DUNGEON MASTER'S SCREEN

WILDERNESS KIT

DUNGEONS & DRAGONS®

Venture into the wilds with this kit
for the world's greatest roleplaying game

Actions in Combat

On your turn in combat, you can move a distance up to your speed and take one action. You decide whether to move first or take your action first, and you can forgo moving, taking an action, or doing anything at all on your turn.

When you take your action on your turn, you can take one of the actions here. If you can't decide what to do on your turn, consider taking the Dodge or Ready action.

Attack

You make one melee or ranged attack. Certain features, such as the Extra Attack feature of the fighter, allow you to make more than one attack with this action.

If the attack you want to make is part of a spell, you need to take the Cast a Spell action instead.

Cast a Spell

You cast a cantrip or a spell of 1st level or higher. See the spell's casting time; it might take an action, a bonus action, or a reaction to cast, or it might take a minute or more.

Dash

You gain extra movement equal to your speed (plus any modifiers) for the current turn.

Disengage

Your movement doesn't provoke opportunity attacks for the rest of the turn.

Dodge

Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated or if your speed drops to 0.

Help

You help one creature with a task, giving that creature advantage on the next ability check it makes for that task. Or you distract one creature within 5 feet of you, and the next attack roll that an ally of yours makes against that creature has advantage.

Whichever option you choose, the advantage goes away once used or when your next turn starts.

Hide

You make a Dexterity (Stealth) check in an attempt to become hidden—unseen and unheard.

Improvise

You do something not covered by any of the other actions, such as crashing into a door, intimidating a foe, or calling for a parley. The DM will let you know what kind of roll you need to make, if any, to determine success or failure.

Ready

You wait for a particular circumstance before you act, which lets you act using your reaction before the start of your next turn. You must decide in advance (a) what perceivable circumstance will trigger your reaction and (b) the action you will take in response to that trigger.

If you ready a spell, it must have a casting time of 1 action, and you must concentrate on it until you release it.

Search

You make a Wisdom (Perception) check or an Intelligence (Investigation) check to find something.

Use a Magic Item

You use a magic item that requires your action for its use.

Use an Object

You use an object, other than a magic item, that requires your action for its use.

Other Activity on Your Turn

Your turn can include a variety of flourishes that require neither your action nor your move:

- You can communicate however you are able, through brief utterances and gestures, as you take your turn.
- You can interact with one object or feature of the environment for free. If you want to interact with a second object or environmental feature, you must use your action to do so.

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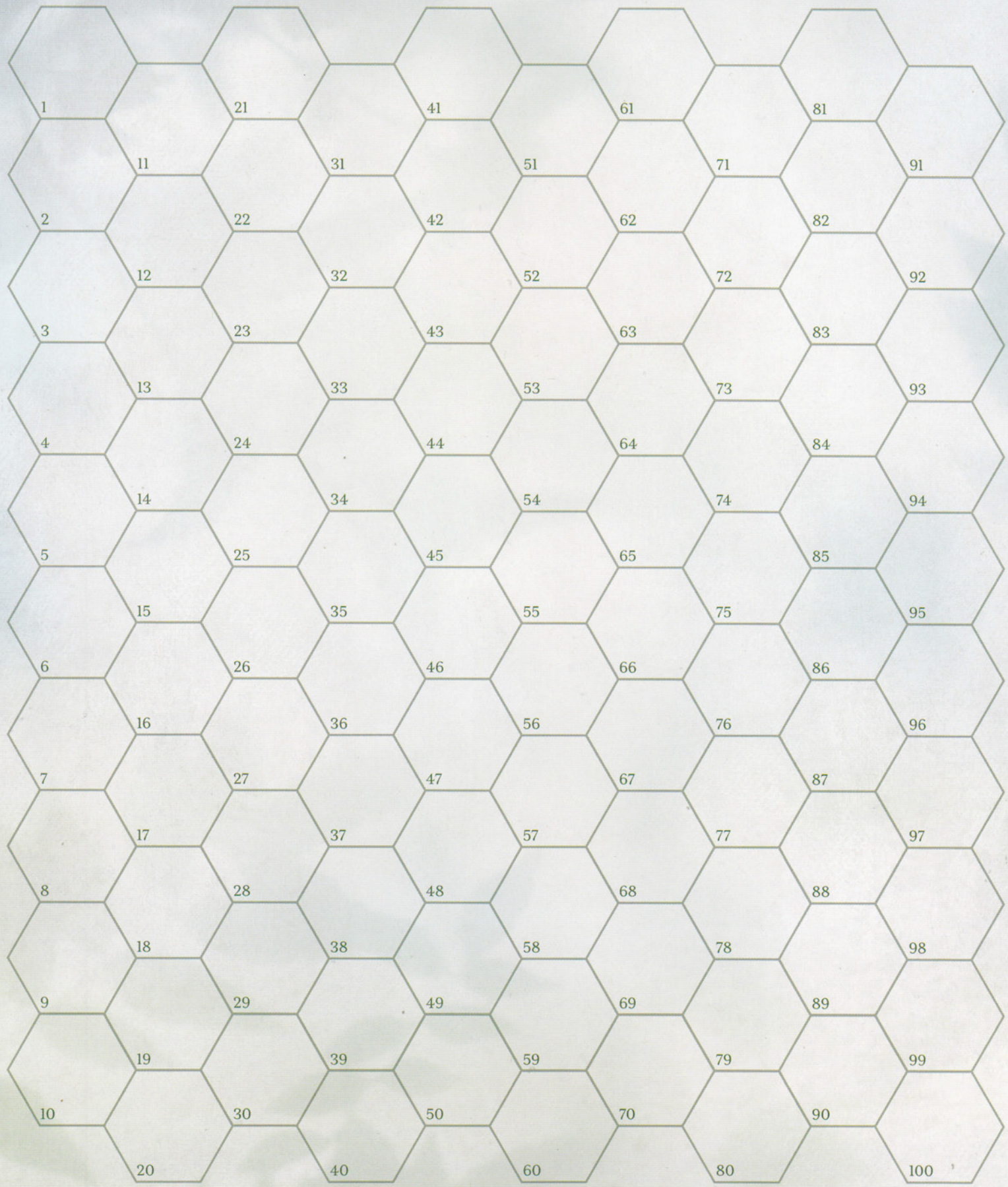
Hex Map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Hex Map

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Hex Map

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Supply Tracker

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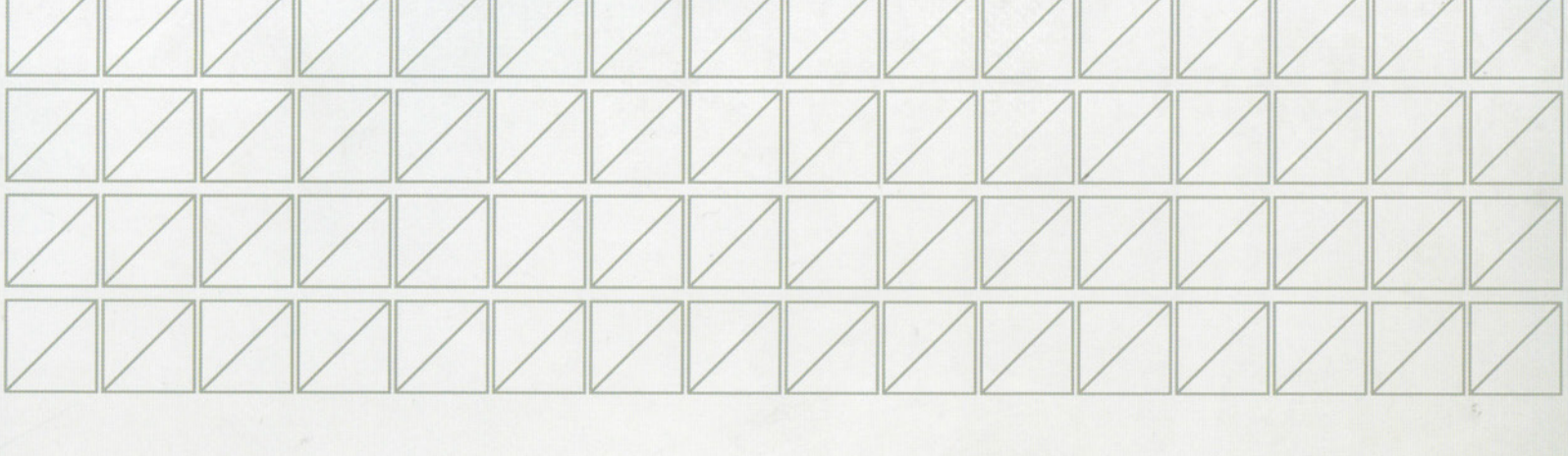

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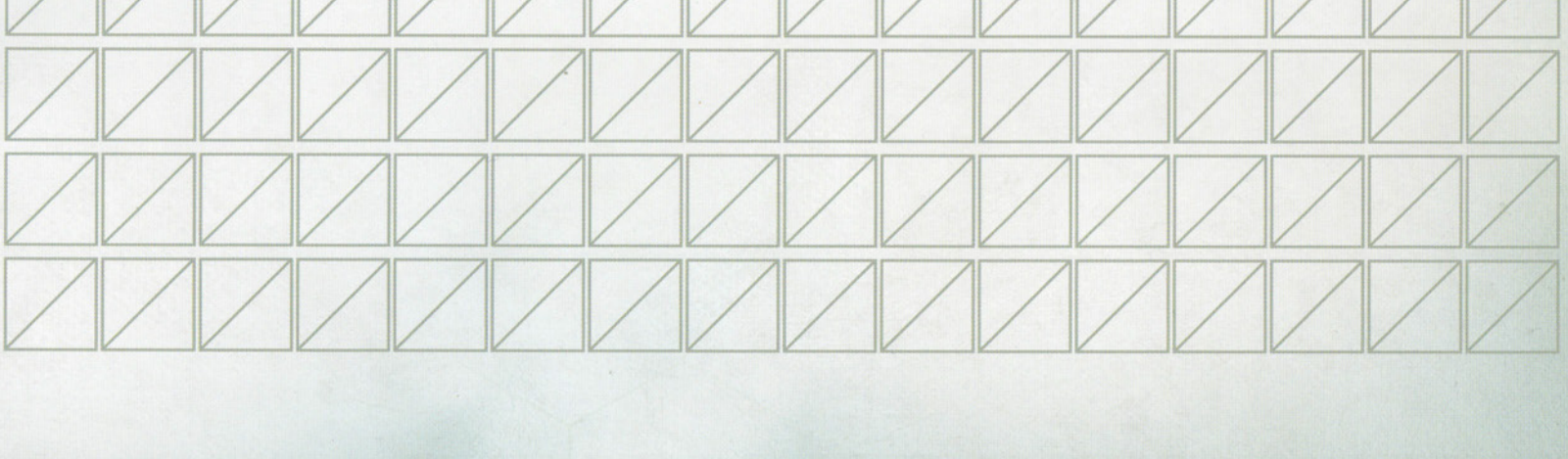

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Wilderness Chases

When a chase begins in the wilderness, the DM can use these rules to determine whether the pursuer catches their quarry.

Playing a Chase

A chase is played out over the course of rounds, during which each chase participant takes a turn.

Here are the steps to follow in a chase:

1. **Establish positions.** Determine how far apart the quarry and the pursuer are from each other. The quarry and the pursuer might each be an individual or a group. Over the course of the chase, the DM keeps track of this distance. You may use a dry-erase hex map in this kit to track distance. If you do so, you determine how many feet each hex represents: 5 feet, 10 feet, or more.
2. **Roll initiative.** Everyone involved in the chase rolls initiative, determining the order of their turns in the chase.
3. **Roll for a complication.** When your turn starts, roll a d20 and consult the Wilderness Chase Complications table to see if an unexpected event complicates your turn.
4. **Move and take an action.** You can take one action on your turn, and before or after that action, you can move up to a distance equal to your speed. See the "Actions in Combat" sheet for the actions you can take during a chase (see the "Dashing" section on the other side of this sheet if you take the Dash action). If you have a bonus action available, you also take it during your turn, but no more than once one each of your turns.
5. **Begin the next round.** When everyone involved in the chase has had a turn, the round ends, and the DM determines whether the chase ends, as detailed in the "Ending a Chase" section on the other side of this sheet. If the chase doesn't end, repeat steps 3–5 until it does.

Wilderness Chase Complications

d20	Complication
1	Your path takes you through a rough patch of brush. Make a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check (your choice) to get past the brush. On a failed check, the brush counts as 5 feet of difficult terrain.
2	Uneven ground threatens to slow your progress. Make a DC 10 Dexterity (Acrobatics) check to navigate the area. On a failed check, the ground counts as 10 feet of difficult terrain.
3	You run through a **swarm of insects** (see the *Monster Manual* for game statistics). The swarm makes an opportunity attack against you (+3 to hit; 4d4 piercing damage on a hit).
4	A stream, ravine, or rock bed blocks your path. Make a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check (your choice) to cross the impediment. On a failed check, the impediment counts as 10 feet of difficult terrain.
5	Make a DC 10 Constitution saving throw. On a failed save, you are blinded by blowing sand, dirt, ash, snow, or pollen until the end of your turn. While blinded in this way, your speed is halved.
6	A sudden drop catches you by surprise. Make a DC 10 Dexterity saving throw to navigate the impediment. On a failed save, you fall 1d4 × 5 feet, taking 1d6 bludgeoning damage per 10 feet fallen as normal, and land prone.
7	You blunder into a snare. Make a DC 15 Dexterity saving throw. On a failed save, you are caught in the snare and restrained. As an action, you or someone within 5 feet of you can make a DC 10 Strength check, freeing you on a success. The snare can also be destroyed; it has an AC of 10 and 5 hit points, and it is immune to poison and psychic damage.
8	You are caught in a stampede of spooked animals. Make a DC 10 Dexterity saving throw. On a failed save, you are knocked about and take 1d4 bludgeoning damage and 1d4 piercing damage.
9	Your path takes you near a patch of razorvine. Make a DC 15 Dexterity saving throw or use 10 feet of movement (your choice) to avoid the razorvine. On a failed save, you take 1d10 slashing damage.
10	One or more creatures in the area chase after you! The DM chooses these pursuers or rolls a d8 to determine them: (1) 2 **brown bears**, (2) 2d4 **giant toads**, (3) 1d4 **poisonous snakes**, (4) 2d4 **wolves**, (5) 1 **giant boar**, (6) 2 **dire wolves**, (7) 1 **griffon**, or (8) 1d12 **giant rats** (see the *Monster Manual* for the creatures' game statistics).
11–20	No complication.

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Dashing

Over the course of a chase, you can take the Dash action a limited number of times before you risk exhaustion. That number equals 3 + your Constitution modifier. Each additional Dash action you take after that number during the chase requires you to succeed on a DC 10 Constitution check at the end of your turn or gain 1 level of exhaustion.

You drop out of the chase if your exhaustion reaches level 5, since your speed becomes 0. By finishing a short or long rest, you can remove all the levels of exhaustion you gained by taking the Dash action additional times during the chase.

Reactions

During a chase, you can take reactions as normal, but you can't make opportunity attacks against other chase participants, since you are all assumed to be moving in the same direction at the same time. However, chase participants can still be the targets of opportunity attacks from creatures not participating in the chase. For example, an adventurer who chases a bandit past a wolf in the woods might provoke an opportunity attack from the wolf.

Ending a Chase

A chase ends when one side or the other stops, when the quarry escapes, or when at least one pursuer is within 5 feet of a quarry.

If neither side gives up the chase, the quarry can make a Dexterity (Stealth) check at the end of each round, after every participant in the chase has taken a turn. An incapacitated quarry can't make this check, nor can a quarry without anything to hide behind. The check's total is compared to the passive Wisdom (Perception) scores of the pursuers. If the quarry consists of multiple creatures, they all make the check. If the total of a quarry's check is greater than the highest passive score, that quarry escapes and is no longer in the chase.

The quarry gains advantage or disadvantage on the check based on prevailing circumstances, as shown in the Escape Factors table. If one or more factors give the quarry both advantage and disadvantage on its check, the quarry has neither, as usual.

Escape Factors

Factor	Check Has ...
Quarry has many things to hide behind	Advantage
Quarry is in a very crowded or noisy area	Advantage
Quarry has few things to hide behind	Disadvantage
Quarry is in an uncrowded or quiet area	Disadvantage
The lead pursuer is a ranger or has proficiency in Survival	Disadvantage

Escape doesn't necessarily mean a quarry has outpaced pursuers. For example, in the mountains, escape might mean the quarry ducked into a crevice or a hollow log.

Splitting Up

Creatures being chased can split up into smaller groups. This tactic forces pursuers to either divide their forces or allow some of the quarry to escape. If a pursuit splits into several smaller chases, resolve each chase separately. Run a round of one chase, then a round of the next, and so on, tracking the distances for each separate group.

Role Reversal

During a chase, it's possible for the pursuers to become the quarry. For example, characters chasing a bandit through the woods might draw unwanted attention from other bandits. As they pursue the fleeing bandit, they must also evade the bandits pursuing them. Roll initiative for the new arrivals, and run both chases simultaneously. In another scenario, the fleeing bandit might run into the waiting arms of their accomplices. The outnumbered characters might decide to flee with the bandits in pursuit.

Wilderness Journeys

This sheet provides guidelines for playing through wilderness travel and for keeping track of supplies during the journey.

Journey Cycles

A journey takes place in cycles that each represent the days spent traveling in the wilderness. The DM first decides whether the journey is short or long, depending on how long it will take the characters to reach their destination. The length of the journey determines how many days are represented by a cycle; each cycle is 1 day for a short journey or 7 days for a long one.

For each cycle, follow these steps in order:

1. **Weather.** The DM determines the predominant weather conditions for the cycle. As DM, you either choose the weather or roll for it on the Weather table on the DM screen.
2. **Pace.** The players choose their group's travel pace for the cycle: slow, normal, or fast. See the Travel Pace table on the DM's screen for details about each pace.
3. **Navigate.** The DM decides whether the adventurers are at risk of losing their way, following the guidelines in the "Becoming Lost" section below.
4. **Encounter.** Roll a d10. On a 1, the characters encounter something this cycle. The DM either decides what happens or rolls on the Wilderness Encounter table.
5. **Supplies.** Expend food and water for each creature in the party that must eat or drink, consulting the "Food and Water" section below.
6. **Progress.** Track the party's progress in miles for the cycle. You may use a hex map in this kit to keep track of the party's current location.

Becoming Lost

Travelers are unlikely to get lost when following an established path or road or with a landmark in sight. In those circumstances, assume a group of adventurers won't get lost.

Here are the circumstances that can cause a group to lose its way:

- Weather that obscures the area, such as heavy rain, snow, or fog
- Traveling at night, even with light sources or darkvision
- Dense forest
- Traveling underground
- Traveling at sea while unable to see the sky or any familiar land

The DM lets the group know when they are in one or more of those circumstances, and then the characters choose one of their number who must make a Wisdom (Survival) check against a DC appropriate to the terrain (see "Wilderness Navigation" on the DM's screen). Other members of the group can take the Help action on this check as normal, and traveling at a fast pace imposes disadvantage on the check.

If the check fails, the group spends 1d6 hours (short cycle) or 1d6 days (long cycle) traveling in a random direction. The DM may roll a die to determine which hex the group ends up in on a map, such as the ones provided in this kit.

Random Encounter

If a random encounter occurs, the DM can roll on a table in a book like *Xanathar's Guide to Everything* or use the Wilderness Encounter table here.

Wilderness Encounter

d8	Encounter
1	A lone, powerful creature appears! The DM chooses the creature, selecting one with a challenge rating that is 1–3 higher than the group's level. The creature lives in the area or is passing through, and it is hostile toward the group only if they provoke it.
2–4	Hostile creatures prowl nearby! The DM chooses the creatures, selecting five with a challenge rating equal to the group's level. These creatures are either monsters native to the area or hostile travelers.
5–6	A group of friendly travelers crosses the group's path. The travelers have 2d6 goods for sale that cost 1 gp or less on the Adventuring Gear table in the *Player's Handbook*.
7	The group discovers a monument. Roll on the Monuments table.
8	The group wanders into a strange place. Roll on the Weird Locales table.

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Monuments

d20	Monument
1	Sealed burial mound or pyramid
2	Plundered burial mound or pyramid
3	Faces carved into a mountainside or cliff
4	Giant statues carved out of a mountainside or cliff
5–6	Intact obelisk etched with a warning, historical lore, dedication, or religious iconography
7–8	Ruined or toppled obelisk
9–10	Intact statue of a person or deity
11–13	Ruined or toppled statue of a person or deity
14	Great stone wall, intact, with tower fortifications spaced at one-mile intervals
15	Great stone wall in ruins
16	Great stone arch
17	Fountain
18	Intact circle of standing stones
19	Ruined or toppled circle of standing stones
20	Pillar carved with elemental or fey symbols

Weird Locales

d20	Locale
1–2	Dead magic zone (similar to an *antimagic field*)
3	Wild magic zone (roll on the Wild Magic Surge table in the *Player's Handbook* whenever a spell is cast within the zone)
4	Boulder carved with talking faces
5	Crystal cave that mystically answers questions
6	Ancient tree containing a trapped spirit
7–8	Battlefield where lingering fog occasionally assumes humanoid forms
9–10	A portal to another plane of existence
11	Wishing well
12	Giant crystal shard protruding from the ground
13	Wrecked ship, even if water is nowhere nearby
14–15	Haunted hill or barrow mound
16	River ferry guided by a skeletal captain
17	Field of petrified soldiers or other creatures
18	Forest of petrified or awakened trees
19	Canyon containing a dragons' graveyard
20	Floating earth mote with a tower on it

Food and Water

Creatures require units of food and water every cycle. The Food and Water Needs table lists the number of food units and water units a creature requires per cycle, and the table indicates how much each unit of food costs per creature for a cycle. A unit's weight is determined by the cycle:

Short Cycle: 1 unit = 1 pound/gallon of food/water
Long Cycle: 1 unit = 7 pounds/gallons of food/water

A creature's water needs are doubled if the weather is hot, unless it has resistance or immunity to fire damage.

Food and Water Needs

Creature Size	Food/Water per Cycle	Food Cost per Short Cycle	Food Cost per Long Cycle
Tiny	1/4 unit	1 sp, 2 cp	7 sp, 5 cp
Small	1 unit	5 sp	3 gp, 5 sp
Medium	1 unit	5 sp	3 gp, 5 sp
Large	4 units	2 gp	14 gp
Huge	16 units	8 gp	56 gp
Gargantuan	64 units	32 gp	224 gp

Tracking Supplies

Use the accompanying Supply Tracker to note whether you are tracking a short or long cycle journey and how many units of food and water you are carrying. At the Supply step of each cycle, mark off a box for each unit of food or water consumed.

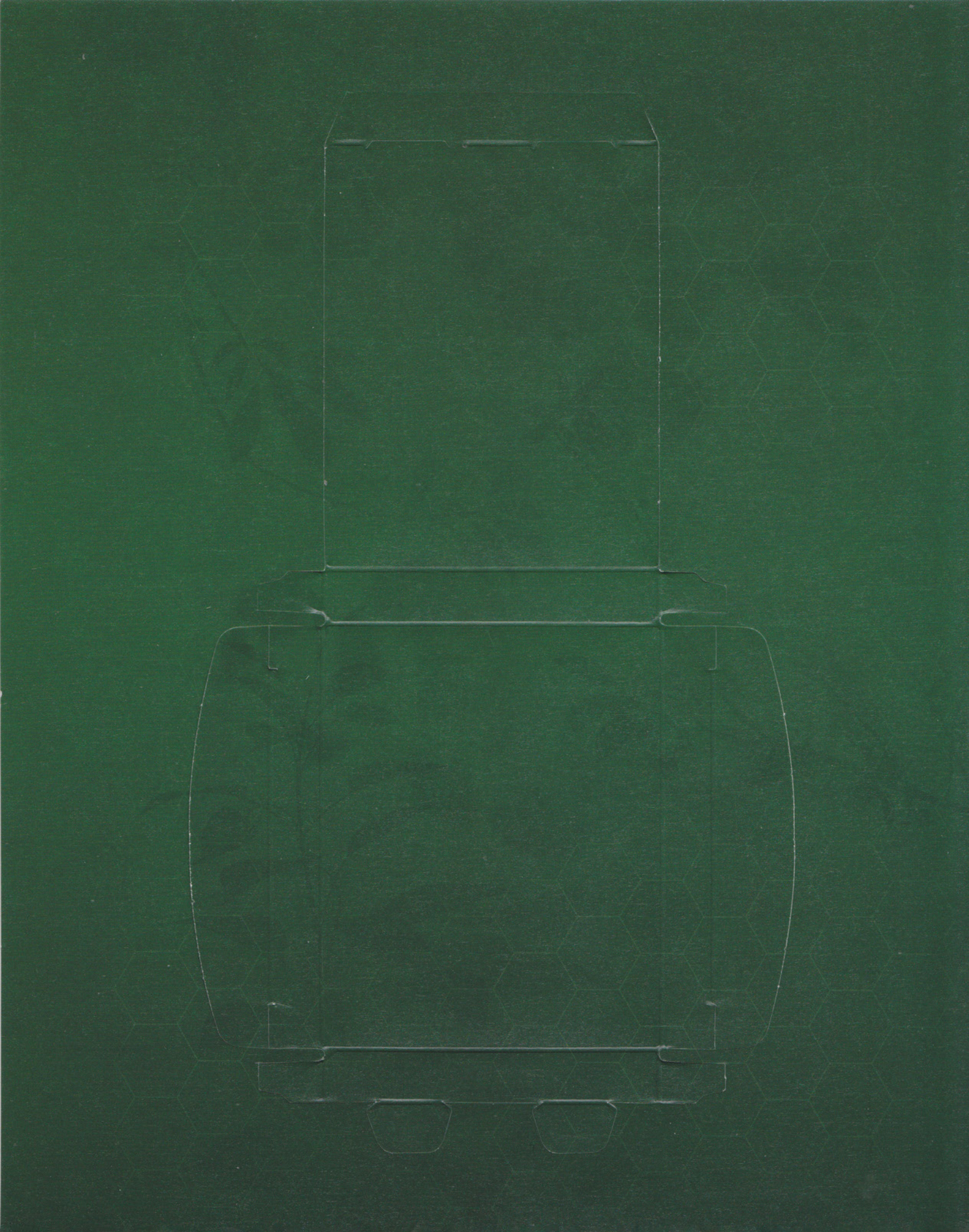
A character unable to eat or drink gains 1 level of exhaustion for each requirement they fail to meet. Exhaustion gained in this way can't be removed until the character is able to consume sufficient food and water.

Foraging

Characters can hunt or gather food and water while the party travels at a normal or slow pace. A foraging character makes a Wisdom (Survival) check against a DC determined by the terrain (see the Foraging table on the DM's screen). On a successful check, the character gathers units of food equal to 1d6 + their Wisdom modifier. Repeat the roll for drinkable water.

Card Box

A box for all your cards

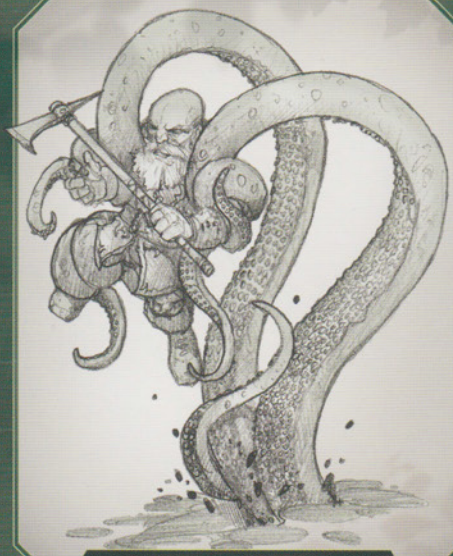


DEAFENED

CHARMED

BLINDED

INCAPACITATED



GRAPPLED

FRIGHTENED

PETRIFIED

PARALYZED

INVISIBLE

BLINDED

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

CONDITION

CHARMED

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

CONDITION

DEAFENED

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

CONDITION

FRIGHTENED

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

CONDITION

GRAPPLED

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated (see that condition's card).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by a *thunderwave* spell.

CONDITION

INCAPACITATED

- An incapacitated creature can't take actions, bonus actions, or reactions.

CONDITION

INVISIBLE

- An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

CONDITION

PARALYZED

- A paralyzed creature is incapacitated (see that condition's card) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

CONDITION

PETRIFIED

- A petrified creature is transformed, along with any nonmagical object it's wearing or carrying, into a solid inanimate substance. Its weight increases by a factor of ten, and it ceases aging.
- The creature is incapacitated (see that condition's card), can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has resistance to all damage.
- The creature is immune to poison and disease, but a poison or disease already in its system is suspended, not neutralized.

CONDITION

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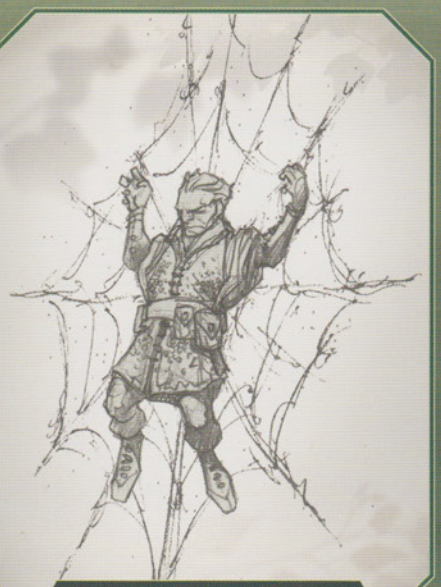

RESTRAINED

PRONE

POISONED

EXHAUSTION

UNCONSCIOUS

STUNNED

STRONG WIND

EXTREME HEAT

EXTREME COLD

POISONED

- A poisoned creature has disadvantage on attack rolls and ability checks.

CONDITION

PRONE

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

CONDITION

RESTRAINED

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

CONDITION

STUNNED

- A stunned creature is incapacitated (see that condition's card), can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

CONDITION

UNCONSCIOUS

- An unconscious creature is incapacitated (see that condition's card), can't move or speak, and is unaware of its surroundings.
- The creature drops whatever it's holding and falls prone.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

CONDITION

EXHAUSTION

- If you gain a level of exhaustion, add it to any levels you already have. You suffer the effect of your current level and all lower levels, as shown below.
- Finishing a long rest reduces your level of exhaustion by 1, provided you ingest food and drink. If your exhaustion level drops to 0, you're no longer exhausted.

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

CONDITION

EXTREME COLD

- If you're exposed to a temperature of 0 degrees Fahrenheit or lower, you must succeed on a DC 10 Constitution saving throw at the end of each hour of exposure or gain 1 level of exhaustion. You automatically succeed on the save if you're immune or resistant to cold damage or if you're wearing cold weather gear or other suitable protection.

EXTREME HEAT

- If you're exposed to a temperature of 100 degrees Fahrenheit or higher, you must succeed on a Constitution saving throw at the end of each hour of exposure or gain 1 level of exhaustion. The DC is 5 for the first hour and increases by 1 for each additional hour. If you're wearing heavy clothing or medium or heavy armor, you have disadvantage on the saving throw. You automatically succeed on the save if you're immune or resistant to fire damage or if you drank water in the past hour.

STRONG WIND

- A strong wind imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames and disperses fog. A flying creature in a strong wind must land at the end of its turn or fall, unless the creature can hover or is otherwise being held aloft by magic.
- A strong wind in a desert can create a sandstorm that imposes disadvantage on Wisdom (Perception) checks that rely on sight.

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Setting a DC

Difficulty	DC
Very easy	5
Easy	10
Moderate	15
Hard	20
Very hard	25
Nearly impossible	30

Tracking DCs

Ground Surface	DC
Soft surface such as snow	10
Dirt or grass	15
Bare stone	20
Each day since the creature passed	+5
Creature left a trail such as blood	−5

Damage by Level and Severity

Level	Setback	Dangerous	Deadly
1–4	1d10	2d10	4d10
5–10	2d10	4d10	10d10
11–16	4d10	10d10	18d10
17–20	10d10	18d10	24d10

Object Hit Points

Size	Fragile	Resilient
Tiny (bottle, lock)	2 (1d4)	5 (2d4)
Small (chest, lute)	3 (1d6)	10 (3d6)
Medium (barrel, chandelier)	4 (1d8)	18 (4d8)
Large (cart, 10-ft.-by-10-ft. window)	5 (1d10)	27 (5d10)

Object Armor Class

Substance	AC	Substance	AC
Cloth, paper, rope	11	Iron, steel	19
Crystal, glass, ice	13	Mithral	21
Wood, bone	15	Adamantine	23
Stone	17		

Skills and Associated Abilities

Skill	Ability	Skill	Ability
Acrobatics	Dexterity	Medicine	Wisdom
Animal Handling	Wisdom	Nature	Intelligence
Arcana	Intelligence	Perception	Wisdom
Athletics	Strength	Performance	Charisma
Deception	Charisma	Persuasion	Charisma
History	Intelligence	Religion	Intelligence
Insight	Wisdom	Sleight of Hand	Dexterity
Intimidation	Charisma	Stealth	Dexterity
Investigation	Intelligence	Survival	Wisdom

Long Jump

Move 10+ feet, and jump a number of feet up to your Strength score. When you make a standing long jump, you can leap only half that distance.

High Jump

Move 10+ feet, and jump a number of feet equal to 3 + your Strength modifier. When you make a standing high jump, you can jump only half that distance.

Suffocating

You can hold your breath for a number of minutes equal to 1 + your Constitution modifier (minimum of 30 seconds).

If you run out of breath or you're choking, you can survive for a number of rounds equal to your Constitution modifier (minimum of 1 round). At the start of your next turn, you drop to 0 hit points and are dying, and you can't regain hit points or be stabilized until you can breathe again.

Concentration

If a spell must be maintained with concentration, its description specifies how long you can concentrate on it. You can end concentration at any time (no action required). The following factors can break your concentration:

- You cast another spell that requires concentration.
- You take damage. Succeed on a Constitution saving throw to maintain your concentration, with a DC equal to 10 or half the damage you take (round down), whichever number is higher.
- You're incapacitated or killed.
- You're overwhelmed by an enormous distraction, such as a wave crashing into you. Succeed on a DC 10 Constitution saving throw to maintain your concentration.

Exhaustion

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

Conditions

Blinded

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

Charmed

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

Deafened

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

Frightened

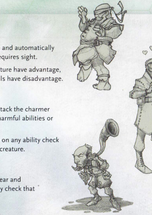
- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

Grappled

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated (see the condition).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the *thunderwave* spell.

Incapacitated

- An incapacitated creature can't take actions, bonus actions, or reactions.



Invisible

- An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

Paralyzed

- A paralyzed creature is incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Petrified

- A petrified creature is transformed, along with any nonmagical object it's wearing or carrying, into a solid inanimate substance. Its weight increases by a factor of ten, and it ceases aging.
- The creature is incapacitated (see that condition), can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has resistance to all damage.
- The creature is immune to poison and disease, but a poison or disease already in its system is suspended, not neutralized.

Poisoned

- A poisoned creature has disadvantage on attack rolls and ability checks.

Prone

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

Restrained

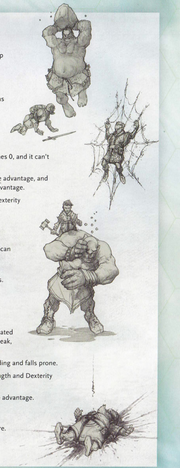
- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

Stunned

- A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

Unconscious

- An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- The creature drops whatever it's holding and falls prone.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.



Weather

d20	Temperature
1–14	Normal for the season
15–17	1d4 × 10 degrees Fahrenheit colder than normal
18–20	1d4 × 10 degrees Fahrenheit hotter than normal

d20	Wind
1–12	None
13–17	Light
18–20	Strong

d20	Precipitation
1–12	None
13–17	Light rain or light snowfall
18–20	Heavy rain or heavy snowfall

Extreme Cold

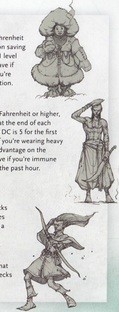
- If you're exposed to a temperature of 0 degrees Fahrenheit or lower, you must succeed on a DC 10 Constitution saving throw at the end of each hour of exposure or gain 1 level of exhaustion. You automatically succeed on the save if you're immune or resistant to cold damage or if you're wearing cold weather gear or other suitable protection.

Extreme Heat

- If you're exposed to a temperature of 100 degrees Fahrenheit or higher, you must succeed on a Constitution saving throw at the end of each hour of exposure or gain 1 level of exhaustion. The DC is 5 for the first hour and increases by 1 for each additional hour. If you're wearing heavy clothing or medium or heavy armor, you have disadvantage on the saving throw. You automatically succeed on the save if you're immune or resistant to fire damage or if you drank water in the past hour.

Strong Wind

- A strong wind imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames and disperses fog. A flying creature in a strong wind must land at the end of its turn or fall, unless the creature can hover or is otherwise being held aloft by magic.
- A strong wind in a desert can create a sandstorm that imposes disadvantage on Wisdom (Perception) checks that rely on sight.



Travel Pace

Pace	Distance Traveled per ... Minute	Hour	Day	Effect
Fast	400 feet	4 miles	30 miles	−5 penalty to passive Wisdom (Perception) scores
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use stealth

Services

Service	Pay
Coach cab	
Between towns	3 cp per mile
Within a city	1 cp
Hireling	
Skilled	2 gp per day
Untrained	2 sp per day
Messenger	2 cp per mile
Road or gate toll	1 cp
Ship's passage	1 sp per mile

Encounter Distance

Terrain	Encounter Distance
Arctic, desert, farmland, or grassland	6d6 × 10 feet
Forest, swamp, or woodland	2d8 × 10 feet
Hills or wastelands	2d10 × 10 feet
Jungle	2d6 × 10 feet
Mountains	4d10 × 10 feet
Underwater, bright light	60 feet
Underwater, dim light	30 feet
Underwater, no light	10 feet

Wilderness Navigation

Terrain	DC
Forest, jungle, swamp, mountains, or open sea with overcast skies and no land in sight	15
Arctic, desert, hills, or open sea with clear skies and no land in sight	10
Grassland, meadow, farmland	5

Audible Distance

Noise	Distance
Trying to be quiet	2d6 × 5 feet
Normal noise level	2d6 × 10 feet
Very loud	2d6 × 50 feet

Cover

Cover	Effect
Half cover	+2 bonus to AC and Dexterity saving throws against attacks and effects that originate on the opposite side of the cover
Three-quarters cover	+5 bonus to AC and Dexterity saving throws against attacks and effects that originate on the opposite side of the cover
Total cover	Can't be targeted directly by an attack or a spell

Light

Source	Bright Light	Dim Light	Duration
Candle	5 ft.	+ 5 ft.	1 hour
Lamp	15 ft.	+ 30 ft.	6 hours
Lantern, bullseye	60 ft. cone	+ 60 ft.	6 hours
Lantern, hooded	30 ft.	+ 30 ft.	6 hours
Lowered hood	—	5 ft.	—
Torch	20 ft.	+ 20 ft.	1 hour

Obscured Areas

Obscureness	Effect	Examples
Lightly obscured	Creatures have disadvantage on Wisdom (Perception) checks that rely on sight.	Dim light, patchy fog, moderate foliage
Heavily obscured	Vision is blocked; creatures are effectively blinded.	Darkness, opaque fog, dense foliage

Visibility Outdoors

Environment	Distance
Clear day, no obstructions	2 miles
Rain	1 mile
Fog	100 to 300 feet
From a height	× 20

Vessel Speeds

Vessel	Speed
Airship	8 mph
Galley	4 mph
Keelboat	1 mph
Longship	1 mph
Rowboat	1½ mph
Sailing ship	2 mph
Warship	2½ mph

Food, Drink, and Lodging

Item	Cost
Ale	
Gallon	2 sp
Mug	4 cp
Banquet (per person)	10 gp
Bread, loaf	2 cp
Cheese, hunk	1 sp
Inn stay (per day)	
Squalid	7 cp
Poor	1 sp
Modest	5 sp
Comfortable	8 sp
Wealthy	2 gp
Aristocratic	4 gp
Meals (per day)	
Squalid	3 cp
Poor	6 cp
Modest	3 sp
Comfortable	5 sp
Wealthy	8 sp
Aristocratic	2 gp
Meat, chunk	3 sp
Wine	
Common (pitcher)	2 sp
Fine (bottle)	10 gp

Foraging DCs

Food and Water Availability	DC
Abundant food and water sources	10
Limited food and water sources	15
Very little, if any, food and water sources	20

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