Quickleaf's

4e DM Cheat Sheet *Improvisation*

9.27.12

DIFFICULTY CLASS BY LEVEL

Rules Compendium

Level	Easy	Moderate	Hard
1	8	12	19
2	9	13	20
3	9	13	21
4	10	14	21
5	10	15	22
6	11	15	23
7	11	16	23
8	12	16	24
9	12	17	25
10	13	18	26
11	13	19	27
12	14	20	28
13	14	20	29
14	15	21	30
15	15	22	31
16	16	22	31
17	16	23	32
18	17	23	33
19	17	24	34
20	18	25	35
21	19	26	36
22	20	27	37
23	20	27	37
24	21	28	38
25	21	29	39
26	22	29	39
27	22	30	39
28	23	30	40
29	23	31	41
30	24	32	42

MONSTERS

SlyFlourish.com

	AC	Fort/Ref/Will	Atk v. AC / NAD	Damage
Base Monster	14	12	+5 / +3	8
Per Level	+1	+1	+1	+1

Damage (other factors)	Elites, Solos, Minions
Encounter power: +25%-50% dmg	**Elite:** x2 HP, 1 AP, +2 saves
Multi-target: -25% dmg; -2 attack	**Solo:** x4 HP, 2 AP, +5 saves
Brute: +25% dmg	**Minion:** base 4 dmg +1/2 levels

DMG pg. 62

	Soldier	Brute	Controller	Lurker	Skirmisher	Artillery
HP	24+8/lvl	26+10/lvl	24+8/lvl	21+6/lvl	24+8/lvl	21+6/lvl
AC	+2	-2				-2
Init	+2			+4	+2	**Attack** +1
Terrain	Twisty Dense Choke pts		Wide Short	Obscured Blocking Many paths		Difficult Elevated Wide Open

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Updating pre-MM3 Monsters	
Double static damage modifiers	Reduce paragon/epic solo HP 25%
Reduce elite/solo defenses by 2	Solo needs way to remove conditions

TRAPS / HAZARDS (use Improvised Actions table for damage)

DRAGON #366 (Matthew Sernett)

	Standard	Elite
Initiative	+2	+4
Attack vs. AC	Level +5	Level +7
Attack vs. Fort/Ref/Will	Level +3	Level +5
Trap Type	**Standard Damage**	**Elite Damage**
Single-shot (one target)	Limited Med.	Limited High
Single-shot (multi-target)	Limited Low	Limited Med.
Ongoing (one target)	Normal Med.	Normal High
Ongoing (multi-target)	Normal Low	Normal Med.

SKILL CHALLENGES

Rules Compendium

Complexity	Successes	# Advs.	Typical DCs
1	4	-	4 moderate
2	6	-	5 moderate, 1 hard
3	8	2	6 moderate, 2 hard
4	10	4	7 moderate, 3 hard
5	12	6	8 moderate, 4 hard

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Advantages (Advs.)	Complications
Negate failure / mitigate fallout	Failed check fallout
Hard check counts as 2 successes	Time pressure
Auto-success with non-skill action	Required skill(s)
Make a group skill check	Close skill/increase DC
Grant a skill bonus	Cost (gp, surges, etc)
Access "DM only" information	Changing conditions

IMPROVISED ACTIONS / TERRAIN POWERS (Attack = Level +3 *or* Opposed skill)

Tutorial: Terrain Powers (Mark Monack)

DMG pg. 42

	Conditions			Normal Damage			Limited Damage		
Level	**Standard**	**Move**	**Minor**	**Low**	**Med.**	**High**	**Low**	**Med.**	**High**
1-3	Grant CA	Conceal	Shift	1d6+3	1d10+3	2d6+3	3d6+3	2d10+3	3d8+3
4-6	Mark	Cover	+dmg type	1d6+4	1d10+4	2d8+4	3d6+4	3d8+4	3d10+4
7-9	-2 def	Slide 4	Push/Pull 1	1d8+5	2d6+5	2d8+5	3d8+5	3d10+5	4d8+5
10-12	Blind	'20' skill	Prone	1d8+5	2d6+5	3d6+5	3d8+5	4d8+5	4d10+5
13-15	Daze	Slow	Deafen	1d10+6	2d8+6	3d6+6	3d10+6	4d8+6	4d10+6
16-18	Immobilize	Grab	Ongoing dmg	1d10+7	2d8+7	3d8+7	3d10+6	4d10+7	4d12+7
19-21	Restrain	Aid	Avoid obstacle	2d6+7	3d6+8	3d8+7	4d8+7	4d10+7	4d12+7
22-24	Dominate	Weaken	Teleport	2d6+8	3d6+8	4d6+8	4d8+8	4d12+8	5d10+8
25-27	Stun	Obscure	Phase	2d8+9	3d8+9	4d6+9	4d10+9	5d10+9	5d12+9
28-30	Petrify	Fly		2d8+10	3d8+10	4d8+10	4d10+9	5d10+9	5d12+9

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4e DM Cheat Sheet *Game Prep*

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TERRAIN

DMG

Difficult (+1 square to enter)

Rubble, uneven ground, steep slope, shallow water, fallen trees

Blocking (cover, no LoS/LoE, no move)

Walls, doors, impassable rubble

Challenging (requires check to cross)

Ice, deep water/mud, thin beam over chasm

Hindering (no move/damages)

Pits, deep water, lava, fire

Lightly Obscured (concealment)

Dim light, fog, smoke, heavy snow/rain

Concealment: Total concealment if 5+ squares are between you; else just regular concealment.

Vision: -5 Perception to see things

Heavily Obscured (concealment, no LoS)

Heavy fog/smoke

Concealment: Adjacent creatures

Out of Sight: Non-adjacent creatures

Vision: 1 square visibility & -5 Perception

Cover

Cover: In a small tree, behind a pillar

Superior cover: behind arrow slit/portcullis

OVERLAND TRAVEL

Means	Speed	Per day	Per Hr
Horse	10	50 mi	5 mi
Warhorse	8	40 mi	4 mi
Sail	7	84 mi	3.5 mi
Foot	6	30 mi	3 mi
Dwnstream	4-6	20-30 m	2-3 mi
Rowboat	3	15 mi	1.5 mi

Distance Multiplier	Terrain
X 1/2	Mostly difficult terrain; dense forests, mountains, deep swamps, rubble-choked ruins, stormy seas
X 3/4	Some difficult terrain; forest, hills, swamps, crumbling ruins, caves, cities, shallow seas
X 1	Very little difficult terrain; open fields, roads, clear dungeon corridors, king's hall, calm deep seas

TREASURE

DMG

Treasure Parcel
Item (level +1)
Item (level +2)
Item (level +3)
Item (level +4)
0 to 5 potions
Gold ~equal to item (level +2)
Party of 8
Add: Item (level +3)
Add: Item (level +2)
Add: Item (level +1)
Party of 7
Add: Item (level +2)
Add: Item (level +1)
Party of 6
Add: Item (level +1)
Party of 4
Remove: Item (level +2)
Party of 3
Remove: Item (level +3)
Remove: Item (level +1)

MONSTER XP (std > minion = level+8) (elite > std = level+4) (solo > elite = level+5)

DMG & MM1, 2, 3

Level	Minion	Standrd	Elite	Solo	Monsters (examples)
1	25	100	200	500	Dire Rat, Goblin, Kobold, Stirge
2	31	125	250	625	Centipede Swarm, Dretch, Zombie
3	38	150	300	750	Hobgoblin, Skeleton, Imp, Wererat
4	44	175	350	875	Duergar, Orc, Slime, Specter, Spider
5	50	200	400	1,000	Bugbear, Ghoul, Lizardfolk, Wraith
6	63	250	500	1,250	Gnoll, Harpy, Hell Hound, Troglodyte
7	75	300	600	1,500	Young Red Dragon, Carrion Crawler
8	88	350	700	1,750	Doppelganger, Ogre, Sahuagin, Worg
9	100	400	800	2,000	Displacer Beast, Gargoyle, Succubus
10	125	500	1,000	2,500	Manticore, Minotaur, Wyvern, Troll
11	157	600	1,200	3,000	Elemental, Ettin, Mezzoloth, Quickling
12	275	700	1,400	3,500	Banshee, Fen Hydra, Umber Hulk
13	200	800	1,600	4,000	Dryad, Erinyes, Gith, Hill Giant, Vrock
14	250	1,000	2,000	5,000	Drider, Kuo-toa, Medusa, Night Hag
15	300	1,250	2,500	6,000	Adult Red Dragon, Chimera, Drow, Yuan-ti
16	350	1,400	2,800	7,000	Cyclops, Mimic, Naga, Rakshasa
17	400	1,600	3,200	8,000	Mind Flayer, Osyluth, Stone Golem
18	500	2,000	4,000	10,000	Aboleth, Bebilith, Fire/Frost Giant
19	600	2,400	4,800	12,000	Fomorian, Goristro, Sphinx, Treant
20	700	2,800	5,600	14,000	Beholder, Djinn, Gelugon, Iron Golem
21	800	3,200	6,400	16,000	Fire/Frost Titan, Marut, Remorhaz
22	1,038	4,150	8,300	20,750	Elder Red Dragon, Firbolg, Malebranche
23	1,275	5,100	10,200	25,500	Dracolich, Efreet, Glabrezu, Nalfeshnee
24	1,513	6,050	12,100	30,250	Draegloth, Marilith, Purple Worm
25	1,750	7,000	14,000	35,000	Aspect of Lolth, Sorrowsworn
26	2,250	9,000	18,000	45,000	Pit Fiend, Yuan-ti Abomination
27	2,750	11,000	22,000	55,000	Balor, Doresain, Forsaken, Retriever
28	3,250	13,000	26,000	65,000	Atropal, Klurichir, Spell Weaver
29	3,750	15,000	30,000	75,000	Colossus, Molydeus, Sire of Corruption
30	4,750	19,000	38,000	95,000	Ancient Red Dragon, Tarrasque

MAGIC ITEM VALUES (gp)

AV

Level	Items	Potions
1	360	20
2	520	25
3	680	30
4	840	40
5	1,000	50
6	1,800	75
7	2,600	100
8	3,400	125
9	4,200	160
10	5,000	200
11	9,000	350
12	13,000	500
13	17,000	650
14	21,000	800
15	25,000	1,000
16	45,000	1,800
17	65,000	2,600
18	85,000	3,400
19	105,000	4,200
20	125,000	5,000
21	225,000	9,000
22	325,000	13,000
23	425,000	17,000
24	525,000	21,000
25	625,000	25,000
26	1,125,000	45,000
27	1,625,000	65,000
28	2,125,000	85,000
29	2,625,000	105,000
30	3,125,000	125,000

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4e DM Cheat Sheet

Rules at a Glance

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SKILL DCs

Rules Compendium

Acrobatics
DC 15: drop 10 ft and remain standing
MODERATE: balance on < 12" surface
HARD: balance on unstable or < 6" surface
HARD: escape restraints
Arcana
MODERATE/effect level: identify ritual
HARD: sense the presence of magic
Athletics (x2 jump check w/ running start)
DC 10 per Foot: high jump
DC 10 per Square: long jump
DC 10/15/20: swim calm/rough/stormy
DC 10/15/20: climb rope/uneven/rough
+5 DC: slippery/smooth surface
Dungeoneering or **Nature**
DC 15: find food & water for 1 person
DC 25: find food & water for 5 people
Endurance
DC 10 + 2 per day: ignore hunger
DC 15 + 4 per day: ignore thirst
DC 10 + 1 per round (after 5): hold breath
15 + 2 per hour (after 1): swim
Heal
DC 10: grant second wind
DC 15: grant saving throw (or +2 bonus)
DC 15: stabilize the dying
Insight
MODERATE/target level: sense motives
HARD/effect level: notice outside influence
HARD/illusion level: recognize illusion
Perception
HARD: hear whispers
DC +5/+10: listen thru a door/wall
DC +2: for every 10 squares away
MODERATE: find tracks in soft ground
HARD: find tracks in hard ground
DC +10: rain or snow covers tracks
DC +5: quarry obscures its tracks
DC +2 per day: find old tracks
DC -5: huge or gargantuan creature
DC -5: group of ten or more creatures
Stealth
DC +5: you speak, or move > 2 squares
DC +10: you run
Thievery
HARD/trap level: disable trap
HARD: open lock
HARD/target level: pick pocket
vs. PERCEPTION: sleight of hand

Monster Knowledge Checks
MODERATE: Name, origin, type, keywords
HARD: Powers, resistance, vulnerability
Arcana (elemental, fey, shadow)
Dungeoneering (aberrant)
Nature (natural)
Religion (immortal, undead)

PRICES

	Goods	Cost
PHB	Ale, pitcher	2 sp
PHB	Rations (10 days)	5 gp
PHB	Journeybread (10 day)	30 gp
PHB	Sunrods (2)	4 gp
PHB	Everburning torch	50 gp
PHB	Fine clothing	30 gp
PHB	Holy symbol	10 gp
PHB	Climber's kit	2 gp
PHB	Thieves' tools	20 gp
PHB	Ammunition (20)	1 gp
	Services	**Cost**
Dragon #397 & Quickleaf	Bribe/Fine (minor)	Potion
Dragon #397 & Quickleaf	Bribe/Fine (major)	Magic item
Dragon #397 & Quickleaf	Hireling (per day)	Potion
Dragon #397 & Quickleaf	*Experts may cost 2-3x potion value*	
Dragon #397 & Quickleaf	Inn (typical)	5 sp/day
Dragon #397 & Quickleaf	Inn (luxury)	2 gp/day
Dragon #397 & Quickleaf	Laborer	1 sp/day
	Mounts/Vehicles	**Cost**
AV	Horse, riding	75 gp
AV	Horse, war	680 gp
AV	Rowboat	50 gp
AV	Pinnace	1,800 gp
AV	Longship	5,000 gp
AV	Greatship	13,000 gp
AV	Hippogriff	4,200 gp
AV	Griffon	9,000 gp
AV	Wyvern	21,000 gp
	Alchemy/Potions	**Cost**
PHB & AV	Potion of Healing	50 gp
PHB & AV	Smokestick	150 gp
PHB & AV	Universal Solvent	600 gp
PHB & AV	Potion of Vitality	1,000 gp
PHB & AV	Potion of Recovery	25,000 gp
PHB & AV	Potion of Resistance	Lvl 4/14/24
PHB & AV	Alchemical Silver	Lvl 5/15/25
PHB & AV	Ghoststrike Oil	Lvl 8/18/28
	Rituals	**Cost**
PHB	Comprehend Lang	50 gp
PHB	Enchant Item	175 gp
PHB	Cure Disease	360 gp
PHB	Disenchant Item	360 gp
PHB	Sending	360 gp
PHB	Linked Portal	680 gp
PHB	Raise Dead	680 gp
PHB	Raise Dead (paragon)	+5,000 gp
PHB	Raise Dead (epic)	+50,000 gp
PHB	Remove Affliction	680 gp
PHB	Consult Mystic Sage	1,000 gp
PHB	Consult Oracle	9,000 gp
PHB	Planar Portal	17,000 gp
PHB	Loremaster Bargain	65,000 gp
PHB	Observe Creature	105,000 gp
PHB	True Portal	425,000 gp

CONDITIONS

Rules Compendium & PHB errata

Blinded	*CA*
Grant CA & can't flank	
-10 Perception	
Enemies have total concealment	
Dazed	*CA*
Grants CA & can't flank	
Only takes one action (free actions yes)	
No immediate / opportunity actions	
Deafened	
-10 Perception	
Dominated	*CA*
Grants CA & can't flank	
Dictate a standard action (at-wills only)	
Allies remain allies; enemies remain enemies	
Dying	*CA*
Unconscious	
Make death saves at end of turn	
Grabbed	
Immobilized	
STR vs. FORT: forced to move half speed	
Acrobatics vs. REF / Athletics vs. FORT:	
Escape and shift (Move action)	
Helpless	*CA*
Grants CA	
Subject to coup de grace	
Immobilized	
Can't move unless forced or teleport	
Petrified	*CA*
Unconscious	
Resist 20 (all) and doesn't age	
Prone	*CA*
Grants CA to adjacent & -2 attack	
Climbing or flying creatures fall	
+2 defense vs. ranged attacks	
Removed From Play	
No actions	
No line of sight / line of effect	
Restrained	*CA*
Grants CA & -2 attack	
Can't move or be moved unless teleport	
Slowed	
Speed becomes 2	
Cannot benefit from bonuses to speed	
Can run and use move-based powers	
Stunned	*CA*
Grants CA & can't flank	
Flying creatures fall (unless they hover)	
Surprised	*CA*
Grants CA & can't flank	
No actions	
Unconscious	*CA*
Helpless, and usually ***prone***	
No actions & can't flank	
-5 defenses	
Weakened	
Attacks requiring a roll deal half damage	

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4e DM Cheat Sheet *Mad Plotting* 9.27.12

VILLAINS

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Interacting Without Violence
Comm. device (e.g. letters, sending stone)
Social function (e.g. funeral, court)
Proxy (e.g. henchmen, familiar, hostage)
Greater threat (e.g. disaster, nastier villain)
Duty/loved one (e.g. oath, sibling)

??

Keeping the Villain Alive
A fate worse than death
Ambiguous villain
It was a decoy
Dire repercussions to killing villain
Foolproof escape foreshadowed
Indirect confrontation
Special condition required to kill
There was no body…
Transformation upon death
Unknown villain

Villain Builder (Wolfgang Baur)

Tragic Villains
Deceived by evil leader
Similar goals to PCs but extreme methods
Desperation in face of great loss
Fallen paladin / loss of faith
Hideous lover – not evil toward their love
Monster seeking redemption
Misunderstood – causes woes "accidentally"
Cursed / possessed / mad
Trying to escape a Faustian bargain
Foolish ruler trying to avoid conflict

PLOT TWISTS (d20)

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d20	Twist	d20	Twist
1	**Face from the past** a. Defeated enemy new role b. Old ally in new setting c. Retired PC cameo	11	**Ethical dilemma** a. Lesser of two evils b. Ally vs. rule of law c. Prisoner's dilemma
2	**Secret from a PC's past**	12	**The enemy of my enemy…**
3	**Taken off the case** a. PCs become suspects b. Corrupt NPC(s) takes over	13	**Fighting good guys** a. Sectarian/ideological conflict b. "Tragic Villains"
4	**Villain adapts to PCs**	14	**Mystery put into perspective**
5	**Forced collaboration** a. In face of greater threat b. Need each other's info.	15	**Ticking clock** a. Countdown to doom b. Window of opportunity
6	**Double mission** a. Second quest is added b. Original quest is a ruse	16	**Red Herring** a. Framed/mistaken identity b. False evidence
7	**Bad guys got there first**	17	**This is personal**
8	**Unexpected reversal** a. Enemy < > Ally b. Consequence of quest	18	**Outside event** a. Man (war, persecution) b. Nature (storm, drought)
9	**A tempting offer**	19	**Villain's false death**
10	**Bad guys kick in the door** a. Assassins ambush PCs b. Massive attack on town c. Summoned monsters d. Duel challenge issued	20	**Power vacuum** a. PC(s) must take power b. Underling promoted c. Greater evil unleashed d. Chaos and mass panic

ENCOUNTERS

theWeem.com

Goals Besides 'Kill All Monsters'
Reach a safe zone against overwhelming odds
Trick monsters into helping / downfall
Shock & awe to get monsters to flee / surrender
Stealth to goal without alerting monsters
Destroy or stop a device / ritual
Coerce an enemy to defect
Protect a NPC / location / object
Kill the monsters' leader

AngryDM.com

Boss Monsters
3 stages (each 1/3 solo HP; 3rd is bloodied)
Entire fight counts as one encounter
Boss shakes of conditions each stage
Can replace 2nd stage with different challenge
Give boss extra actions / initiative counts

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Puzzles
Make it optional with benefits/consequences
Provide hints with a variety of checks
Lasts no more than 30 minutes
More than one solution

Dragon #366

Traps
Ways for every PC to contribute
PCs can use traps against their enemies
Trap opens up a new area
Trap provides a clue
Trap reveals a world detail / treasure
Meet the trap maker

ADVENTURE

Tome Show, GenCon 2010 (Rodney Thompson)

Setting
Why is it there? Internal logic?
What's the draw for PCs?
Is it recurring? How does it change?
How do inhabitants relate to it?
Strong environmental theme
Appeal to all the senses
Recognizable ways to interact
Create 3-D elements

Roleplayingtips.com

The 5-Room Dungeon
1. Entry / Guardian
2. Puzzle / RP Challenge
3. Setback / Complication
4. Climax / Conflict
5. Revelation / Twist

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Milestones+ / Benefits of Success
Stage an ambush / avoid fight
Change the terrain / scout ahead
Meet reinforcements /companion
'Unlock' a minor quest
Learn an extra clue / puzzle hint
Find safe place to rest
Recognition / popular support
Gain extra treasure
Recharge btwn monster waves
Introduce an "easy out" next fight
Negate a cost of failure

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Why Not Rest? / Cost of Failure
Affliction
Betrayal / sketchy NPC
Counterattack / sabotage
Enemies alerted to PCs' presence
Enemies bolster defenses
Hazardous environment
Lose resources (rations, gp, gear)
Next encounter is harder
NPC suffers / help dries up
PCs framed or wrongly accused
Political ramifications
Requisite skill challenge to rest
Red herring / misinformation
Time limit
Villain's plans advance

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Clues
Enemy powers
Weakness/vulnerability/flaw
Terrain hazard/feature
Map/location layout
Villain's motive/background
Modus operandi
Secret lair
Allies/minions
Identifying feature/secret identity
Operation of item/trap
Process of elimination/logic puzzle