

DIFFICULTY CLASS BY LEVEL

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

SKILL CHALLENGES

Complex	Successes	#Adv	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

Advantages (Adv.)

Negate failure / mitigate fallout
Hard check counts as 2 successes
Auto-success with non-skill action
Make a group skill check
Grant a skill bonus
Access "DM only" information

Complications

Failed check fallout
Time pressure
Required skill(s)
Close skill/increase DC
Cost (gp, surges, etc)
Changing conditions

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

Level	Conditions			Normal Damage			Limited Damage		
	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

MONSTERS

	AC	Fort/Ref/Will	Atk v. AC / NAD	Damage	Damage (other factors)
Base Monster	14	12	+5 / +3	8	Brute/Encounter power: +25-50% damage
Per Level	+1	+1	+1	+1	Multi-target: -2 attack, -25% damage

Elites, Solos, and Minions

Elite: x2 HP, 1 action point, +2 saves Solo: x4 HP, 2 action points, +5 saves Minion: base 4 dmg +1/2 levels

	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

Updating pre-MM3 Monsters

Double static dmg modifiers	Reduce paragon/epic solo HP 25%
-2 elite/solo defense	Solo needs way to remove conditions

TRAPS / HAZARDS (Improvised Actions damage)

	Standard (Elite)
Initiative	+2 (+4)
Attack vs. AC	Level +5 (+7)
Attack vs. F/R/W	Level +3 (+5)
Trap Type	Damage (Elite)
One-shot (1 target)	Limited Med. (High)
One-shot (multi-target)	Limited Low (Med.)
Ongoing (1 target)	Normal Med. (High)
Ongoing (multi-target)	Normal Low (Med.)

OVERLAND TRAVEL

Means	Speed	Per day	Per Hr
Spelljamm	15 fly	75 mi	7.5 mi
Dragon	15 fly	75 mi	7.5 mi
Dragon	12 fly	60 mi	6 mi
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
Encumb.	2	10 mi	1 mi

Distance Multiplier	Terrain
X 1/2	Mostly difficult; dense forests, mountains, deep swamps, stormy seas, rubble ruins
X 3/4	Some difficult; 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

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

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, Doesain, 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

TERRAIN

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, thin beam over chasm
Hindering (no move/damages)
Pits, deep water, lava, fire

MAGIC ITEM VALUES (gp)

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

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

TREASURE

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)

SKILL DCs

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)

CONDITIONS

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)
DM NOTE: CONSIDER AS A REPLACEMENT FOR STUNNED "LOSE NEXT STANDARD ACTION", OR "AS AN INTERRUPT END TARGET'S TURN", OR "END ALL TARGET'S SUSTAINED POWERS".
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
DM NOTE: CONSIDER AS A REPLACEMENT FOR WEAKENED "CANNOT SPEND HEALING SURGES".

PRICES	
Goods	Cost
Ale, pitcher	2 sp
Rations (10 days)	5 gp
Journeybread (10 day)	30 gp
Sunrods (2)	4 gp
Everburning torch	50 gp
Fine clothing	30 gp
Holy symbol	10 gp
Climber's kit	2 gp
Thieves' tools	20 gp
Ammunition (20)	1 gp
Services	Cost
Hireling (per day)	Potion
<i>Experts may cost 2-3x potion value</i>	
Inn (typical)	5 sp/day
Inn (luxury)	2 gp/day
Mounts/Vehicles	Cost
Horse, riding	75 gp
Horse, war	680 gp
Rowboat	50 gp
Pinnacle	1,800 gp
Longship	5,000 gp
Hippogriff	4,200 gp
Griffon	9,000 gp
Rituals	Cost
Comprehend Lang	50 gp
Cure Disease	360 gp
Sending	360 gp
Linked Portal	680 gp
Raise Dead	680 gp
Raise Dead (paragon)	+5,000 gp
Raise Dead (epic)	+50,000 gp
Remove Affliction	680 gp
Consult Mystic Sage	1,000 gp
Consult Oracle	9,000 gp
Planar Portal	17,000 gp
Loremaster Bargain	65,000 gp
Observe Creature	105,000 gp
True Portal	425,000 gp

PLOT TWISTS (d20)

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

Clues	Why Not Rest? / Cost of Failure
Enemy powers	Affliction
Weakness/vulnerability/flip	Betrayal / sketchy NPC
Terrain hazard/feature	Counterattack / sabotage
Map/location layout	Enemies alerted to PCs' presence
Villain's motive/background	Enemies bolster defenses
Modus operandi	Hazardous environment
Secret lair	Lose resources (rations, gp, gear)
Allies/minions	Next encounter is harder
Identifying feature/secret identity	NPC suffers / help dries up
Operation of item/trap	PCs framed or wrongly accused
Process of elimination/logic puzzle	Political ramifications
	Requisite skill challenge to rest
	Red herring / misinformation
	Time limit
	Villain's plans advance

VILLAINS

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
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

ADVENTURE

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

ENCOUNTERS

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
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 2 nd stage with different challenge
Terrain & development of combat "story"
Give boss extra actions / initiative counts
Puzzles
Make it optional with benefits/consequences
Provide hints with a variety of checks
Lasts no more than 30 minutes
More than one solution
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

Milestones+ / Benefits of Success

Stage an ambush / avoid fight
Change the terrain / scout ahead
Meet reinforcements /companion
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

The 5-Room Dungeon

1. Entry / Guardian
2. Puzzle / Roleplay Challenge
3. Setback / Complication
4. Climax / Conflict
5. Revelation / Twist