

MOVEMENT

SPEED	PER DAY	PER HOUR	PER MINUTE
BASE OVERLAND SPEED ¹			
1	5 miles	½ mile	50 ft.
2	10 miles	1 mile	100 ft.
3	15 miles	1½ miles	150 ft.
4	20 miles	2 miles	200 ft.
5	25 miles	2½ miles	250 ft.
6	30 miles	3 miles	300 ft.
7	35 miles	3½ miles	350 ft.
8	40 miles	4 miles	400 ft.
9	45 miles	4½ miles	450 ft.
10	50 miles	5 miles	500 ft.
11	55 miles	5½ miles	550 ft.
12	60 miles	6 miles	600 ft.
13+	Speed x 5 miles	Speed x ½ miles	Speed x 50 feet

1 Assumes a normal walking pace for 10 hours of travel a day without tiring out.

MOUNT/VEHICLE	PRICE	SPEED	PER DAY	PER HOUR	PER MINUTE	CAPACITY
MOUNTS AND VEHICLES ¹						
Riding Horse	75 gp	10	50 miles	½ mile	50 ft.	237/475/1,187 lb.
Warhorse	680 gp	8	40 miles	1 mile	100 ft.	262/525/1,312 lb.
Cart or Wagon	20 gp	5	25 miles	1½ miles	150 ft.	1 ton
Rowboat	50 gp	3	15 miles	2 miles	200 ft.	600 lb.
Downstream	---	4-6	20-30 miles	2½ miles	250 ft.	---
Sailing Ship ²	10,000 gp	7	84 miles	3 miles	300 ft.	150 tons

1 Assumes a normal walking pace for 10 hours of travel a day without tiring out.

2 Sailing ships can sail 24 hours a day if properly crewed.

3 Quadrupeds can carry 25 percent more than bipeds.

MULTIPLIER	TERRAIN
TERRAIN ¹	
x ½	Mostly difficult terrain: dense forests, mountains, deep swamps, rubble-choked ruins
x ¾	Extensive difficult terrain: forests, hills, swamps, crumbling ruins, natural caves, cities
x 1	Very little difficult terrain: open fields, plains, roads, clear dungeon corridors

1 To figure out how far you travel per day, hour, or minute, multiply the distance you travel, as shown on the Base Overland Speed table, by the distance multiplier shown on the Terrain. Flying creatures, when airborne, ignore distance multipliers for difficult terrain.

VISION AND LIGHT

SOURCE	RADIUS	BRIGHTNESS	DURATION
Candle	2	Dim	1 hour
Torch	5	Bright	1 hour
Lantern	10	Bright	8 hours / pint of oil
Campfire	10	Bright	8 hours
Sunrod	20	Bright	4 hours

BREAK DCs

STRENGTH CHECK TO ...	BREAK DC
Break down wooden door	16
Break down barred door	20
Break down iron door	25
Break down adamantite door	29
Force open wooden portcullis	23
Force open iron portcullis	28
Force open adamantite portcullis	33
Burst rope bonds	26
Burst iron chains	30
Burst adamantite chains	34
Smash wooden chest	19
Smash iron box	26
Smash adamantite 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

COINS AND CURRENCY

MONETARY UNIT	CP	SP	GP	PP	AD	WEIGHT
Copper	1	1/10	1/100	1/10,000	1/1,000,000	1/50 lb.
Silver	10	1	1/10	1/1,000	1/100,000	1/50 lb.
Gold	100	10	1	1/100	1/10,000	1/50 lb.
Platinum	10,000	1,000	100	1	1/100	1/50 lb.
Astral Diamond	1,000,000	100,000	10,000	100	1	1/500 lb.

SKILL CHALLENGE COMPLEXITY

COMPLEXITY	SUCCESSSES	FAILURES
1	4	2
2	6	3
3	8	4
4	10	5
5	12	6

ENVIRONMENTAL DANGERS

CONDITION	ENDURANCE DC
Severe Weather	20
High Altitude	21
Extreme Altitude	26
Cold	22
Frigid Cold	26
Heat	22
Stifling Heat	26
Pervasive Smoke or Ash	26
Pervasive Necromantic Energy	31

ADVENTURING GEAR¹

ITEM	PRICE	WEIGHT	ITEM	PRICE	WEIGHT
Standard Adventurer's Kit	15 gp	33 lb.	Chain (10 ft.)	30 gp	2 lb.
Backpack (empty)	2 gp	2 lb.	Chest (empty)	2 gp	25 lb.
Bedroll	1 sp	5 lb.	Climber's Kit	2 gp	11 lb.
Flint and Steel	1 gp	---	Grappling Hook	1 gp	4 lb.
Pouch, Belt (empty)	1 gp	¼ lb.	Hammer	5 sp	2 lb.
Rations, Trail (10 days)	5 gp	10 lb.	Pitons	5 sp	5 lb.
Rope, Hempen (50 ft.)	1 gp	10 lb.	Everburning Torch	50 gp	1 lb.
Sunrods (2)	4 gp	2 lb.	Fine Clothing	30 gp	6 lb.
Waterskin	1 gp	4 lb.	Flask (empty)	3 cp	1 lb.
Ammunition			Holy Symbol	10 gp	1 lb.
Arrows (30)	1 gp	3 lb.	Journeybread (10 days)	50 gp	1 lb.
Crossbow Bolts (20)	1 gp	2 lb.	Lantern	7 gp	2 lb.
Sling Bullets (20)	1 gp	5 lb.	Ritual Book	50 gp	3 lb.
Arcane Implement			Ritual Components	Varies	---
Orb	15 gp	2 lb.	Rope, Silk (50 ft.)	10 gp	5 lb.
Rod	12 gp	2 lb.	Spellbook	50 gp	3 lb.
Staff	5 gp	4 lb.	Tent	10 gp	20 lb.
Wand	7 gp	---	Thieves' Tools	20 gp	1 lb.
Candle	1 cp	---	Torch	1 sp	1 lb.

1 You cannot sell mundane armor, weapons, or adventuring gear unless your DM allows, in which case you receive one-fifth of an item's market price.

REST AND RECOVERY

SHORT REST

- + A short rest is about 5 minutes long.
- + You can take as many short rests per day as you want.
- + You have to rest during a short rest. You can stand guard, sit in place, ride on a wagon or other vehicle, or do other tasks that don't require much exertion.
- + After a short rest, you renew your encounter powers, so they are available for your next encounter.
- + After a short rest, you can spend as many healing surges as you want. If you run out of healing surges, you must take an extended rest to regain them.
- + If you use an encounter power (such as a healing power) during a short rest, you need another short rest to renew it so that you can use it again.
- + If your short rest is interrupted, you need to rest another 5 minutes to get the benefits of a short rest.

EXTENDED REST

- + An extended rest is at least 6 hours long.
- + After you finish an extended rest, you have to wait 12 hours before you can begin another one.
- + You normally sleep during an extended rest, though you don't have to. You can engage in light activity that doesn't require much exertion.
- + At the end of an extended rest, you regain any hit points you have lost and any healing surges you have spent.
- + At the end of an extended rest, you regain all your encounter powers and daily powers.
- + At the end of an extended rest, you lose any unspent action points, but you start fresh with 1 action point.
- + If anything interrupts your extended rest, such as an attack, add the time spent dealing with the interruption to the total time you need to spend in the extended rest.

MONSTER EXPERIENCE POINT REWARDS

MONSTER LEVEL	STANDARD	MINION	ELITE	SOLO	MONSTER LEVEL	STANDARD	MINION	ELITE	SOLO
1	100	25	200	500	21	3,200	800	6,400	16,000
2	125	31	250	625	22	4,150	1,038	8,300	20,750
3	150	38	300	750	23	5,100	1,275	10,200	25,500
4	175	44	350	875	24	6,050	1,513	12,100	30,250
5	200	50	400	1,000	25	7,000	1,750	14,000	35,000
6	250	63	500	1,250	26	9,000	2,250	18,000	45,000
7	300	75	600	1,500	27	11,000	2,750	22,000	55,000
8	350	88	700	1,750	28	13,000	3,250	26,000	65,000
9	400	100	800	2,000	29	15,000	3,750	30,000	75,000
10	500	125	1,000	2,500	30	19,000	4,750	38,000	95,000
11	600	150	1,200	3,000	31	23,000	5,750	46,000	115,000
12	700	175	1,400	3,500	32	27,000	6,750	54,000	135,000
13	800	200	1,600	4,000	33	31,000	7,750	62,000	155,000
14	1,000	250	2,000	5,000	34	39,000	9,750	78,000	195,000
15	1,200	300	2,400	6,000	35	47,000	11,750	94,000	235,000
16	1,400	350	2,800	7,000	36	55,000	13,750	110,000	275,000
17	1,600	400	3,200	8,000	37	63,000	15,750	126,000	315,000
18	2,000	500	4,000	10,000	38	79,000	19,750	158,000	395,000
19	2,400	600	4,800	12,000	39	95,000	23,750	190,000	475,000
20	2,800	700	5,600	14,000	40	111,000	27,750	222,000	555,000

QUEST EXPERIENCE POINT REWARDS

PC LEVEL	4 PCs	MAJOR REWARD 5 PCs	6 PCs	MINOR REWARD	PC LEVEL	4 PCs	MAJOR REWARD 5 PCs	6 PCs	MINOR REWARD
1	400	500	600	100	16	5,600	7,000	8,400	1,400
2	500	625	750	125	17	6,400	8,000	9,600	1,600
3	600	750	900	150	18	8,000	10,000	12,000	2,000
4	700	875	1,050	175	19	9,600	12,000	14,400	2,400
5	800	1,000	1,200	200	20	11,200	14,000	16,800	2,800
6	1,000	1,250	1,500	250	21	12,800	16,000	19,200	3,200
7	1,200	1,500	1,800	300	22	16,600	20,750	24,900	4,150
8	1,400	1,750	2,100	350	23	20,400	25,500	30,600	5,100
9	1,600	2,000	2,400	400	24	24,200	30,250	36,300	6,050
10	2,000	2,500	3,000	500	25	28,000	35,000	42,000	7,000
11	2,400	3,000	3,600	600	26	36,000	45,000	54,000	9,000
12	2,800	3,500	4,200	700	27	44,000	55,000	66,000	11,000
13	3,200	4,000	4,800	800	28	52,000	65,000	78,000	13,000
14	4,000	5,000	6,000	1,000	29	60,000	75,000	90,000	15,000
15	4,800	6,000	7,200	1,200	30	76,000	95,000	114,000	19,000