Revised Quick Match Ups

Below are tables based on the Revised XP threshold work of Dave2008 on the ENWorld forums. These tables are harder than those found in the DMG as they assume that the characters are a well-balanced party, have access to feats, use multi-class options, and own a few magical weapons.

In the charts below, **mon** stands for *monster* and **char** stands for *character*. For example, the right most column on both charts should be read "1 monster per four characters".

Moderate Encounters

These encounters will take up approximately a quarter of the party's resources.

Moderate CR Table (1/4 of party resources)

Level	4 mon – 1 char	2 mon – 1 char	1 mon – 1 char	1 mon – 2 char	1 mon – 4 char
1st	0	0	1/4	1/2	1
2nd	0	1/8	1/2	1	2
3rd	1/8	1/4	1	1	4
4th	1/4	1/2	1	3	5
5th	1/4	1	2	4	7
6th	1/2	1	3	4	8
7th	1/2	1	4	5	10
8th	1	2	4	7	12
9th	1	2	4	7	13
10th	1	3	5	8	15
11th	1	3	6	9	16
12th	2	4	7	10	18
13th	2	4	8	12	20
14th	3	5	9	13	20
15th	3	6	10	15	21
16th	4	6	11	16	22
17th	4	7	12	17	23
18th	4	8	13	18	24
19th	4	8	14	19	24
20th	5	9	15	20	25

Challenging Encounters

These encounters will take up approximately one third of the party's resources.

Challenging CR Table (1/3 of party resources)

Level	4 mon – 1 char	2 mon – 1 char	1 mon – 1 char	1 mon – 2 char	1 mon – 4 char
1st	0	1/8	1/4	1/2	1
2nd	0	1/4	1/2	1	3
3rd	1/8	1/2	1	2	4
4th	1/4	1/2	2	3	6
5th	1/2	1	3	4	8
6th	1/2	1	3	5	10
7th	1	2	4	7	12
8th	1	3	5	8	14
9th	1	3	5	8	15
10th	1	4	7	9	16
11th	2	4	7	11	19
12th	3	4	8	12	20
13th	3	5	9	14	21
14th	3	6	11	15	22
15th	4	7	12	16	23
16th	4	7	13	18	23
17th	5	8	14	19	24
18th	5	9	15	20	25
19th	6	10	16	20	26
20th	6	10	17	21	27

Extreme Encounters

These encounters will take up approximately one half of the character's resources. Character death is a possibility. If characters have substantial resources, and this could be an "challenging" encounter.

Extreme CR Table (1/2 of party resources)

Level	4 mon – 1 char	2 mon – 1 char	1 mon – 1 char	1 mon – 2 char	1 mon – 4 char
1st	0	1/8	1/4	1/2	2
2nd	1/8	1/4	1/2	1	3
3rd	1/4	1/2	1	2	5
4th	1/4	1	2	4	7
5th	1/2	1	3	5	9
6th	1	2	4	6	11
7th	1	2	5	7	13
8th	1	3	6	9	16
9th	1	3	6	9	16
10th	2	4	7	11	19
11th	3	4	8	12	20
12th	3	5	9	14	21
13th	4	6	11	15	22
14th	4	7	12	17	23
15th	4	8	13	18	24
16th	5	8	14	20	25
17th	5	9	16	20	26
18th	6	10	16	21	26
19th	7	11	17	21	27
20th	7	12	19	22	29

Minions

Minions are 1 hp creatures that help spice up combat. Due to bounded accuracy, the side with the most creatures have a massive advantage.

CR	AC	Attack Bonus	Damage	Spell DCs	Good Saves	Bad Saves
1/8	12	+3	4	11	+3	+1
1/4	13	+4	6	12	+5	+1
1/2	14	+5	8	13	+5	+2
1	14	+5	10	13	+5	+2
2	15	+6	13	14	+6	+3
3	16	+7	16	15	+7	+3
4	17	+9	26	16	+9	+5
5	19	+11	35	18	+11	+6
6	20	+13	42	20	+13	+7
7	21	+14	46	20	+14	+8
8	22	+15	50	21	+15	+9

Spell DC. The is the DC of any spells or abilities employed by the minion.

Good saves. The save of the primary ability used by the minion. Likely Strength or Dexterity. Never constitution. **Bad Saves** are saves of other abilities not used by the minion. Probably intelligence.

Minions always have **1 hit point**. They never take any damage when they **save against a spell**. Minions do not have multi-attack; they do all their damage in one swing.

You can still get use out of lower level minions in the 8 Monsters per character chart below. CR 4 minions will hit a 24 AC 30% of the time. Higher level minions can be used in the encounter charts above, but only as 4 monsters per character. Never use a single minion as an encounter.

8 Minions per Character

Party Level	Moderate	Challenging	Extreme
1	0	0	0
2	0	0	0
3	0	0	0
4	0	1/8	1/8
5	1/8	1/8	1/4
6	1/4	1/4	1/4
7	1/4	1/4	1/2
8	1/4	1/2	1/2
9	1/2	1/2	1/2
10	1/2	1/2	1
11	1/2	1	1
12	1	1	1
13	1	1	2
14	1	2	2
15	1	2	2
16	2	2	3
17	2	3	3
18	2	3	3
19	3	3	4
20	3	4	4

Making Exciting Encounters

A checklist for the rest of us.

O **What are the monsters doing?** They should have a reason to be there and an objective. "Guard this location" is perfectly fine, but there should be something. Bonus if you connect it to the plot.

O **Interesting terrain/encounter area.** Have stuff to hide behind. Employ Hazards. Add stuff that explodes. Difficult terrain, anything beyond the square room with basic walls. What are the monsters using? What creature comforts do they have (or not). Where do they store their gear? Why is this location important?

O **Monster Quirks.** Mess with monster stats, especially immunities and other abilities, to ensure they fit the story. Orcs of the northern tribes might be resistant to cold damage, and their weapons might do additional amounts of cold damage. Make sure to describe their differences.

O **Use a variety of monsters.** Generic bags of hit points with axes don't come off as compelling adversaries. Use monsters with neat and fun abilities to surprise and delight(?) your players.

O **Pick and review spells before combat.** You likely know what the adversary is going to cast before encounter. Have those spells briefed and ready to go.