

AGE 12+

# DUNGEONS & DRAGONS<sup>®</sup>

## 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 |

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Screen illustrated by Francis Tsai

## FOOD, DRINK, AND LODGING

(PH 222)

| Item                      | Price |
|---------------------------|-------|
| <b>Food</b>               |       |
| Meal, common              | 2 sp  |
| Meal, feast               | 5 gp  |
| <b>Drink</b>              |       |
| Ale, pitcher              | 2 sp  |
| Wine, bottle              | 5 gp  |
| <b>Inn stay (per day)</b> |       |
| 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  |

| 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  |
| Ready or stow a shield   | Use a shield or put it away                                  | —    |
| 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

|  |   |
|--|---|
| <b>Climb</b>                               |   |
| 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  |
| <b>Find Tracks</b>                         |   |
| 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  |
| <b>Detect Magic</b>                        |   |
| 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                                |
| <b>Heal</b>                                |   |
| Let a character use a healing surge        | 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  |
| <b>Listen</b>                              |   |
| 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 a healing effect requires you to spend a healing surge but you have none left, your condition doesn't change, but you regain hit points after an extended rest if someone has stabilized you using the Heal skill.
- ◆ **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.

The heavy cardstock, four-panel *Dungeon Master's Screen* also keeps players from seeing what's coming up in the adventure—use it to hide your encounters, maps, miniatures, and even dice rolls from prying eyes!

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ISBN: 978-0-7869-4927-4



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Sug. Retail: U.S. \$9.95    CAN \$11.95  
Printed in China    218307400

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