



### Step 1: Determine the baseline Encounter Budget

For each PC in the party, look up his character level on Table 1, and add the indicated amount to the Encounter Budget.

### Step Two: Set the Final Budget by Desired Encounter Difficulty

Multiply the base budget by the following multipliers to create encounters above or below average difficulty:

Desired Difficulty	Multiplier
Very easy (EL -2)	x 1/2
Easy (EL -1)	x 2/3
Average	x1
Challenging (EL +1)	x 3/2
Hard (EL +2)	x 2
Epic (EL +3)	x 3

### Step Three: Purchase Creatures from the Final Budget

Starting with the highest CR creature in the encounter, find the CR and the Cost on Table 2. Subtract each creature's cost from the total budget until you have no more to spend.

If you have points left over, you can either discard them, or purchase one more creature of the next highest possible CR.

Note: It is not recommended to purchase more than 10 of any particular creature, as many small creatures are unlikely to add much to the overall challenge of an encounter.

TABLE 2: MONSTER XP AWARDS/COST

CR	Encounter Cost
1/10	24
1/8	30
1/6	40
1/4	60
1/3	80
1/2	120
1	240
2	360
3	480
4	720
5	960
6	1440
7	1920
8	2880
9	3840
10	5760
11	7680
12	11520
13	15360
14	23040
15	30720
16	46080
17	61440
18	92160
19	122880
20	184320
21	245760
22	368640
23	491520
24	737280
25	983040

TABLE 1: ENCOUNTER BUDGETING

PC Level	Individual Budget XP
1	60
2	90
3	120
4	180
5	240
6	360
7	480
8	720
9	960
10	1440
11	1920
12	2880
13	3840
14	5760
15	7680
16	11520
17	15360
18	23040
19	30720
20	46080

TABLE 3: LEVEL ADVANCEMENT TABLE

Level	XP (actual)	XP (rounded)
1	0	0
2	1,200	1,000
3	3,000	3,000
4	5,400	5,500
5	9,000	9,000
6	13,800	14,000
7	21,000	21,000
8	30,600	30,500
9	45,000	45,000
10	64,200	64,000
11	93,000	93,000
12	131,400	131,500
13	189,000	189,000
14	265,800	266,000
15	381,000	381,000
16	534,600	534,500
17	765,000	765,000
18	1,072,200	1,072,000
19	1,533,000	1,533,000
20	2,147,400	2,147,500

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