

AGE 12+

DUNGEONS & DRAGONS[®]

DUNGEON MASTER'S SCREEN



ROLEPLAYING GAME ACCESSORY









TSAI

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

(DMG 120)

Monster Level	Standard Monster*	Minion	Elite	Solo
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

*To calculate the target XP for an encounter of the PCs' level or to calculate the appropriate quest XP for a party of the PCs' level, multiply the Standard Monster value by the number of PCs in the party. For minor quests, the XP award is equal to the Standard Monster reward.

DAMAGE BY LEVEL

(DMG 42)

Level	Normal Damage Expressions			Limited Damage Expressions		
	Low	Medium	High	Low	Medium	High
1st-3rd	1d6 + 3	1d10 + 3	2d6 + 3	3d6 + 3	2d10 + 3	3d8 + 3
4th-6th	1d6 + 4	1d10 + 4	2d8 + 4	3d6 + 4	3d8 + 4	3d10 + 4
7th-9th	1d8 + 5	2d6 + 5	2d8 + 5	3d8 + 5	3d10 + 5	4d8 + 5
10th-12th	1d8 + 5	2d6 + 5	3d6 + 5	3d8 + 5	4d8 + 5	4d10 + 5
13th-15th	1d10 + 6	2d8 + 6	3d6 + 6	3d10 + 6	4d8 + 6	4d10 + 6
16th-18th	1d10 + 7	2d8 + 7	3d8 + 7	3d10 + 6	4d10 + 7	4d12 + 7
19th-21st	2d6 + 7	3d6 + 8	3d8 + 7	4d8 + 7	4d10 + 7	4d12 + 7
22nd-24th	2d6 + 8	3d6 + 8	4d6 + 8	4d8 + 8	4d12 + 8	5d10 + 8
25th-27th	2d8 + 9	3d8 + 9	4d6 + 9	4d10 + 9	5d10 + 9	5d12 + 9
28th-30th	2d8 + 10	3d8 + 10	4d8 + 10	4d10 + 9	5d10 + 9	5d12 + 9

FOOD, DRINK, AND LODGING

(PH 222)

Item	Price
Food	
Meal, common	2 sp
Meal, feast	5 gp
Drink	
Ale, pitcher	2 sp
Wine, bottle	5 gp
Inn stay (per day)	
Typical room	5 sp
Luxury room	2 gp

LIGHT SOURCES

(DMG 66)

Source	Radius	Brightness	Duration
Candle	2	dim	1 hour
Torch in wall sconce	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
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

CHARACTER

ADVANCEMENT

(PH 29)

Total XP	Level	Total XP	Level
0	1st	69,000	16th
1,000	2nd	83,000	17th
2,250	3rd	99,000	18th
3,750	4th	119,000	19th
5,500	5th	143,000	20th
7,500	6th	175,000	21st
10,000	7th	210,000	22nd
13,000	8th	255,000	23rd
16,500	9th	310,000	24th
20,500	10th	375,000	25th
26,000	11th	450,000	26th
32,000	12th	550,000	27th
39,000	13th	675,000	28th
47,000	14th	825,000	29th
57,000	15th	1,000,000	30th

ACTIONS IN COMBAT

(PH 286)

Standard Actions	Description	Page
Administer a potion	Help an unconscious creature consume a potion	255
Aid another	Improve an ally's attack roll, defense, skill check, or ability check	287
Basic attack	Make a basic attack	287
Bull rush	Push a target 1 square and shift into the vacated space	287
Charge	Move and then make a melee basic attack or a bull rush	287
Coup de grace	Make a critical hit against a helpless enemy	288
Grab	Grab an enemy	290
Ready an action	Ready an action to perform when a specified trigger occurs	291
Second wind	Spend a healing surge and gain a +2 bonus to defenses (once per encounter)	291
Total defense	Gain a +2 bonus to all your defenses until the start of your next turn	292
Ready or stow a shield	Use a shield or put it away	—

Move Actions	Description	Page
Crawl	While prone, move up to half your speed	288
Escape	Escape a grab and shift	288
Run	Move up to your speed +2; grant combat advantage and take a -5 penalty to attacks until next turn	291
Stand up	Stand up from prone	292
Shift	Move 1 square without provoking opportunity attacks	292
Squeeze	Reduce your space by 1, move up to half your speed, and grant combat advantage	292
Walk	Move up to your speed	292

Minor Actions	Description	Page
Draw or sheathe a weapon	You can draw or sheathe a weapon	—
Drink a potion	Consume a potion	255
Drop prone	Drop down so that you are lying on the ground	277
Load a crossbow	Load a crossbow so that you can fire it	219
Open or close a door	Open or close a door or container that isn't locked or stuck	267
Pick up an item	Pick up an object in your space or an unoccupied space	267
Retrieve or stow an item	Retrieve or stow an item on your person	—

Immediate Actions	Description	Page
Readied action	Take your readied action when its trigger occurs	291

Opportunity Actions	Description	Page
Opportunity attack	Make a melee basic attack against an enemy that provokes an opportunity attack	290

Free Actions	Description	Page
Drop held items	Drop any items you currently hold	267
End a grab	Let go of an enemy	290
Spend an action point	Spend an action point to take an extra action (once per encounter)	286
Talk	Speak a few sentences	267

No Action	Description	Page
Delay	Put off your turn until later in the initiative order	288

Combat Advantage (PH 279)

You gain combat advantage when a defender is ...

- ◆ Balancing (page 180)
- ◆ Blinded (page 277)
- ◆ Climbing (page 182)
- ◆ Dazed (page 277)
- ◆ Flanked by the attacker (page 285)
- ◆ Helpless (page 277)
- ◆ Prone (*melee attacks only*) (page 277)
- ◆ Restrained (page 277)
- ◆ Running (page 291)
- ◆ Squeezing (page 292)
- ◆ Stunned (page 277)
- ◆ Surprised (page 277)
- ◆ Unable to see the attacker (page 281)
- ◆ Unaware of you (page 188)
- ◆ Unconscious (page 277)

ATTACK MODIFIERS (PH 279)

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



DCS TO BREAK OR BURST COMMON ITEMS (PH 262)

Strength Check to:	Break DC
Break down wooden door	16
Break down barred door	20
Break down iron door	25
Break down adamantine door	29
Break through force portal	38
Force open wooden portcullis	23
Force open iron portcullis	28
Force open adamantine portcullis	33
Burst rope bonds	26
Burst iron chains	30
Burst adamantine chains	34
Smash wooden chest	19
Smash iron box	26
Smash adamantine box	32
Break through wooden wall (6 in. thick)	26
Break through masonry wall (1 ft. thick)	35
Break through hewn stone wall (3 ft. thick)	43

TARGET DCS (DMG 42)

Level	Easy DC	Moderate DC	Hard DC
1st-3rd	5	10	15
4th-6th	7	12	17
7th-9th	8	14	19
10th-12th	10	16	21
13th-15th	11	18	23
16th-18th	13	20	25
19th-21st	14	22	27
22nd-24th	16	24	29
25th-27th	17	26	31
28th-30th	19	28	33

FALL SEVERITY BY CHARACTER LEVEL (DMG 44)

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

DCS FOR COMMONLY USED SKILLS

Climb	
Climbing a ladder	Athletics DC 5
Climbing a rope	Athletics DC 10
Climbing an uneven surface (dungeon wall)	Athletics DC 15
Climbing a rough surface (brick wall)	Athletics DC 20
Surface is unusually smooth	Athletics DC +5
Surface is slippery	Athletics DC +5
Use climber's kit	+2 on check
Climbing where you can brace yourself	+5 on check
Accelerated climb (climb at full speed)	-5 on check
Escape from a Grab	Acrobatics check vs. Reflex Athletics check vs. Fortitude
Escape from Restraints	Acrobatics DC 20
Attempt to escape as a standard action	DC +10
Find Tracks	
Soft ground (snow, loose dirt, mud)	Perception DC 15
Hard ground (wood or stone)	Perception DC 25
Huge of larger creature, or group of 10+	+5 to check
Rain or snow since tracks were made	Perception DC +10
Each day since tracks were made	Perception DC +2
Quarry takes steps to cover tracks	Perception DC +5
Detect Magic	
Identify a conjuration or summoning effect	Arcana DC 15 + spell level
Identify magical effect already in place	Arcana DC 20 + spell level
Detect magic in an area	Arcana DC 20 + spell level
Heal	
Let a character use his or her second wind	Heal DC 10
Stabilize a dying character	Heal DC 15
Help a dying character recover	Heal DC 15
Let a character make a saving throw	Heal DC 15
Listen	
Battle	Perception DC 0
Normal conversation	Perception DC 5
Whispers	Perception DC 15
Through a door	Perception DC +5
Through a wall	Perception DC +10
Far away	Perception DC +1 per 2 squares

Rolling Attacks and Checks

- ◆ **Attacks:** 1d20 + one-half level + ability modifier (+ proficiency bonus, if a weapon attack) + other modifiers
- ◆ **Checks:** 1d20 + one-half level + ability modifier (+5 if a trained skill) + other modifiers

Cover (PH 280)

- ◆ **Cover (-2 Penalty to Attack Rolls):** The target is around a corner or protected by terrain. For example, the target might be in the same square as a small tree, obscured by a small pillar or a large piece of furniture, or behind a low wall.
- ◆ **Superior Cover (-5 Penalty to Attack Rolls):** The target is protected by a significant terrain advantage, such as when fighting from behind a window, a portcullis, a grate, or an arrow slit.
- ◆ **Area Attacks and Close Attacks:** When you make an area attack or a close attack, a target has cover if there is an obstruction between the origin square and the target, not between you and the target.
- ◆ **Reach:** If a creature that has reach attacks through terrain that would grant cover if the target were in it, the target has cover. For example, even if you're not in the same square as a small pillar, it gives you cover from the attack of an ogre on the other side of the pillar.
- ◆ **Creatures and Cover:** When you make a ranged attack against an enemy and other enemies are in the way, your target has cover. Your allies never grant cover to your enemies, and neither allies nor enemies give cover against melee, close, or area attacks.
- ◆ **Determining Cover:** To determine if a target has cover, choose a corner of a square you occupy (or a corner of your attack's origin square) and trace imaginary lines from that corner to every corner of any one square the target occupies. If one or two of those lines are blocked by an obstacle or an enemy, the target has cover. (A line isn't blocked if it runs along the edge of an obstacle's or an enemy's square.) If three or four of those lines are blocked but you have line of effect, the target has superior cover.

Concealment (PH 281)

- ◆ **Concealment (-2 Penalty to Attack Rolls):** The target is in a lightly obscured square or in a heavily obscured square but adjacent to you.
- ◆ **Total Concealment (-5 Penalty to Attack Rolls):** You can't see the target. The target is invisible, in a totally obscured square, or in a heavily obscured square and not adjacent to you.
- ◆ **Melee Attacks and Ranged Attacks Only:** Attack penalties from concealment apply only to the targets of melee or ranged attacks.

BLINDED

- ◆ You grant combat advantage.
- ◆ You can't see any target (your targets have total concealment).
- ◆ You take a -10 penalty to Perception checks.
- ◆ You can't flank an enemy.

DAZED

- ◆ You grant combat advantage.
- ◆ You can take either a standard action, a move action, or a minor action on your turn (you can also take free actions). You can't take immediate actions or opportunity actions.
- ◆ You can't flank an enemy.

DEAFENED

- ◆ You can't hear anything.
- ◆ You take a -10 penalty to Perception checks.

DOMINATED

- ◆ You're dazed.
- ◆ The dominating creature chooses your action. The only powers it can make you use are at-will powers.

DYING

- ◆ You're unconscious.
- ◆ You're at 0 or negative hit points.
- ◆ You make a death saving throw every round.

HELPLESS

- ◆ You grant combat advantage.
 - ◆ You can be the target of a coup de grace.
- Note:** Usually you're helpless because you're unconscious.

IMMOBILIZED

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

MARKED

- ◆ You take a -2 penalty to attack rolls if your attack doesn't include the creature that marked you.

PETRIFIED

- ◆ You have been turned to stone.
- ◆ You can't take actions.
- ◆ You gain resist 20 to all damage.
- ◆ You are unaware of your surroundings.
- ◆ You don't age.

PRONE

- ◆ You grant combat advantage to enemies making melee attacks against you.
- ◆ You get a +2 bonus to all defenses against ranged attacks from nonadjacent enemies.
- ◆ You're lying on the ground. (If you're flying, you safely descend a distance equal to your fly speed. If you don't reach the ground, you fall.)
- ◆ You take a -2 penalty to attack rolls.

RESTRAINED

- ◆ You grant combat advantage.
- ◆ You're immobilized.
- ◆ You can't be forced to move by a pull, a push, or a slide.
- ◆ You take a -2 penalty to attack rolls.

SLOWED

- ◆ Your speed becomes 2. This speed applies to all your movement modes, but it does not apply to teleportation or to a pull, a push, or a slide. You can't increase your speed above 2, and your speed doesn't increase if it was lower than 2. If you're slowed while moving, stop moving if you have already moved 2 or more squares.

STUNNED

- ◆ You grant combat advantage.
- ◆ You can't take actions.
- ◆ You can't flank an enemy.

SURPRISED

- ◆ You grant combat advantage.
- ◆ You can't take actions, other than free actions.
- ◆ You can't flank an enemy.

UNCONSCIOUS

- ◆ You're helpless.
- ◆ You take a -5 penalty to all defenses.
- ◆ You can't take actions.
- ◆ You fall prone, if possible.
- ◆ You can't flank an enemy.

WEAKENED

- ◆ Your attacks deal half damage. Ongoing damage you deal is not affected.

Healing a Dying Character

(PH 295)

- ◆ **Regain Hit Points:** When you are dying and receive healing, you go to 0 hit points and then regain hit points from the healing effect. If the healing effect requires you to spend a healing surge but you have none left, you are restored to 1 hit point.
- ◆ **Become Conscious:** As soon as you have a current hit point total that's higher than 0, you become conscious and are no longer dying. (You are still prone until you take an action to stand up.)

Death and Dying

(PH 295)

- ◆ **Dying:** When your hit points drop to 0 or fewer, you fall unconscious and are dying. Any additional damage you take continues to reduce your current hit point total until your character dies.
- ◆ **Death Saving Throw:** When you are dying, you need to make a saving throw at the end of your turn each round. The result of your saving throw determines how close you are to death.
 - Lower than 10:** You slip one step closer to death. If you get this result three times before you take a rest, you die.
 - 10-19:** No change.
 - 20 or higher:** Spend a healing surge. When you do so, you are considered to have 0 hit points, and then your healing surge restores hit points as normal. You are no longer dying, and you are conscious but still prone. If you roll 20 or higher but have no healing surges left, your condition doesn't change.
- ◆ **Death:** When you take damage that reduces your current hit points to your bloodied value expressed as a negative number, your character dies.



KEEP THE ACTION MOVING

This DUNGEONS & DRAGONS® Roleplaying Game accessory provides the Dungeon Master with a collection of tables and lists useful during game play. By reducing the page-flipping necessary during the game, this screen speeds play and keeps the action on track.

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