

Traps/Hazards/Skill Challenges by CR

Desired CR	Trap/Hazard Attacks			Skill Challenge DCs									
	Low Saving Throw DC	High Saving Throw DC	Low Attack Bonus	High Attack Bonus	Low Damage	Medium Damage	High Damage	Ability Check/ Very Easy	Easy	Medium	Moderate	Hard	Heroic
1	9	12	+1	+2	5 (1d6+2)	6 (1d6+2)	7 (2d6)	10	12	16	16	20	30
2	9	13	+3	+4	8 (2d6+1)	9 (2d6+2)	10 (3d6)	11	13	16	17	21	31
3	10	14	+4	+6	10 (3d6)	11 (3d6)	13 (3d6+2)	11	13	17	18	22	32
4	10	15	+6	+8	12 (3d6+2)	14 (4d6)	16 (4d6+2)	11	13	17	19	23	33
5	11	15	+7	+10	15 (4d6+1)	17 (5d6)	20 (5d6+2)	11	14	18	20	24	34
6	11	16	+9	+12	19 (5d6+2)	21 (6d6)	25 (7d6)	12	14	18	21	25	35
7	12	17	+9	+13	23 (6d6+2)	26 (7d6+2)	30 (8d6+2)	12	14	19	22	26	36
8	12	18	+11	+15	26 (7d6+2)	30 (8d6+2)	35 (10d6)	12	15	19	23	27	37
9	13	18	+12	+17	30 (8d6+2)	34 (9d6+2)	40 (11d6+2)	12	15	20	24	28	38
10	13	19	+13	+18	34 (9d6+2)	38 (11d6)	45 (13d6)	13	15	20	25	29	39
11	14	20	+14	+19	38 (11d6)	43 (12d6+1)	50 (14d6+1)	13	16	21	26	30	40
12	15	21	+15	+21	41 (11d6+2)	47 (13d6+2)	55 (15d6+2)	13	16	21	27	31	41
13	15	21	+16	+22	45 (13d6)	51 (14d6+2)	60 (17d6)	13	16	22	28	32	42
14	16	22	+17	+23	49 (14d6)	55 (15d6+2)	65 (18d6+2)	14	17	22	29	33	43
15	16	23	+18	+24	53 (15d6)	60 (17d6)	70 (20d6)	14	17	23	30	34	44
16	17	24	+19	+26	60 (17d6)	68 (19d6+2)	80 (23d6)	14	17	23	31	35	45
17	18	24	+20	+27	68 (19d6+2)	77 (22d6)	90 (25d6+2)	14	18	24	32	36	46
18	18	25	+21	+28	75 (21d6+2)	85 (24d6+1)	100 (28d6+2)	15	18	24	33	37	47
19	19	26	+21	+29	83 (23d6+2)	94 (27d6)	110 (31d6+2)	15	18	25	34	38	48
20	20	27	+22	+30	90 (25d6+2)	102 (29d6)	120 (34d6+1)	15	19	25	35	39	49

The skill check values are based on the following assumptions:

Very Easy: No skill ranks, no ability score bonus, etc.

Easy: Minimal skill ranks, +2 in buffs/aid another help.

Moderate: 1/2 level skill ranks, +5 in training/buffs/aid another help.

Hard: Full skill ranks, +9 in training/buffs/aid another help.

Heroic: Full skill ranks, +14 in training/buffs/aid another help, roll 15+.

The attack rolls, damage, etc., are all taken from the monster stats by CR. Generally speaking, you should stick to a CR 2-3 points lower than your average party level.