

### Improvised Statistics for Objects, Traps and Hazards

| Level | AC or DC | Hit Points | Attack | Med Damage | Hard Damage | Deadly Damage |
|-------|----------|------------|--------|------------|-------------|---------------|
| 1     | 11       | 40         | 3      | —          | 5 (1d10)    | 11 (2d10)     |
| 2–4   | 13       | 110        | 4      | 5 (1d10)   | 11 (2d10)   | 22 (4d10)     |
| 5–7   | 15       | 150        | 6      | 11 (2d10)  | 22 (4d10)   | 55 (10d10)    |
| 8–10  | 16       | 200        | 7      | 16 (3d10)  | 38 (7d10)   | 77 (14d10)    |
| 11–13 | 17       | 240        | 8      | 22 (4d10)  | 55 (10d10)  | 99 (18d10)    |
| 14–16 | 18       | 290        | 9      | 38 (7d10)  | 77 (14d10)  | 115 (21d10)   |
| 17–20 | 19       | 350        | 10     | 55 (10d10) | 99 (18d10)  | 132 (24d10)   |

| Abilities    | Skills   |
|--------------|--|
| Strength     | Athletics  |
| Dexterity    | Acrobatics, Sleight of Hand, Stealth                     |
| Intelligence | Arcana, History, Investigation, Nature, Religion         |
| Wisdom       | Animal Handling, Insight, Medicine, Perception, Survival |
| Charisma     | Deception, Intimidation, Performance, Persuasion         |

#### Quick Encounter Building

##### For PCs of 1st Level

CR 0 to 1/4: One monster per PC  
 CR 1/2: One monster per two PCs  
 CR 1: One monster per four PCs

##### For PCs of 2nd to 4th Level

CR = 1/10 level: Two monsters per PC  
 CR = 1/4 level: One monster per PC  
 CR = 1/2 level: One monster per two PCs  
 CR = Level: One monster per four PCs

##### For PCs of 5th to 20th Level

CR = 1/10 level: Four monsters per PC  
 CR = 1/4 level: Two monsters per PC  
 CR = 1/2 level: One monster per PC  
 CR = 3/4 level: One monster per two PCs  
 CR = Level + 3: One monster per four PCs

#### Minimum Targets in Areas of Effect

**Tiny Area:** 1 or 2 creatures (cloud of daggers)

**Small Area:** 2 creatures (burning hands)

**Large Area:** 4 creatures (cone of cold, fireball)

**Huge Area:** Everyone (circle of death)

**Short Line:** 2 creatures (wall of fire)

**Long Line:** 3 creatures (lightning bolt)

#### Difficulty Class

| Task Difficulty   | DC |
|-------------------|----|
| Very easy         | 5  |
| Easy              | 10 |
| Medium            | 15 |
| Hard              | 20 |
| Very hard         | 25 |
| Nearly impossible | 30 |

#### Monster Group Attacks and Saves

| Result | Monsters Per Success |
|--------|----------------------|
| < 6    | 1                    |
| 6–12   | 2                    |
| 13–14  | 3                    |
| 15–16  | 4                    |
| 17–18  | 5                    |
| 19     | 10                   |
| 20+    | 20                   |

**Names:** Helvynya Gooseblade, Purnell Cattoes, Cyndra Dirthand, Vita Anviltalker, Dodona Doomvalley, Tulip Dawnstinger, Systeley Wormhammer, Chamberlain Gloomhound, Estienne Stalehood, Solyeuse Tallchewer, Danae Eaglerunner, Lefwyne Ghoullaughner, Feleta Spiderstar, Albert Wyrmflinger, Cwengyth Hollydance, Halla Flowerwing, Reynfred Darksoul, Edmund Foeheart, Sikyon Hillrain, Thoas Thornbond, Dominic Knifesail, Rhadine Foxslicer, Mykenai Firethumb, Mirabelle Oakfall, Kurtz Monsterriver, Kapys Graybristle, Lodwicke Dustbottom, Berndan Macesteel, Nolan Doghoof, Littlejohn Strifecutter, Galain Latespear, Lykomedes Starwhisper, Ampelos Riddlesmasher, Tristana Smilecrippler, Metope Titancy, Anne Stoneboot, Llawran Willowtongue, Lily Whitebright, Eugenia Halfwind, Olyffe Shieldmaster, Evan Swordstorm, Esperaunce Brightheart, Sinope Greenhelm, Meredith Jewelsinger, Reynfred Nightchest, Brice Leafchaser, Evan Tigerear, Reothine Forgesmile, Pasiphae Goldkiss, Arianna Longhowler, Oiax Copperchange, Askalabos Mountaingust, Ierick Rattooth, Jeger Wolfmaul, Ellerete Crowchuckle, Thomasine Gemcleaver, Megareus Bluegiver, Tyler Goblincaster, Ceadda Silversharp, Ryan Treetknee, Raoul Traifang, Randall Bulltraveler, Rhea Gustbound, Sevrin Northdazer, Gared Heroseeker, Atys Rainstone, Alistair Gentlehouse, Shardusa Ironwalker, Remnus Millrock, Pike Freekick, Ellerete Hairwillow, Orwen Moonstalker, Cecily Redglacier, Morgayne Swiftrend, Beatrix Scaleviper, Jack Gravemaker, Sreda Oxsoother, Lucas Flamedancer, Arlette Arrowcaller, Lausus Wiseborn, Ivan Mudglove, Alys Duskwisker, Nicholina Killfingier,

#### Conditions

**Blinded** Can't see and automatically fails any ab check that requires sight. atk rolls against the creature have adv, and atk rolls have disadv

**Charmed** Can't atk the charmer or target the charmer with harmful abilities or magical effects. The charmer has adv on any ab check to interact socially with the creature.

**Deafened** Can't hear and automatically fails any ab check that requires hearing.

**Frightened** disadv on ab checks and atk rolls while the source of its fear is within line of sight. Can't willingly move closer to the source of fear.

**Grappled** Speed becomes 0, and can't benefit from any bonus to its speed. The condition ends if the Grappler is incapacitated. Also ends if an effect removes the grappled creature from the reach of the Grappler or Grappling effect.

**Incapacitated** Can't take actions or reactions.

**Invisible** Impossible to see without the aid of magic or a special sense. Heavily obscured for the purpose of hiding. Location can be detected by noise it makes or any tracks it leaves. Atk rolls against the creature have disadv, and the creature's atk rolls have adv.

**Paralyzed** Incapacitated and can't move or speak. Automatically fails Str and Dex saves. Atk rolls against the creature have adv. Any atk that hits the creature is a crit if the atker is within 5 feet.

**Petrified** Transformed into stone. Incapacitated (see the condition), can't move or speak, and is unaware of its surroundings. Atk rolls against the creature have adv. Automatically fails Strength and Dexterity Saving Throws. Resistance to all damage. Immune to poison and disease.

**Poisoned** Disadv on atk rolls and ab checks.

**Prone** Only movement option is to crawl, unless it stands up and thereby ends the condition. Disadv on atk rolls. An atk roll against the creature has adv if the atker is within 5 feet. Otherwise, the atk roll has disadv.

**Restrained** Speed becomes 0, and can't benefit from any bonus to its speed. Atk rolls against the creature have adv, and the creature's atk rolls have disadv. The creature has disadv on dex saves.

**Stunned** Incapacitated, can't move, and can speak only falteringly. Automatically fails str and dex saves. Atk rolls against the creature have adv

**Unconscious** Incapacitated, can't move or speak, and is unaware of its surroundings. Drops whatever it's holding and falls prone. Automatically fails str and dex saves. Atk rolls against the creature have adv. Any hit against the creature is a crit if the atker is within 5 feet of the creature.