

GM Game Reference for 13th Age

Skill Check DCs and Impromptu Damage

Tier	Degree of Challenge	Skill Check DC	Trap or Obstacle Attack Roll vs. AC/PD/MD	Impromptu Damage (Single Target)		Impromptu Damage (Multiple Targets)	
Adventurer	Normal	15	+5	2d6 or 3d6	9	1d10 or 1d12	6
Adventurer	Hard	20	+10	3d6	10	1d12	7
Adventurer	VERY hard	25	+15	3d6 or 4d6	12	1d12 or 2d8	8
Champion	Normal	20	+10	4d6 or 4d8	16	2d10 or 2d12	12
Champion	Hard	25	+15	4d8	18	2d12	13
Champion	VERY hard	30	+20	4d8 or 2d20	19	2d12 or 3d10	15
Epic	Normal	25	+15	2d20 or 3d20	26	3d12 or 4d10	20
Epic	Hard	30	+20	3d20	32	4d10	22
Epic	VERY hard	35	+25	3d20 or 4d20	37	4d10 or 4d12	24

Monster Equivalents: To use the table, select a monster level adjustment (relative to character level) from the column for the tier the characters are in. Then find the value for that row in the column for the type of monster being used. Repeat for each monster in the fight, and the total value should come out close to the number of characters in the party. Increase/decrease by up to about 50% for an easier or more difficult fight. Larger adjustments can be made based on group, but be careful with high level monsters.

Monster Level Adjustment in Character Tier			Difficulty Value for Monster Type			
Adventurer	Champion	Epic	Standard	Mook	Large	Huge
-2	-1	+0	0.5	0.1	1	1.5
-1	+0	+1	0.7	0.15	1.5	2
+0	+1	+2	1	.2	2	3
+1	+2	+3	1.5	.3	3	4
+2	+3	+4	2	.4	4	6
+3	+4	+5	3	.6	6	8
+4	+5	+6	4	.8	8	12

Example: For a level 3 (Adventurer tier) party of 4 characters, a level 5 standard monster has a Difficulty Value of 2. So two level 5 standard monsters (total value of 4 because there are 4 characters in the party) would be an average fight.

Another Example: For a level 6 (Champion tier) party of 5 characters, a level 7 monster has a Difficulty value of 1. So five level 7 monsters would be an average fight, or you could replace 2 of them with a single level 9 monster.

Baseline Stats for Normal Monsters

Monster Level	Attack Bonus	Strike Damage		HP		AC	Better Defense	Lesser Defense	Fear threshold (character hp)
		Standard	Mooks	Standard	Mooks				
0	5	4 (d8)	3	20	5	16	14	10	7
1	6	5 (d10)	4	27	7	17	15	11	9
2	7	7 (2d6)	5	36	9	18	16	12	12
3	8	10 (3d6)	6	45	11	19	17	13	15
4	9	14 (4d6)	7	54	14	20	18	14	18
5	10	18 (5d6)	9	72	18	21	19	15	24
6	11	21 (6d6)	12	90	23	22	20	16	30
7	12	28 (8d6)	18	108	27	23	21	17	36
8	13	38 (7d10)	23	144	36	24	22	18	48
9	14	50 (8d10)	31	180	45	25	23	19	60
10	15	58 (10d10)	37	216	54	26	24	20	72
11	16	70 (2d6x10)	46	288	72	27	25	21	96
12	17	90 (2d8x10)	60	360	90	28	26	22	120
13	18	110(2d10x10)	74	432	108	29	27	23	144
14	19	135 (3d8x10)	90	576	144	30	28	24	192

Mooks: Mook HP is combined into a single total. Every time damage equal to a single mook's HP accrues against the total group HP, a mook dies. Mooks generally do not have a Fear threshold. Otherwise, mook stats are basically the same as Standard monsters.

Large and Huge Monsters: For Large monsters, double the HP and damage of a Standard monster after rolling. For Huge monsters, triple both. Attack bonuses, defenses and Fear threshold remain unchanged for Large and Huge monsters.

Loot Found Per Character Per Full Heal at Level...	1	2	3	4	5	6	7	8	9	10
	100gp	125gp	175gp	210gp	520gp	325gp	425gp	500gp	650gp	850gp

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Consumable Magic Items

Tier	Healing Potions			Resist Potions		Magic Oils		Magic Runes	
	Cost	Effect	HP Cap	Cost	Effect	Cost	Effect	Cost	Effect
Adv.	50gp	Rcvry + 1d8	30	100gp	Resist 16+	100gp	+1 Atk & Dmg, or AC	150gp	Oil + Random bonus
Champ.	100gp	Rcvry + 2d8	60	200gp	Resist 16+	200gp	+2 Atk & Dmg, or AC	300gp	Oil + Random bonus
Epic	200gp	Rcvry + 3d8	100	400gp	Resist 16+	400gp	+3 Atk & Dmg, or AC	600gp	Oil + Random bonus
Iconic	300gp	Rcvry + 4d8	130	600gp	Resist 16+	600gp	+4 Atk & Dmg, or AC	900gp	Oil + Random bonus

Healing Potions let the character drinking it use one of their recoveries, but may only regain HP up to the HP Cap for that tier.

Resist Potions give energy resistance of a type (chosen at creation) for 1 battle. Enemies in higher tiers ignore lower tier resistance.

Potion Note: Drinking any potion ends the effect of any other potion that is currently affecting the character.

Oils: Provide their bonus to weapon, implement or armor for one battle when applied.

Runes: Provides the same bonus as oils, plus roll % or 1d10 for an additional random effect. One rune allowed at a time per item.

% Roll	1d10 Roll	Rune Effect on Armor	Rune Effect on Weapon
1-20	1-2	Bonus Applies to PD	+4 with attacks of opportunity this battle
21-40	3-4	Bonus Applies to MD	Bonus energy damage of player's choice this battle (1d4 adventurer tier, 2d6 champion, 5d6 epic)
41-60	5-6	Bonus Applies to PD & MD	+4 attack on first combat round after applying the rune
61-80	7-8	As 41-60 and you can reroll one failed save this battle	Bonus damage this battle while Escalation Die is 3+ (1d10 adventurer tier, 4d6 champion, 3d20 epic)
81-100	9-10	Use your first rally this battle as a quick action (or free if already a quick action)	Reroll one missed attack roll this battle

Magic item note: Prepping and using a magic item/potion is generally a standard action. Using an oil or rune is a quick action.

Some Sample Monster Powers

Pack Attack: +1 Atk per same type monster engaged with target	Collateral Damage: Nat 16+, low damage to X nearby enemies
Stealth Attack: If attacking unaware or moving to attack an already engaged foe, roll damage twice and take higher result	Well Armored: Group ability, ignore all damage on a hit against AC (not a crit), usable once per two creatures (non-mook)
Breath Weapon: Quick action area attack X times per day	Charging: Nat 16+, refresh/allow usage of a daily
Counter-attack: Once per turn, attack character who missed	Knockback: Hit disengages the target
Building Rage: +1 Atk, +1d4 damage rest of battle on a miss	Shifty: Can disengage when allied monster engages with target
Displacement: Next attack against monster has 50% miss chance	Aura: Enemies engaged with monster on their turn take damage
And Again: Nat 16+, monster can attack again	Escalation: Special monsters may use the Escalation Die
Morale: Nat 16+, allied monsters +1 Atk & Defenses 1 turn	Unstoppable: Roll d20 greater than negative HP to stay up when dropped to 0, next damage kills it
Dangerous: 17+ crit range unless/while staggered	Dying Strike: Free attack when dropped to 0
Conditions: Nat 16+, apply a condition to target(s), save ends	Regeneration: Gain hp at start of turn, up to X times per battle
Sap Spirit: Only 50% chance to increase Escal. Die each turn	Drain Life: Nat 16+, heal half the damage dealt in attack

Additional Monster Notes

Generally, monster powers trigger off of their standard attack roll like a flexible attack, usually on a 16+. Unpredictable effects can trigger on odd/even, or 5 and less. Some powers are group abilities; any monster in the group can use these, up to a certain number of usages per battle amongst the whole group. It doesn't matter which monster uses it, or if a single monster uses it multiple times.

Adjusting Monster Levels

If you want to add a full level to a monster....

...and you only want to boost attack: give the existing monster a +6 attack boost.

...and you only want to boost AC: Give the monster a +6 bonus to AC.

...and you only want to increase hit points: double the monster's hit points.

...and you only want to increase the damage the monster deals: add a second attack or ongoing damage.

...and you want to increase every stat: Add +1 attack, +1 to all defenses, multiply its damage by 1.25, and multiply its hp by 1.25.

Other adjustments mentioned in book:

SCRAPPER: Sharp but thin... +3 Attack, 70% normal hp

OFFENSIVE: Soft but strong... +3 Attack, -3 all Defenses

DEFENSIVE: Tough but weak.... +3 AC, 70% normal hp

LUNK: Big and squishy.... -3 all Defenses, +40% hp increase

Generally you can increase a monster's offensive OR defensive capabilities, but you should usually only decrease their defensive capabilities. So you can increase Damage or Attack or AC or HP, but you don't usually want to decrease Attack or Damage in exchange for higher defenses because it drags out combat and makes it a whiff-fest or HP slog.