

EXPERIENCE POINT REWARDS

| Monster Level | Standard Monster | | | |
|---------------|------------------|--------|---------|---------|
| | Minion | Elite | Solo | |
| 1 | 100 | 25 | 200 | 500 |
| 2 | 125 | 31 | 250 | 625 |
| 3 | 150 | 38 | 300 | 750 |
| 4 | 175 | 44 | 350 | 875 |
| 5 | 200 | 50 | 400 | 1,000 |
| 6 | 250 | 63 | 500 | 1,250 |
| 7 | 300 | 75 | 600 | 1,500 |
| 8 | 350 | 88 | 700 | 1,750 |
| 9 | 400 | 100 | 800 | 2,000 |
| 10 | 500 | 125 | 1,000 | 2,500 |
| 11 | 600 | 150 | 1,200 | 3,000 |
| 12 | 700 | 175 | 1,400 | 3,500 |
| 13 | 800 | 200 | 1,600 | 4,000 |
| 14 | 1,000 | 250 | 2,000 | 5,000 |
| 15 | 1,200 | 300 | 2,400 | 6,000 |
| 16 | 1,400 | 350 | 2,800 | 7,000 |
| 17 | 1,600 | 400 | 3,200 | 8,000 |
| 18 | 2,000 | 500 | 4,000 | 10,000 |
| 19 | 2,400 | 600 | 4,800 | 12,000 |
| 20 | 2,800 | 700 | 5,600 | 14,000 |
| 21 | 3,200 | 800 | 6,400 | 16,000 |
| 22 | 4,150 | 1,038 | 8,300 | 20,750 |
| 23 | 5,100 | 1,275 | 10,200 | 25,500 |
| 24 | 6,050 | 1,513 | 12,100 | 30,250 |
| 25 | 7,000 | 1,750 | 14,000 | 35,000 |
| 26 | 9,000 | 2,250 | 18,000 | 45,000 |
| 27 | 11,000 | 2,750 | 22,000 | 55,000 |
| 28 | 13,000 | 3,250 | 26,000 | 65,000 |
| 29 | 15,000 | 3,750 | 30,000 | 75,000 |
| 30 | 19,000 | 4,750 | 38,000 | 95,000 |
| 31 | 23,000 | 5,750 | 46,000 | 115,000 |
| 32 | 27,000 | 6,750 | 54,000 | 135,000 |
| 33 | 31,000 | 7,750 | 62,000 | 155,000 |
| 34 | 39,000 | 9,750 | 78,000 | 195,000 |
| 35 | 47,000 | 11,750 | 94,000 | 235,000 |
| 36 | 55,000 | 13,750 | 110,000 | 275,000 |
| 37 | 63,000 | 15,750 | 126,000 | 315,000 |
| 38 | 79,000 | 19,750 | 158,000 | 395,000 |
| 39 | 95,000 | 23,750 | 190,000 | 475,000 |
| 40 | 111,000 | 27,750 | 222,000 | 555,000 |

Target Encounter XP Total:

Encounter Level × No. of PCs × XP for Standard Monster of Encounter Level

DCs TO CLIMB OR BREAK THROUGH WALLS

| Wall | Climb DC | Break DC |
|----------------------------------|----------|----------|
| Masonry wall (1 ft. thick) | 20 | 35 |
| Hewn stone wall (3 ft. thick) | 20 | 43 |
| Natural stone wall (3 ft. thick) | 10 | 43 |
| Wooden wall (6 in. thick) | 30 | 26 |

DCs TO BREAK DOWN DOORS

| Strength Check to | DC | Level |
|-------------------------------|----|-------|
| Break down wooden door | 16 | 3 |
| Break down barred door | 20 | 9 |
| Break down stone or iron door | 25 | 18 |
| Break down adamantine door | 29 | 29 |
| Break through force portal | 38 | - |

DCs TO OPEN PORTCULLISES

| Strength Check to | DC | Level |
|----------------------------------|----|-------|
| Force open wooden portcullis | 23 | 15 |
| Force open iron portcullis | 28 | 26 |
| Force open adamantine portcullis | 33 | 30+ |

OBJECT PROPERTIES

| Object Size | AC/Reflex | | Fort | | Base HP | | Example |
|-------------|-----------|--|------|--|---------|--|--------------------|
| | | | | | | | |
| Tiny | 10 | | 5 | | 5 | | Bottle, book |
| Small | 8 | | 8 | | 10 | | Chest, manacles |
| Medium | 5 | | 10 | | 23 | | Door, statue |
| Large | 4 | | 12 | | 40 | | Wagon, vault door |
| Huge | 3 | | 15 | | 100 | | Big statue |
| Gargantuan | 2 | | 20 | | 200 | | Even bigger statue |

| Material or Composition | Hit Point Multiplier |
|-------------------------|----------------------|
| Very fragile | × 0.25 |
| Fragile/intricate | × 0.5 |
| Reinforced | × 1.5 |
| Paper or cloth | × 0.1 |
| Glass or ice | × 0.25 |
| Leather or hide | × 0.5 |
| Wood | None |
| Stone | × 2 |
| Iron or steel | × 3 |
| Adamantine | × 5 |

EXAMPLE LIGHT SOURCES

| Source | Radius | Brightness | Duration |
|----------------------------------|--------|------------|----------------------|
| Candle | 2 | dim | 1 hour |
| Torch in wall | 5 | bright | 1 hour |
| Lantern | 10 | bright | 8 hours/pint |
| Campfire | 10 | bright | 8 hours |
| Sunrod | 20 | bright | 4 hours |
| Phosphorescent fungi | 10 | dim | ongoing |
| Sacrificial brazier | 10 | bright | 8 hours |
| Fireplace/oven | 5 | bright | 8 hours/load of fuel |
| Forge | 2 | bright | 8 hours/load of fuel |
| Magma | 40 | bright | ongoing |
| Tiny fire creature | 2 | bright | ongoing |
| Small fire creature | 5 | bright | ongoing |
| Medium fire creature | 10 | bright | ongoing |
| Large fire creature | 20 | bright | ongoing |
| Huge or Gargantuan fire creature | 40 | bright | ongoing |

FALL SEVERITY BY CHARACTER LEVEL

| Level | Painful | Perilous | Deadly |
|-------------------------------------|---------|----------|---------|
| 1 st – 5 th | 20 ft. | 30 ft. | 40 ft. |
| 6 th – 10 th | 30 ft. | 50 ft. | 70 ft. |
| 11 th – 15 th | 40 ft. | 70 ft. | 110 ft. |
| 16 th – 20 th | 60 ft. | 90 ft. | 140 ft. |
| 21 st – 25 th | 80 ft. | 110 ft. | 170 ft. |
| 26 th -30 th | 90 ft. | 130 ft. | 200 ft. |

Falling Damage: 1d10 damage per 10 ft. of falling.

LISTENING THROUGH A DOOR

| Perception DC* | Sounds the PCs hear |
|----------------------------|--|
| Monster's Stealth check +5 | Monsters moving around quietly |
| 5 | Battle in progress, or agitated or dramatic conversation** |
| 15 | Normal conversation or ritual casting** |
| 15 | Doors opening or closing (or similar sounds) |
| 25 | Quiet conversations, whispers |
| 35 | Battle preparations (drawing weapons and so on) |

*Add +2 DC, if they are more than 10 squares away

**If succeed by 5 or more, can understand words.

DIFFICULTY CLASS AND DAMAGE BY LEVEL

| Level | Difficulty Class (DC) Values | | | Normal Damage Expressions | | | Limited Damage Expressions | | |
|-------------------------------------|------------------------------|----------|------|---------------------------|--------|--------|----------------------------|--------|--------|
| | Easy | Moderate | Hard | Low | Medium | High | Low | Medium | High |
| 1 st – 3 rd | 10 | 15 | 20 | 1d6+3 | 1d10+3 | 2d6+3 | 3d6+3 | 2d10+3 | 3d8+3 |
| 4 th – 6 th | 13 | 17 | 21 | 1d6+4 | 1d10+4 | 2d8+4 | 3d6+4 | 3d8+4 | 3d10+4 |
| 7 th – 9 th | 15 | 19 | 23 | 1d8+5 | 2d6+5 | 2d8+5 | 3d8+5 | 3d10+5 | 4d8+5 |
| 10 th – 12 th | 17 | 21 | 25 | 1d8+5 | 2d6+5 | 3d6+5 | 3d8+5 | 4d8+5 | 4d10+5 |
| 13 th – 15 th | 18 | 22 | 26 | 1d10+6 | 2d8+6 | 3d6+6 | 3d10+6 | 4d8+6 | 4d10+6 |
| 16 th – 18 th | 20 | 24 | 28 | 1d10+7 | 2d8+7 | 3d8+7 | 3d10+6 | 4d10+7 | 4d12+7 |
| 19 th – 21 st | 22 | 26 | 30 | 2d6+7 | 3d6+8 | 3d8+7 | 4d8+7 | 4d10+7 | 4d12+7 |
| 22 nd – 24 th | 23 | 27 | 31 | 2d6+8 | 3d6+8 | 4d6+8 | 4d8+8 | 4d12+8 | 5d10+8 |
| 25 th – 27 th | 24 | 28 | 32 | 2d8+9 | 3d8+9 | 4d6+9 | 4d19+9 | 5d10+9 | 5d12+9 |
| 28 th – 30 th | 25 | 29 | 33 | 2d8+10 | 3d8+10 | 4d8+10 | 4d10+9 | 5d10+9 | 5d12+9 |

For single Skill Checks, increase DC by +5; for weapons or against AC, increase by +2.

BASE OVERLAND SPEED

| Speed | Per Day | Per Hour | Per Minute |
|-------|----------|-----------|------------|
| 4 | 20 miles | 2 miles | 200 ft. |
| 5 | 25 miles | 2 ½ miles | 250 ft. |
| 6 | 30 miles | 3 miles | 300 ft. |
| 7 | 35 miles | 3 ½ miles | 350 ft. |
| 8 | 40 miles | 4 miles | 400 ft. |

MOUNTS AND VEHICLES

| Mount/Vehicle | Speed | Per Day | Per Hour |
|---------------|-------|---------------|-------------|
| Riding horse | 10 | 50 miles | 5 miles |
| Warhorse | 8 | 40 miles | 4 miles |
| Cart or wagon | 5 | 25 miles | 2 ½ miles |
| Rowboat | 3 | 15 miles | 1 ½ miles |
| Downstream | 4 – 6 | 20 – 30 miles | 2 – 3 miles |
| Sailing ship | 7 | 84 miles | 3 ½ miles |

TERRAIN AND MOVEMENT

| Distance Multiplier | Terrain |
|---------------------|---|
| × ½ | Mostly difficult terrain: dense forests, mountains, deep swamps, rubble-choked ruins |
| × ¾ | Extensive difficult terrain: forests, hills, swamps, crumbling ruins, natural caves, cities |
| × 1 | Very little difficult terrain: open fields, plains, roads, clear dungeon corridors |

ENVIRONMENTAL DANGERS

| Condition | Endurance DC |
|------------------------------|--------------|
| Severe weather | 20 |
| High altitude | 21 |
| Extreme altitude | 26 |
| Cold | 22 |
| Frigid cold | 26 |
| Heat | 22 |
| Stifling heat | 26 |
| Pervasive smoke or ash | 26 |
| Pervasive necromantic energy | 31 |

One Endurance check per 8 hours, each failure means loss of a healing surge. Healing surges lost this way are not regained as long as the environmental danger continues.
Without healing surges: Takes damage equal the level.
During extended rest: +2 to Endurance.

STARVATION, THIRST, AND SUFFOCATION

After a period without food (3 weeks), water (3 days), or air (3 minutes), an Endurance check must be made, a success extends the period by another day (hunger or thirst) or round (air). The DC is 20 and increases each time by +5 (regardless of success or failure).
After each failure, a healing surge is lost. If no healing surges remain, take damage equal the level.
No healing surges lost this way are regained, until the condition ends.
During strenuous situations, like combat or similar encounters, holding the breath is harder: A check must be made at the end of every turn.

ATTACK MODIFIERS

| Circumstance | Modifier |
|--|----------|
| Combat advantage against target | +2 |
| Attacker is prone | -2 |
| Attacker is restrained | -2 |
| Target has cover | -2 |
| Target has superior cover | -5 |
| Target has concealment (melee and ranged only) | -2 |
| Target has total concealment (melee and ranged only) | -5 |
| Long range (weapon attacks only) | -2 |
| Charge attack (melee only) | +1 |
| Attacker run during his turn | -5 |

The following situations grant combat advantage:

- Balancing
- Blinded
- Climbing
- Dazed
- Flanked by the attacker
- Helpless
- Prone (melee attacks only)
- Restrained
- Running
- Squeezing
- Stunned
- Surprised
- Unable to see the attacker
- Unaware of the attacker
- Unconscious

COMPLEXITIES OF SKILL CHALLENGES

| Complexity | Successes | Failures |
|------------|-----------|----------|
| 1 | 4 | 2 |
| 2 | 6 | 3 |
| 3 | 8 | 4 |
| 4 | 10 | 5 |
| 5 | 12 | 6 |

GRABBING

Grab: Standard Action

- **Target:** Creature within one size category in melee range (not weapon range).
- **Strength Attack:** Strength vs. Reflex, need at least one free hand. *On hit:* Enemy is immobilized until it escapes or grab is ended.
- **Sustaining a Grab:** Sustaining a grab is a minor action, ending one a free action.
- **Effects that end a Grab:** Conditions that prevent opportunity attacks end grabs (dazed, stunned, surprised, or unconscious). A move from the grabbed creature, bringing it out of melee range, also ends the grab.

Moving a Grabbed Target: Standard Action

- **Strength Attack:** Strength vs. Fortitude. *On hit:* Move up to half speed and grabbed target is moved with the grabber.
- **Opportunity Attacks:** No opportunity attacks from each other, grabbed victim also provokes no opportunity attacks from this movement

Escaping a Grab: Move Action

- **Acrobatics or Athletics:** Either Acrobatics vs. Reflex or Athletics vs. Fortitude against grabber.
- **Check:** Resolve the check. *Success:* End the grab and a shift as part of the move action. *Failure:* Grab continues.

CONDITIONS

Blinded

- Grant combat advantage
- Can't see any target (your targets have total concealment)
- Takes a -10 penalty to Perception checks
- Can't flank an enemy

Dazed

- Grant combat advantage
- Can take either a standard action, a move action, or a minor action on your turn. Can't take immediate actions or opportunity actions.
- Can't flank an enemy

Deafened

- Can't hear anything.
- Takes a -10 penalty to Perception checks.

Dominated

- Is dazed.
- The dominating creature chooses the action. The only powers it can make the victim use are at-will powers.

Dying

- Is unconscious.
- Is at 0 or negative hit points.
- Makes a death saving throws every round.

Helpless

- Grant combat advantage.
- Can be the target of a coup de grace.
- Note: Usually you're helpless because you're unconscious.

Immobilized

- Can't move from your space, although can teleport and can be forced to move by a pull, a push, or a slide.

Marked

- Takes a -2 penalty to attack rolls for any attack that doesn't target the marking creature.

Petrified

- Has been turned to stone.
- Can't take actions.
- Gains resist 20 to all damage.
- Is unaware of surroundings.
- Doesn't age.

Prone

- Grants combat advantage against melee attacks.
- +2 to all defenses against ranged non-adjacent attacks.
- Lies on the ground (if flying, safely descends a distance equal the fly speed. If that doesn't reach the ground, the remainder of the distance is a fall).
- Takes a -2 penalty to attack rolls.
- Can drop prone as a minor action

Restrained

- Grants combat advantage.
- Is immobilized
- Can't be forced to move by a pull, push or slide.
- Takes a -2 penalty to attack rolls.

Slowed

- Speed becomes 2. This applies to all movement modes but doesn't apply to teleportation, push, pull, or slide. Cannot increase the speed above 2 in any way. If slowed during a movement, movement stops immediately if it was higher than 2 squares already.

Stunned

- Grants combat advantage.
- Cannot take actions except free actions.
- Cannot flank an enemy.

Unconscious

- Is helpless
- Takes a -5 penalty to all defenses.
- Cannot take actions.
- Falls prone, if possible.
- Cannot flank an enemy.

Weakened

- Attacks deal half damage. Ongoing damage is not affected.