

## Improvised Statistics

Choose a challenge rating (CR) for your trap, object, effect, or creature between 1 and 30. Write down its statistics from the following formulas:

- **AC** = 12 + ½ CR (or choose between 10 and 20 based on the story)
- **DC** = 12 + ½ CR
- **Hit Points** = 20 × CR
- **Attack Bonus** = 3 + ½ CR
- **Proficient Saves or Skills** = 3 + ½ CR
- **Single-Target Damage** = 7 × CR (or 2d6 per CR)
- **Multi-Target Damage** = 3 × CR (or 1d6 per CR)

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

### Deadly Encounter Benchmark

- Choose monster types and numbers that make sense for the situation in the story.
- Compare total monster challenge ratings to total character levels. An encounter may be deadly if total CRs are greater than these thresholds:

Level	Deadly Monster CR Threshold
1-4	CRs > ¼ Total Character Levels
5-10	CRs > ½ Total Character Levels
11-16	CRs > ¾ Total Character Levels
17-20	CRs > Total Character Levels

### Number of Creatures in Areas of Effect

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

**Small Area:** 2 or 3 creatures (burning hands)

**Large Area:** 4 to 6 creatures (fireball)

**Huge Area:** 12 creatures (turn undead)

**Short Line:** 2 or 3 creatures (wall of fire)

**Large Line:** 2 to 4 creatures (lightning bolt)

### Lazy DM Principles

- Let the story unfold at the table.
- Set up situations and see what happens.
- Be the characters' biggest fan.

### Difficulty Class

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

### Monster Hordes

**Attacks and Saves:** Assume one quarter of attacks or saves succeed. Adjust up or down based on circumstances.

**Hit Points and Damage:** Track damage done to the horde. Each time the horde takes enough damage to kill an individual monster, remove a monster. Remove three quarters of monsters targeted with areas of effect.

**Names:** Dolly Starheart, Sybell Mountainwhisper, Ward Dogheart, Manter Darkwind, Meredith Titanboot, Epone Flameglacier, Uranos Foxsmile, Phanes Spiritbright, Berte Iceviper, Gembert Goldfinger, Thearden Cloudbound, Orvist Needlechewer, Joyce Firechaser, Semele Bearcloak, Chamberlain Swiftcleaver, Wystan Nightspur, Randall Quickbrood, Reinholdt Cathand, Kleobis Trailbond, Remnus Moonkin, Kalabos Halfrend, Connor Ghoulson, Piter Shieldmaker, Sybaris Hillflinger, Day Dawnmaster, Singleton Gloomrunner, Danyell Foewatcher, Athine Stonecow, Eschina Lionhair, Reagan Gentlesoother, Reeve Brightdancer, Rufus Longseeker, Helenor Dragoncaster, Margeria Emeraldstinger, Theophane Bronzeknee, Samantha Ironrock, Belos Gravelstorm, Connor Stormbuckle, Penia Leafhound, Cicely Scaleborn, Pallene Thornblade, Donner Redhunter, Tristana Faeriehood, Jolcia Silvergaze, Chrys Spiderharp, Hart Greencaller, Anaxia Wormstalker, Kranos Doomsasher, Desmand Lightspear, Meros Frostbane, Abram Oakblood, Cared Copperfall, Metana Strifemaul, Janus Tigerlover, Lausus Bluefang, Bellamy Mudhelm, Pisos Northgust, Polyka Forgestorm, Piers Raincloud, Komedes Eboncutter, Evan Giantforger, Lampetos Graveclaw, Laodameia Glassglove, Walden Willowchuckle, Alys Wolftouch, Aubrey Ghostsoul, Hilda Graybeard, Morgant Jewelhand, Penelope Rathouse, Valentine Songcaller, Aisko Tigersoul, Helias Halffinger, Estrelde Songlover, Donner Broadcloud, Ogos Stonesoother, Claudia Ebonmaster, Ava Flowerstorm, Cecilia Angelborn, Ianthe Beastkiss, Murenne Drakestalker, Imedia Leafcutter, Elatus Gloomcaster, Beatrix Starlaugher, Kerrich Goblinblood, Orrick

### 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 attacker 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 attacker 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 attacker is within 5 feet of the creature.