the others. The Challenge Base for Primary attributes is 12, and for Secondary attributes is 18.

The second step in calculating challenge class is determining the conflict’s challenge level, which is the level of difficulty of the challenge involved. Challenge levels range with easy being 1 to 5, difficult, 6 to 10, very difficult is 11 to 15 and Heroic, near impossible actions require a challenge level of 15 to 20 or even higher.

For example, let’s say the characters are trying to climb up a ragged cliffside. The Castle Keeper, or CK (the Game Master), considers this moderately difficult and assigns a CL of 5, also declaring that it is a Strength check. Characters for whom Strength is a Prime need a 17 (12+5). Characters for whom Strength is Secondary (or non-Prime) need a 23 (18+5).

Usually, the CK will simply tell players, “It’s a CL 5 Strength Check.” The player in question may then say, “I got a 20, Prime,” indicating success, or “I got an 18 non-Prime,” indicating failure. Or they’ll just say, “made it!” or “nope.”

UNDERSTANDING DC

5e Fantasy games use a flat challenge, simply applying a difficulty class. Easy tasks have a DC 10 (the default). Moderate Tasks are DC 15 or thereabouts. Difficult Tasks range from 18-20. Heroic tasks range up to DC 25, and so forth.

CONVERSION METHOD

The base method to convert DC to CL is simply to subtract 10 from the DC. Thus, a DC 17 task becomes a CL 7 challenge. This method is less than precise, however, when the DC goes higher than 17. If you don’t mind tasks being a bit easier in C&C, you can just ignore the discrepancy and go.

If, on the other hand, you want to be a bit more accurate, after your DC hits 18, you will subtract 10 and add a number. The formula is as follows:

18-19: (DC-10) + 2

20-21: (DC-10) + 3

22-23: (DC-10) + 4

24-25 (DC-10) + 5

And so on. This method is *not* precise, as there is no 100% precise way to convert the bounded accuracy with the proficiency bonus of 5e to the “add level” linear progression of SIEGE. It should, however, by and large maintain the integrity of the intended level of challenge.

DEALING WITH ADVANTAGE AND DISADVANTAGE

Advantage and Disadvantage are one of the biggest innovations of the 5e system. When converting to the SIEGE Engine, you can handle this in one of two ways. First, you can simply import Advantage/Disadvantage to your game. It certainly simplifies matters greatly.

Second, you can treat Advantage as adding anywhere from +3 to +5 (situationally, at the CK’s discretion), and Disadvantage as subtracting from -3 to -5 (again, situationally, at the CK’s discretion).

CONVERTING MAGIC ITEMS

Most magic items will convert straight over from 5e with no work needed. If the item has a SIEGE equivalent, as always, use the published SIEGE equivalent. Magic items in the SIEGE Engine do not need to be attuned and cannot be identified by sitting with them for an hour (you'll need to cast *identify*). Guidelines for how magic items work can be found in **Monsters & Treasure** and should cover most of your needs in making 5e magic items work in the SIEGE Engine.

If an item grants advantage on a check, it should probably add +4 or +5. This is because 5e's bounded accuracy does not allow magic items to give more than a +3 bonus, but some do grant advantage. Advantage, then, translates into the more powerful +4 and +5 items in the SIEGE engine. CKs should always tweak how magic items work to ensure they suit the intended power level of their game.

CONVERTING MONSTERS

Monsters, admittedly, are a bit trickier and comprise the most involved part of converting an adventure from 5e to C&C or another SIEGE Engine game. The first and easiest thing to do is, whatever the 5e monster is, if it has a SIEGE Equivalent, just use the SIEGE version. A goblin is a goblin is a goblin, after all, and a SIEGE goblin represents the same challenge for a SIEGE character as a 5e goblin does for a 5e character.

It's important not to do direct power comparisons because 5e monsters are invariably more powerful than SIEGE monsters. 5e characters, likewise, are more powerful than SIEGE characters.

If the monster does not have a SIEGE equivalent, you will need to convert. Here's the good news: C&C monsters have FAR fewer stats to track than 5e ones, so the conversion becomes relatively simple.

CONVERTING HIT DICE AND HIT POINTS

The first step is to convert hit dice and hit points. A quick and dirty conversion of monsters is to halve their 5e hit dice, to a minimum of 1 HD. Thus, a creature who in 5e has 4 hit dice, in the SIEGE engine has 2 hit dice. Don't worry about the die type; we'll get to that in a minute.

Again, this conversion is not universal, and you may have to tweak it, but there's no universal conversion and this is close enough for government work.

DETERMINING HIT DIE TYPE

In C&C, monsters have three sizes: Small, Medium, and Large. Any monsters in 5e that are diminutive through small are SIEGE Engine small, and any 5e creatures of Large or bigger are Large.

- Most Small creatures have a d6 for hit dice.
- Most Medium creatures have a d8 for hit dice.
- Most Large creatures have a d10 for hit dice, though extremely large creatures like dragons and dinosaurs may use d12s.

To keep things simple, most monsters will keep the same hit die type in the move from 5e to SIEGE. Thus, a monster that in 5e has 8d10 hit dice, will in the SIEGE Engine simply have 4d10 hit dice.

EXTRA HIT DICE FROM PIPS

To get a bit closer in terms of conversion, we can convert additional 5e hit points from "pips" into hit dice. Pips are the flat number added to dice. If a creature has 8d10+24 hit dice, the +24 are pips.

Divide the number of pips in half, then divide that by half the die type, dropping fractions.

For example, if our creature has 8d10+24 hit dice, they have 4d10 hit dice from halving the dice. You then divide 24 by 2, for 12. Dividing 12 by 5 (half the value of a d10) is 2 with a remainder of 2. Dropping the remainder, we end up with 6d10 hit dice.

If this is too much math, ignore the extra hit dice from pips. Your converted creatures will have slightly fewer hit points, and their attack bonus, save bonus, and such will be a bit lower, but they should still work.

MONSTER LEVEL: ATTACK BONUS, SAVES, AND CHECKS

Hit dice for monsters also equate to level *and* hit bonus in combat. Anytime a monster makes a saving throw, attack, or check, they add their number of hit dice. Thus, a creature with 4d8 hit dice adds +4 to all attacks, checks, and saves.

The SIEGE Engine does not utilize ability scores for monsters, so these can be discarded. Likewise, level/hit dice replace Proficiency bonus, so this, too, can be jettisoned.

Instead of ability scores, monsters in the SIEGE Engine assign Saves. For monsters, Saves are similar to Primes, but comprise Physical (P), Mental (M), or Both (P, M). Physical corresponds to Strength, Dexterity, and Constitution. Mental corresponds to Intelligence, Wisdom, and Charisma. Any time a monster makes a saving throw with a Prime, it uses a challenge base (CB) of 12, just as with ability checks, above.

As a final note, monsters in the SIEGE Engine *do* have an Intelligence rating, but it is simply a point of reference and is listed on the table in the **Castles & Crusades Monsters & Treasure (M&T)** tome, page 11. It ranges from Animal to Deific. Again, it is a point of reference for the CK and not strictly necessary for combat. You can usually use the monster's Intelligence score from the 5e stats to give it a rating using the table in **M&T**.

MOVEMENT

Movement is straightforward. Most creatures that are small move 20 ft, though extremely small creatures may move less. Most medium creatures move 30 feet, and large creatures can move anywhere from 30-60 feet or more, depending on how large they are.

Creatures with special movement also have a speed based on that ability. In most situations, movement simply carries over unchanged. A creature, then, with a 5e move of 30 ft, fly 50 ft, will have the same capability in C&C.

ARMOR CLASS

Armor Class, again, often converts directly over, though the CK may wish to adjust based on their own judgement. Consider the following equivalencies from 5e to C&C, based on published statistics:

Orc: AC 13 (5e), 13 (SIEGE)

Manticore: AC 14 (5e), 17 (SIEGE)

Ancient Red Dragon: AC 22 (5e), 32 (SIEGE)

This is a similar phenomenon as the DC to CL conversions. A CK may wish to roughly approximate this by taking any AC of 18 or higher and adjusting it upward. An AC of 18-19 in 5e is increased by +5 to 23-24. An AC of 20 or higher in 5e adds +10 in the SIEGE Engine. Thus, our AC 22 Ancient Red becomes an AC 32 in the SIEGE Engine. This, again, is not perfect or universal and the CK is always encouraged to refer back to published SIEGE monsters and finesse the numbers to make things fit their campaign.

MONSTER ATTACKS AND SPECIAL ABILITIES

Now we've gotten your monster base abilities: hit dice, hit points, and checks. You may be surprised to know that this is the lion's share of the monster's stats in the SIEGE Engine. Now it's time to move onto what the monster can *do*.

ATTACKS

Attacks are just what they sound like. Consider a 5e Manticore, for example. Its basic attacks are its bite, its claw, and its tail spike. In 5e, this constitutes a fairly large stat block including a designation of having "multiattack," and an explanation of what that means.

The Manticore's claw does 1d6+3 slashing damage. Its bite does 1d8+3 piercing damage. Its tail spike deals 1d8+3 piercing and can shoot spikes up to 200 feet. The stat block also includes attack bonuses, reach/range, and other information.

In C&C, we simplify this greatly. First, drop the pip bonuses. The claw deals 1d6, the bite 1d8 and the tail 1d8. We don't worry about slashing, piercing, or bludgeoning, as the SIEGE engine generally isn't concerned with damage type, and when it is, the CK simply makes a call. We don't need to define multiattack, but just write out the attack routine. Likewise, the attack bonus isn't needed because it's just the creature's hit dice.

The creature's ranged attack is a special ability so it will be moved below. However, to differentiate the two, we'll rename the melee attack to "Tail Whip." In the stat block the attack routine appears as thus:

Attacks: 2 claws (1d6), Bite (1d8) and Tail Whip (1d8).

The "and" indicates it can make all of these attacks. If it said, "2 claws (1d6), Bite (1d8), or Tail Spike (1d8)" it could make any one of these attacks. If it said, "2 claws (1d6) and Bite (1d8), or Tail spike (1d8) it could make a claw/claw/bite attack or a tail attack.

Now we move onto special abilities. We see looking at the Manticore in 5e that it has Darkvision 60 ft. This translates directly over. Our Manticore also has this ability. We may decide to also add Twilight Vision, allowing it to see well in dim light, which many creatures with Darkvision also have.

Next, we have our ranged tail spike attack. We add this as a special ability. The manticore launches a tail spike with a range increment of 70 feet, and maximum up to 210 feet. This is in keeping with

the SIEGE Engine trope that weapons have 3 range increments of equidistant length.

Our Manticore's attack block now looks like this:

Attacks: 2 claws (1d6), Bite (1d8) and Tail Whip (1d8).

Special: Tail Spikes (1d8), Twilight Vision, Darkvision 60 ft.

We also include a description of the special attack:

Tail Spikes: The Manticore fires one of its tail spikes at a single target. The range increment for the spike is 70 feet. Manticores have 24 of these spikes, which regrow at the rate of 1 per hour.

REDUCING DAMAGE

Some CKs may wish to reduce the raw amount of damage creatures deal in 5e. Remember, however, that 5e uses its "bounded accuracy" principle to limit damage dealt, so often this is not necessary. Consider again the example of the ancient red dragon at the upper end of the spectrum. In a 5e game, this dragon's fire breath deals 26d6 damage with a DC 24 Dexterity save. The same creature in C&C deals a massive 34d10 damage *and* carries a CL 34 Dexterity save for half damage (a final CC of 46 or 52, depending on Primes).

Now, granted, since C&C characters add their level to checks instead of a proficiency bonus, a 20th level C&C character is adding +20, whereas a 20th level 5e character adds only a +6 proficiency bonus, so the final discrepancy doesn't seem quite as huge, but still, the C&C dragon actually dishes out a great deal more damage, and is likely far more lethal to a C&C character than the 5e dragon is to an equivalent 5e character.

In short: it's often not necessary to reduce damage when converting from 5e to C&C.

ROUNDING THINGS OUT

Finally, we add the creature type, alignment, treasure type, and XP value. The creature's type will usually, though not always, translate directly over from 5e to SIEGE. The full list of creature types for the SIEGE Engine can be found in **Monsters & Treasure** if you want to shoot for an exact conversion. Its alignment, likewise, will translate directly over. Treasure type and XP can be determined using guidelines in **Monsters & Treasure**. Again, these are not strictly necessary for combat, and you can look up treasure type and XP when the time comes for them.

PUTTING IT ALL TOGETHER AND COMPARING

These guidelines use the Manticore as an example, a monster that is already published in **Castles & Crusades Monsters & Treasure**. Normally you would just use the C&C version of the Manticore in the **M&T** tome, but for educational purposes we're doing a conversion.

Astute readers will notice that the end result looks just slightly different than the one in the book; likewise, the conversion guideline above would see the C&C manticore having 4d10 HD as opposed to the 6d10 it has in **M&T**. This is an example of how conversion guidelines are general and not precise, but you can usually come quite close and maintain the fidelity and integrity of the scenario.

As such, using the guidelines here, let's look at our converted Manticore vs. the published version in **Monsters & Treasure**. First, our converted Manticore:

MANTICORE (CONVERTED FROM 5E)

Size: Large

HD: 6d10

AC: 14

Saves: P

Move: 30 ft, 50 ft (fly)

Attacks: 2 claws (1d6), Bite (1d8), Tail Whip (1d8)

Special: Tail spikes, Twilight Vision, Darkvision (60 ft)

Int: Low

Alignment: Lawful Evil

Type: Monstrosity

Tail Spikes: The Manticore fires one of its tail spikes at a single target. The range increment for the spike is 70 feet. Manticores have 24 of these spikes, which regrow at the rate of 1 per hour.

MANTICORE (AS PUBLISHED IN MONSTERS & TREASURE)

Size: Large

HD: 6d10

AC: 17

Saves: P

Move: 30 ft, 50 ft (fly)

Attacks: 2 Claws (d3), Bite (1d8), and Tail Spikes (1d6)

Special: Tail Spikes, Twilight Vision, Darkvision 60 ft.

Int: Low

Alignment: Lawful Evil

Type: Magical Beast

Tail Spikes: Manticores can launch a barrage of 1d6 spikes from their tails. The effective range of this barrage is 50 feet. Each spike inflicts 1d6 points of damage. These spikes must be directed at a single creature or all creatures within a 10-foot area. Manticores cannot control how many spikes they hurl in each barrage. They can hurl up to 24 in a single day.

COMPARING THE TWO

As you can see, our two Manticores are quite close, but have some notable differences. Our converted manticore's claws do double the damage of the claws in the **M&T** tome. On the other hand, it also has a lower AC and thus is easier to hit in combat. It can also only launch a single spike from its tail at a time as opposed to the published SIEGE version, which launches up to 6 and can create a 10-foot area of effect.

Using our full "with pips" hit dice conversion, however, our hit dice come out identical. This likely won't always be the case but demonstrates that you can get very close.

Our converted manticore is still a reasonable threat largely in line with the published version. The published version may be just a tad more powerful, but some of that could come from the fact that the published SIEGE manticore appears to be converted from the first edition of the World's Most Famous Fantasy Game back in 1979, while the 5e version has been redesigned from the ground up to suit the so-called "bounded accuracy" design of that edition (thus "evening out" the damage its attacks do on average), while still being thematically the same creature.

APPENDIX: CONVERSION CHEAT SHEETS

ABILITY CHECK, SKILL, AND SAVE CONVERSIONS

In both systems you roll a d20, add applicable bonuses (attribute, magic, other) to hit a target number.

- In 5e that target number is called the Difficulty Class (DC). In C&C it is the Challenge Class (CC)
- The CC is the Challenge Base (CB), plus the Challenge Level (CL).
 - The CB for primary attributes is 12.
 - The CB for secondary attributes is 18.
- The CL is determined by the Castle Keeper (CK).
 - Usually equal to the monster hit dice, NPC level or by difficulty
 - Easy CL 1-3, challenging CL 4-9, difficult CL 10+
 - CL usually 1-10 but there is no upper limit.

CONVERTING DC TO CL

- Easy method is simply to subtract 10 from the DC. Thus, a DC 17 task becomes a CL 7 challenge. This method breaks down for DC 18 and higher.
- For $DC \geq 18$, subtract 10 and add a number. The formula is as follows:

18-19: $(DC-10) + 2$

20-21: $(DC-10) + 3$

22-23: $(DC-10) + 4$

24-25 $(DC-10) + 5$

DEALING WITH ADVANTAGE AND DISADVANTAGE

- First method: Import Advantage/Disadvantage to your game from 5e and continue play
- Second method: treat Advantage as adding anywhere from +3 to +5 (situationally, at the CK's discretion), and Disadvantage as subtracting from -3 to -5 (again, situationally, at the CK's discretion).

CONVERTING MAGIC ITEMS

- They operate the same, consult the M&T
- C&C requires a caster to cast the spell identify to determine what it is. Use this or import the attune ability
- If an item grants advantage on a check, it should probably add +4 or +5.

CREATURE CONVERSIONS

Size: Convert 5e to Small, Medium, or Large

Hit Dice and Hit Points: Halve hit dice from 5e. If the creature has pips, halve pips, then divide by half the hit die type. The resulting figure is additional hit dice.

Attack Bonus, Saves, and Checks: Equal to the number of hit dice the creature has

AC: Carry over from 5e. If 5e AC = 18 or 19, add 5. If 5e AC > 20, add +10.

Saves: Assign Physical (P), Mental (M), or Both (P, M)

Move: Carry over from 5e stats unchanged

Attacks: Carry over base damage from 5e, dropping pips. Simplify presentation (ignore damage type, hit bonus, range, targets)

Special: Include special vision from 5e, special attacks like breath weapon, range, etc. Most damage carries straight over but drops pips as above.

Intelligence: Compare 5e Int to the table in M&T

Creature Type: Carry over unchanged or reference M&T pg. 11.

Treasure and XP: Consult guidelines in M&T where needed. Usually, simply use what's there in the adventure module.

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