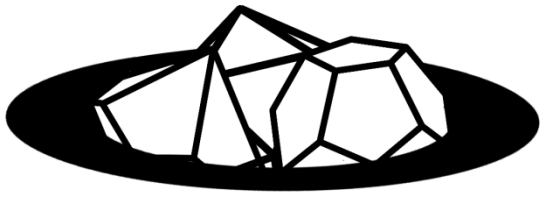


Out of the Abyss

DM's Kit & Screen





neuronphaser

TABLETOP ROLEPLAYING OPTIMIZED

OUT OF THE ABYSS DM's KIT & SCREEN

When brave heroes learn that the Demon Lords themselves have come *Out of the Abyss*, a perilous journey through the Underdark is Faerun's only hope! An epic adventure path requires just the right tools to make it run fast and fun for Dungeon Masters, and this DM's Kit & Screen provides all the reference material you need at your fingertips, as well as expanded and brand new story material to make your *Out of the Abyss* campaign even more fun!

An expansion & supplement for *Out of the Abyss*

CREDITS

Designer: Tim Bannock for neuronphaser.com

Original Illustrations: Patrick E. Pullen (from [Art for Your Adventures Set 1](#) and [Art for Your Adventures Set 2](#)), and various artists ([DMs Guild Creator Resource – Demon Art](#))

CHANGELOG

7/8/2016 Version 1

8/5/2016 New cover, minor layout tweaks

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Introduction

The *Out of the Abyss DM's Kit & Screen* is a short supplement providing DM's with concise background information and an overview of the adventure path, a breakdown of the expected level range characters should be in certain areas of the adventure, several indexes to help with finding information or statblocks, and finally a few DM Screen inserts that can be used to quickly reference pertinent information during the game session.

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How to Use the DM's Kit

The DM's Kit is partly about correcting a flaw in the *Out of the Abyss* adventure module: the lack of a strong introductory chapter to help guide DMs in understanding the events leading up to the adventure as well as the general flow and expected challenge level presented in the 17 chapters of the adventure.

Additionally, the DM's kit provides a series of indexes (indices for the Europeans in the audience!) that organize the 220+ named Non-Player Characters by page references and then again by location, which should help DMs a lot during preparation of a given night's session of play. Following that are indexes covering the new monsters and statblocks that appear in the game, an index of Demon Lords, and an index of the new magic items. All of this should make looking up any bit of pertinent information during gameplay a cinch.

How to Use the DM's Screen

At the end of the document are several pages that can be printed out and inserted into your favorite DIY (Do It Yourself) Dungeon Master screen, taped onto your current DM screen in some fashion, or simply stapled together or slapped into your 3-ring binder (hole punch not included!).

The idea is that the DM's Screen collects useful information you'll need at the drop of a hat, and maybe even at the same time you've got your copy of *Out of the Abyss* open to some monster's statblock or some epic scene in the adventure. Why should you have to carry a bunch of bookmarks when you can just reference the screen that's already in front of you face, right?!



Running Out of the Abyss

One of the most egregious errors in *Out of the Abyss* is the lack of a strong introductory chapter outlining the background of the adventure, a summary of the events and locations the player characters will travel to, and the expected challenges of each of the major adventure locations or chapters. Let's rectify that.

Adventure Background

Gromph Baenre was known as one of the most powerful male Archmages in Menzoberranzan, a drow that became the Master of Sorcere (the arcane school) and was a relation of the Matron Mother of House Baenre, giving him considerable political clout. Despite his considerable arcane lore and social standing, Gromph was known as a power-hungry student of the arcane arts, and this has proved to be the source of a major blunder with the summoning of some of the Abyss' most potent Demon Lords into the material plane...or so it would first appear.

Casting an incredibly powerful ritual spell, Gromph believed that he would summon the Demon Queen of Spiders herself, his patron Lolth. But to his dismay, harnessing *faerzress* – a wild magic-like radiation that permeates much of the Underdark – in the summoning ritual created a much more dangerous effect, distorting the walls of reality such that the Demon Lords Baphomet, Fraz-Urb'luu, Juiblex, Zuggtmoy, Graz'zt, Yeenoghu, Demogorgon, and Orcus crossed into the Underdark from their Abyssal domains and were infected with a maddening rage. Menzoberranzan was the site of great destruction as Demogorgon stomped through the city, and many other parts of the Underdark are now facing similar threats as the Demon Lords near them, or in some cases, seek to carve out new homes.

Worse still, *faerzress* itself seems to have borne a shockwave from the summoning ritual, and now acts as a means by which the rage and insanity of the Demon Lords spreads through the Underdark and infects many creatures there. Paranoia, hate, and maddening emotions hop like a virus from creature to creature, and it is creating an even more unpredictable and violent situation in an already deadly realm.

And all of this is exactly as Lolth wishes. It was she that manipulated Gromph to perform the flawed ritual, and with this deft maneuver, weaken the greatest Demon Lords and pull them away from the Abyss so that she can strengthen

her own power base in that endless realm of nightmares and horror.

Adventure Summary

Out of the Abyss is a campaign-length adventure path that will see characters grow from level 1 all the way to level 15, and possibly beyond. While there is a lot of violent conflict in this adventure due to the chaotic nature of the Demon Lords' presence in the Underdark, there is also plenty of opportunity for interaction and exploration as the player characters are thrust into the alien world that exists below the surface of Faerun. Strange creatures and locations are a constant source of interesting social and political roleplaying opportunities, and the nature of the characters' introduction to this world ensures that much of the adventure can proceed in nearly any order that the Dungeon Master and players wish.

Into the Underdark

In Chapter 1, the party is forcibly introduced to the dangerous world of the Underdark, as they find themselves captives to the drow in a prison settlement known as Velkynveve. Thrust into the role of prisoners alongside of a menagerie of strange humanoids (some barely able to be described by that label!), the party is able to make good on an escape plan, but find themselves lost in the hostile environment of the larger Underdark.

Chapters 2 through 6 can be tackled in nearly any order, presenting the party with several points of interest that they may journey to or through, seeking safe haven as their drow former-captors hunt them down. But as the party moves from place to place, they discover a string of clues that suggest that things throughout the Underdark have gone sideways. The influence of demons and madness can be felt everywhere, sometimes very clearly and other times only in hints and suggestions, but everywhere none the less.

In Chapter 7, the party – including any fellow ex-cons they may have journeyed with – finally finds a route to the surface world, but many questions remain.

The Meeting

Chapters 8 and 9 see the party called back to the Underdark, but this time to the friendly realm of Gauntlgrym, home of King Bruenor Battlehammer. He has called a meeting that includes the leaders of many of the most powerful factions in Faerun, and they have all noticed the threat posed by what appears to be the very real presence of Demon Lords in the Underdark. Navigating a political firestorm, the party recruits a force of allies and heads back into the world below in order to discover the truth of the dangers the world faces.

Out of the Abyss

In Chapters 10 through 16, the party makes an unlikely ally out of Vizeran DeVir, an outcast mage of the drow city of Menzoberranzan, and discovers the truth of the Demon Lords' presence, as well as a frightening gambit that Vizeran hopes to play in order to have the Demon Lords defeat one another and save the Underdark. But as with all things drow, Vizeran's plan isn't without its selfish motivations, and the dangers involved in luring the Demon Lords into an epic battle with each other is in its own way terrifyingly dangerous. If and when that ritual is successfully performed, the Demon Lords indeed come together for one last battle royale...but once the smoke settles and a victor remains, who will stand up to that Demon Lord but the party of heroic adventurers?

Encounters & Challenges

The following table presents the chapters and a rough guideline to the expected character levels. Note that these extrapolations are not "official" in any way, and largely consist of a whole lot of eyeballing and what little advice is spelled out in Chapters 7 and 10 of *Out of the Abyss*.

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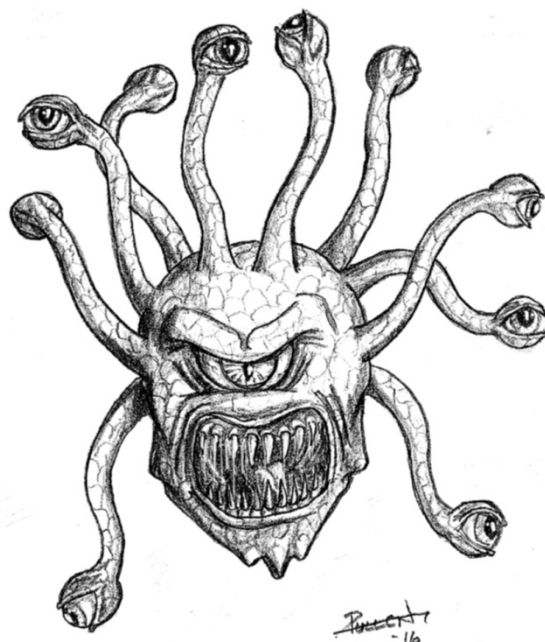
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Veteran of the Gauntlet. 130

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Myconid Spore Servant, Chuul. 228
The Pudding King (CE gnome wizard). 233
Yestabrod (CE monstrosity). 233

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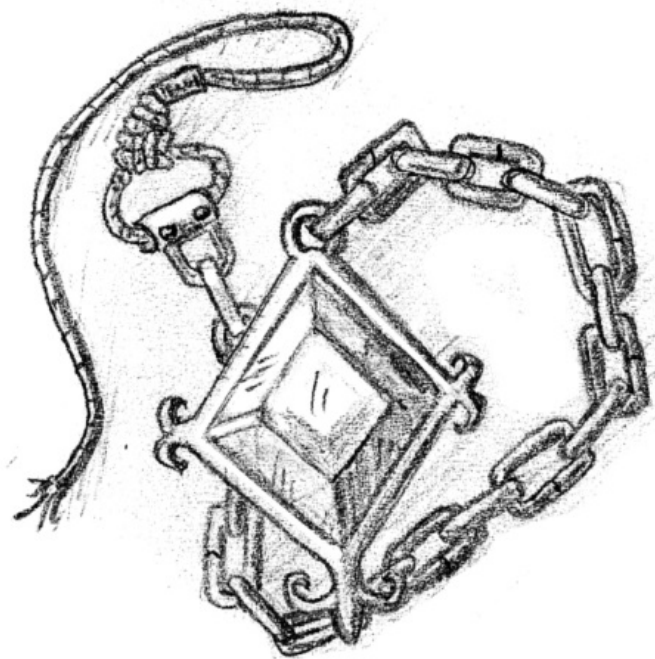
Note that each entry includes background information, stat block, and a “Madness of...” table featuring indefinite madness Flaws (see Madness, *DMG* p. 258). The only exception is Lolth, who is not featured in the adventure as an encounter.

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ABILITY SCORES AND MODIFIERS

Score	Modifier	Score	Modifier
1	-5	16–17	+3
2–3	-4	18–19	+4
4–5	-3	20–21	+5
6–7	-2	22–23	+6
8–9	-1	24–25	+7
10–11	+0	26–27	+8
12–13	+1	28–29	+9
14–15	+2	30	+10

ABILITY SCORES & SKILLS

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

TYPICAL DIFFICULTY CLASSES

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

TIME & MOVEMENT

Dungeon movement happens on a scale of minutes.

It takes about a minute to creep down a long hallway, another minute to check for traps, and about ten minutes to search the chamber beyond for loot or secret doors.

Wilderness movement (and urban) happens on a scale of hours or days.

Combat movement and other fast-paced situations rely on rounds, a 6-second span of time.

CREATURE FOOD YIELD (OOTA 20)

Creature Size	Food Gained
Tiny	1 lb.
Small	4 lb.
Medium	16 lb.
Large	32 lb.

UNDERDARK TRAVEL PACE AND EFFECTS

Pace	Pace Distance Traveled per...			Effect
	Minute	Hour	Day	
Fast	400 feet	4 miles	8 miles	-5 penalty to passive Wisdom (Perception) scores
Normal	300 feet	3 miles	6 miles	—
Slow	200 feet	2 miles	4 miles	Improved foraging. Able to use stealth.

Forced March: For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, and each character must make a Constitution saving throw at the end of the hour. The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of exhaustion.

Difficult Terrain: You move at half speed in difficult terrain—moving 1 foot in difficult terrain costs 2 feet of speed—so you can cover only half the normal distance in a minute, an hour, or a day.

UNDERDARK TRAVEL TIMES (OOTA 18)

Location	Velkynvle	Sloobludop	Gracklstugh	Neverlight Grove	Blingdenstone	Menzoberranzan
Velkynvle	-	8 days	28 days	36 days	30 days	26 days
Sloobludop	8 days	-	20 days	26 days	20 days	20 days
Gracklstugh	28 days	20 days	-	12 days	20 days	27 days
Neverlight Grove	36 days	26 days	12 days	-	16 days	24 days
Blingdenstone	30 days	20 days	20 days	16 days	-	8 days
Menzoberranzan	26 days	20 days	27 days	24 days	8 days	-

This table assumes Normal pace. **Fast pace** = divide by 3. **Slow pace** = multiple by 1.33.

SIMPLE MELEE WEAPONS

Weapon	Damage	Properties
Club	1d4 B	Light
Dagger	1d4 P	Finesse, light, thrown (range 20/60)
Greatclub	1d8 B	Two-handed
Handaxe	1d6 S	Light, thrown (range 20/60)
Javelin	1d6 P	Thrown (range 30/120)
Light hammer	1d4 B	Light, thrown (range 20/60)
Mace	1d6 B	—
Quarterstaff	1d6 B	Versatile (1d8)
Sickle	1d4 S	Light
Spear	1d6 P	Thrown (range 20/60), versatile (1d8)

MARTIAL MELEE WEAPONS

Weapon	Damage	Properties
Battleaxe	1d8 S	Versatile (1d10)
Flail	1d8 B	—
Glaive	1d10 S	Heavy, reach, two-handed
Greataxe	1d12 S	Heavy, two-handed
Greatsword	2d6 S	Heavy, two-handed
Halberd	1d10 S	Heavy, reach, two-handed
Lance	1d12 P	Reach, special
Longsword	1d8 S	Versatile (1d10)
Maul	2d6 B	Heavy, two-handed
Morningstar	1d8 P	—
Pike	1d10 P	Heavy, reach, two-handed
Rapier	1d8 P	Finesse
Scimitar	1d6 S	Finesse, light
Shortsword	1d6 P	Finesse, light
Trident	1d6 P	Thrown (range 20/60), versatile (1d8)
War pick	1d8 P	—
Warhammer	1d8 B	Versatile (1d10)
Whip	1d4 S	Finesse, reach



SIMPLE RANGED WEAPONS

Weapon	Damage	Properties
Crossbow, light	1d8 P	Ammunition (range 80/320), loading, two-handed
Dart	1d4 P	Finesse, thrown (range 20/60)
Shortbow	1d6 P	Ammunition (range 80/320), two-handed
Sling	1d4 B	Ammunition (range 30/120)

MARTIAL RANGED WEAPONS

Weapon	Damage	Properties
Blowgun	1 P	Ammunition (range 25/100), loading
Crossbow, hand	1d6 P	Ammunition (range 30/120), light, loading
Crossbow, heavy	1d10 P	Ammunition (range 100/400), heavy, loading, two-handed
Longbow	1d8 P	Ammunition (range 150/600), heavy, two-handed
Net	—	Special, thrown (range 5/15)

TRAPS & HAZARDS

TRAP SAVE DCs AND ATTACK BONUSES

Trap Danger	Save DC	Attack Bonus
Setback	10–11	+3 to +5
Dangerous	12–15	+6 to +8
Deadly	16–20	+9 to +12

DAMAGE SEVERITY BY LEVEL

Character Lvl	Setback	Dangerous	Deadly
1st–4th	1d10	2d10	4d10
5th–10th	2d10	4d10	10d10
11th–16th	4d10	10d10	18d10
17th–20th	10d10	18d10	24d10

ARMOR AND SHIELDS

Armor	Armor Class (AC)	Stealth
Light Armor		
Padded	11 + Dex modifier	Disadvantage
Leather	11 + Dex modifier	—
Studded leather	12 + Dex modifier	—
Medium Armor		
Hide	12 + Dex modifier (max 2)	—
Chain shirt	13 + Dex modifier (max 2)	—
Scale mail	14 + Dex modifier (max 2)	Disadvantage
Breastplate	14 + Dex modifier (max 2)	—
Half plate	15 + Dex modifier (max 2)	Disadvantage
Heavy Armor		
Ring mail	14	Disadvantage
Chain mail	16	Disadvantage
Splint	17	Disadvantage
Plate	18	Disadvantage
Shield		
Shield	+2	—

DONNING AND DOFFING ARMOR

Category	Don	Doff
Light Armor	1 minute	1 minute
Medium Armor	5 minutes	1 minute
Heavy Armor	10 minutes	5 minutes
Shield	1 action	1 action



COMBAT STEP BY STEP

1. **Determine surprise:** The GM determines whether anyone involved in the combat encounter is surprised.
2. **Establish positions:** The GM decides where all the characters and monsters are located. Given the adventurers' marching order or their stated positions in the room or other location, the GM figures out where the adversaries are, how far away and in what direction.
3. **Roll initiative:** Everyone involved in the combat encounter rolls initiative, determining the order of combatants' turns.
4. **Take turns:** Each participant in the battle takes a turn in initiative order.
5. **Begin the next round:** When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

COVER

Half Cover: A target with half cover has a +2 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.

Three-Quarters Cover: A target with three-quarters cover has a +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk.

Total Cover: A target with total cover can't be targeted directly by an attack or a spell, although some spells can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

CONDITIONS LIST

Blinded	Paralyzed
Charmed	Petrified
Deafened	Poisoned
Fatigued	Prone
Frightened	Restrained
Grappled	Stunned
Incapacitated	Unconscious
Invisible	Exhaustion (see below)

EXHAUSTION EFFECTS

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

VISION & LIGHT

OBSCURED AREAS

Lightly Obscured: In a lightly obscured area, such as dim light, patchy fog, or moderate foliage, creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

Heavily Obscured: A heavily obscured area—such as darkness, opaque fog, or dense foliage—blocks vision entirely. A creature effectively suffers from the blinded condition (see appendix A) when trying to see something in that area.

LIGHT

Bright light lets most creatures see normally. Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.

Dim light, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might bathe the land in dim light.

Darkness creates a heavily obscured area. Characters face darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon or a subterranean vault, or in an area of magical darkness.

VISION

Blindsight: A creature with blindsight can perceive its surroundings without relying on sight, within a specific radius. Creatures without eyes, such as oozes, and creatures with echolocation or heightened senses, such as bats and true dragons, have this sense.

Darkvision: Many creatures in fantasy gaming worlds, especially those that dwell underground, have darkvision. Within a specified range, a creature with darkvision can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in darkness, only shades of gray.

Truesight: A creature with truesight can, out to a specific range, see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceives the original form of a shapeshifter or a creature that is transformed by magic. Furthermore, the creature can see into the Ethereal Plane.



MADNESS (OOTA 21, DMG 258)

Level	Effect
1	Bout of short-term madness (lasts 1d10 minutes)
2	Bout of long-term madness (lasts 1d10x10 hours)
3	Bout of indefinite madness (lasts until cured)

THE DEMON LORDS (OOTA 234)

Demon Lord	Stats & Madness
Baphomet	OOTA 234
Demogorgon	OOTA 236
Fraz-Urb'luu	OOTA 238
Graz'zt	OOTA 240
Juiblex	OOTA 242
Orcus	OOTA 244
Yeenoghu	OOTA 246
Zuggtmoy	OOTA 248

DROW PURSUIT TRACKER (OOTA 24)

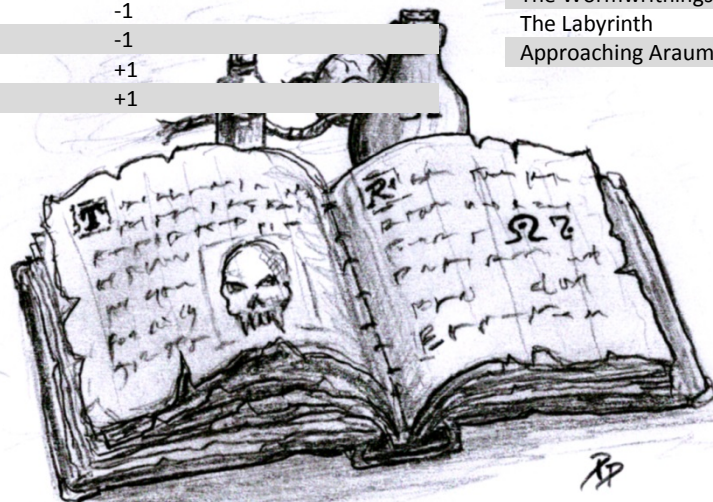
Level	Effect
1	Eluding Pursuit!
2	-
3	-
4	-
5	Catching Up!
Situation	Modifier
Each day traveled at fast pace.	-1
Cover tracks.	-1
Cross obscuring terrain.	-1
Split the party.	-1
Random encounter engaged.	+1
Each day traveled at slow pace.	+1

FUNGI OF THE UNDERDARK

Fungi	Notes	Reference
Barrelstalk	Edible; yields food and water.	OOTA 22
Bigwig	Enlarge effect of enlarge/reduce spell.	OOTA 67
Bluecap	Edible; ingredient in bread.	OOTA 22
Fire Lichen	Edible; spice.	OOTA 22
Nightlight	Light source.	OOTA 23
Nilhogg's Nose	Improves sense of smell.	OOTA 23
Ormu	Light source.	OOTA 23
Pygmywort	Reduce effect of enlarge/reduce spell.	OOTA 67
Timmask	Poisonous.	OOTA 23
Tongue of Madness	Truth serum.	OOTA 23
Torchstalk	Combustible cap.	OOTA 23
Ripplebark	Edible; yields food.	OOTA 22
Trillimac	Edible; yields food.	OOTA 22
Waterorb	Edible; yields food and water.	OOTA 22
Zurkhwood	Edible; yields food, used to make furniture.	OOTA 22

MAJOR ENCOUNTER TABLES

Section / Region	Encounter Table	Reference
Into Darkness	Random Encounters	OOTA 25
	Terrain Encounters	OOTA 25
	Creature Encounters	OOTA 27
Darklake	Darklake Random Encounters	OOTA 40
	Terrain Encounters	OOTA 41
	Creature Encounters	OOTA 42
Descent into the Depths	Random Events	OOTA 145
The Wormwrithings	Random Encounters	OOTA 167
The Labyrinth	Random Encounters	OOTA 179
Approaching Araumycos	Creature Encounters	OOTA 210
	Araumycos Encounters	OOTA 210



GENERAL RULES

ABILITY SCORES AND MODIFIERS

Score	Modifier	Score	Modifier
1	-5	16–17	+3
2–3	-4	18–19	+4
4–5	-3	20–21	+5
6–7	-2	22–23	+6
8–9	-1	24–25	+7
10–11	+0	26–27	+8
12–13	+1	28–29	+9
14–15	+2	30	+10

ABILITY SCORES & SKILLS

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

TYPICAL DIFFICULTY CLASSES

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

SIZE CATEGORIES

Size	Space
Tiny	2½ by 2½ ft.
Small	5 by 5 ft.
Medium	5 by 5 ft.
Large	10 by 10 ft.
Huge	15 by 15 ft.
Gargantuan	20 by 20 ft. or larger

UNDERDARK TRAVEL TIMES (OOTA 18)

Location	Velkynvelve	Sloobludop	Gracklstugh	Neverlight Grove	Blingdenstone	Menzoberranzan
Velkynvelve	-	8 days	28 days	36 days	30 days	26 days
Sloobludop	8 days	-	20 days	26 days	20 days	20 days
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Blingdenstone	30 days	20 days	20 days	16 days	-	8 days
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This table assumes Normal pace. **Fast pace** = divide by 3. **Slow pace** = multiple by 1.33.

TIME & MOVEMENT

Dungeon movement happens on a scale of minutes. It takes about a minute to creep down a long hallway, another minute to check for traps, and about ten minutes to search the chamber beyond for loot or secret doors.

Wilderness movement (and urban) happens on a scale of hours or days.

Combat movement and other fast-paced situations rely on rounds, a 6-second span of time.

UNDERDARK TRAVEL PACE AND EFFECTS

Pace	Pace Distance Traveled per...	Effect
Minute	Hour	Day
Fast	400 feet 4 miles	8 miles -5 penalty to passive Wisdom (Perception) scores
Normal	300 feet 3 miles	6 miles —
Slow	200 feet 2 miles	4 miles Improved foraging. Able to use stealth.

Forced March: For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, and each character must make a Constitution saving throw at the end of the hour. The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of exhaustion.

Difficult Terrain: You move at half speed in difficult terrain—moving 1 foot in difficult terrain costs 2 feet of speed—so you can cover only half the normal distance in a minute, an hour, or a day.

CREATURE FOOD YIELD (OOTA 20)

Creature Size	Food Gained
Tiny	1 lb.
Small	4 lb.
Medium	16 lb.
Large	32 lb.



TRAPS & HAZARDS

TRAP SAVE DCs AND ATTACK BONUSES

Trap Danger	Save DC	Attack Bonus
Setback	10–11	+3 to +5
Dangerous	12–15	+6 to +8
Deadly	16–20	+9 to +12

DAMAGE SEVERITY BY LEVEL

Character Lvl	Setback	Dangerous	Deadly
1st–4th	1d10	2d10	4d10
5th–10th	2d10	4d10	10d10
11th–16th	4d10	10d10	18d10
17th–20th	10d10	18d10	24d10

CONDITIONS LIST

Blinded	Paralyzed
Charmed	Petrified
Deafened	Poisoned
Fatigued	Prone
Frightened	Restrained
Grappled	Stunned
Incapacitated	Unconscious
Invisible	Exhaustion (see below)

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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

VISION & LIGHT

VISION

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Truesight: A creature with truesight can, out to a specific range, see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceives the original form of a shapechanger or a creature that is transformed by magic. Furthermore, the creature can see into the Ethereal Plane.

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Darkness creates a heavily obscured area. Characters face darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon or a subterranean vault, or in an area of magical darkness.

OBSCURED AREAS

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Heavily Obscured: A heavily obscured area—such as darkness, opaque fog, or dense foliage—blocks vision entirely. A creature effectively suffers from the blinded condition (see appendix A) when trying to see something in that area.

COMBAT

COMBAT STEP BY STEP

1. **Determine surprise:** The GM determines whether anyone involved in the combat encounter is surprised.
2. **Establish positions:** The GM decides where all the characters and monsters are located. Given the adventurers' marching order or their stated positions in the room or other location, the GM figures out where the adversaries are?how far away and in what direction.
3. **Roll initiative:** Everyone involved in the combat encounter rolls initiative, determining the order of combatants' turns.
4. **Take turns:** Each participant in the battle takes a turn in initiative order.
5. **Begin the next round:** When everyone involved in the combat has had a turn, the round ends. Repeat step 4 until the fighting stops.

COVER

Half Cover: A target with half cover has a +2 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body. The obstacle might be a low wall, a large piece of furniture, a narrow tree trunk, or a creature, whether that creature is an enemy or a friend.

Three-Quarters Cover: A target with three-quarters cover has a +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle. The obstacle might be a portcullis, an arrow slit, or a thick tree trunk.

Total Cover: A target with total cover can't be targeted directly by an attack or a spell, although some spells can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

OBJECT ARMOR CLASS

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

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)

WEAPONS, ARMOR & OBJECTS

SIMPLE MELEE WEAPONS

Weapon	Damage	Properties
Club	1d4 B	Light
Dagger	1d4 P	Finesse, light, thrown (range 20/60)
Greatclub	1d8 B	Two-handed
Handaxe	1d6 S	Light, thrown (range 20/60)
Javelin	1d6 P	Thrown (range 30/120)
Light hammer	1d4 B	Light, thrown (range 20/60)
Mace	1d6 B	—
Quarterstaff	1d6 B	Versatile (1d8)
Sickle	1d4 S	Light
Spear	1d6 P	Thrown (range 20/60), versatile (1d8)

MARTIAL MELEE WEAPONS

Weapon	Damage	Properties
Battleaxe	1d8 S	Versatile (1d10)
Flail	1d8 B	—
Glaive	1d10 S	Heavy, reach, two-handed
Greataxe	1d12 S	Heavy, two-handed
Greatsword	2d6 S	Heavy, two-handed
Halberd	1d10 S	Heavy, reach, two-handed
Lance	1d12 P	Reach, special
Longsword	1d8 S	Versatile (1d10)
Maul	2d6 B	Heavy, two-handed
Morningstar	1d8 P	—
Pike	1d10 P	Heavy, reach, two-handed
Rapier	1d8 P	Finesse
Scimitar	1d6 S	Finesse, light
Shortsword	1d6 P	Finesse, light
Trident	1d6 P	Thrown (range 20/60), versatile (1d8)
War pick	1d8 P	—
Warhammer	1d8 B	Versatile (1d10)
Whip	1d4 S	Finesse, reach

SIMPLE RANGED WEAPONS

Weapon	Damage	Properties
Crossbow, light	1d8 P	Ammunition (range 80/320), loading, two-handed
Dart	1d4 P	Finesse, thrown (range 20/60)
Shortbow	1d6 P	Ammunition (range 80/320), two-handed
Sling	1d4 B	Ammunition (range 30/120)

MARTIAL RANGED WEAPONS

Weapon	Damage	Properties
Blowgun	1 P	Ammunition (range 25/100), loading
Crossbow, hand	1d6 P	Ammunition (range 30/120), light, loading
Crossbow, heavy	1d10 P	Ammunition (range 100/400), heavy, loading, two-handed
Longbow	1d8 P	Ammunition (range 150/600), heavy, two-handed
Net	—	Special, thrown (range 5/15)

ARMOR AND SHIELDS

Armor	Armor Class (AC)	Stealth
<i>Light Armor</i>		
Padded	11 + Dex modifier	Disadvantage
Leather	11 + Dex modifier	—
Studded leather	12 + Dex modifier	—
<i>Medium Armor</i>		
Hide	12 + Dex modifier (max 2)	—
Chain shirt	13 + Dex modifier (max 2)	—
Scale mail	14 + Dex modifier (max 2)	Disadvantage
Breastplate	14 + Dex modifier (max 2)	—
Half plate	15 + Dex modifier (max 2)	Disadvantage
<i>Heavy Armor</i>		
Ring mail	14	Disadvantage
Chain mail	16	Disadvantage
Splint	17	Disadvantage
Plate	18	Disadvantage
<i>Shield</i>		
Shield	+2	—

DONNING AND DOFFING ARMOR

Category	Don	Doff
Light Armor	1 minute	1 minute
Medium Armor	5 minutes	1 minute
Heavy Armor	10 minutes	5 minutes
Shield	1 action	1 action



MADNESS (DMG 258, OOTA 21)

Level	Effect
1	Bout of short-term madness (lasts 1d10 minutes)
2	Bout of long-term madness (lasts 1d10x10 hours)
3	Botu of indefinite madness (lasts until cured)

THE DEMON LORDS

Demon Lord	Stats & Madness
Baphomet	OOTA 234
Demogorgon	OOTA 236
Fraz-Urb'luu	OOTA 238
Graz'zt	OOTA 240
Juiblex	OOTA 242
Orcus	OOTA 244
Yeenoghu	OOTA 246
Zuggtmoy	OOTA 248

DROW PURSUIT TRACKER (OOTA 24)

Level	Effect
1	Eluding Pursuit!
2	-
3	-
4	-
5	Catching Up!
Situation	Modifier
Each day traveled at fast pace.	-1
Cover tracks.	-1
Cross obscuring terrain.	-1
Split the party.	-1
Random encounter engaged.	+1
Each day traveled at slow pace.	+1

FUNGI OF THE UNDERDARK

Fungi	Notes	Reference
Barrelstalk	Edible; yields food and water.	OOTA 22
Bigwig	Enlarge effect of enlarge/reduce spell.	OOTA 67
Bluecap	Edible; ingredient in bread.	OOTA 22
Fire Lichen	Edible; spice.	OOTA 22
Nightlight	Light source.	OOTA 23
Nilhogg's Nose	Improves sense of smell.	OOTA 23
Ormu	Light source.	OOTA 23
Pygmywort	Reduce effect of enlarge/reduce spell.	OOTA 67
Timmask	Poisonous.	OOTA 23
Tongue of Madness	Truth serum.	OOTA 23
Torchstalk	Combustible cap.	OOTA 23
Ripplebark	Edible; yields food.	OOTA 22
Trillimac	Edible; yields food.	OOTA 22
Waterorb	Edible; yields food and water.	OOTA 22
Zurkhwood	Edible; yields food, used to make furniture.	OOTA 22

MAJOR ENCOUNTER TABLES

Section / Region	Encounter Table	Reference
Into Darkness	Random Encounters	OOTA 25
	Terrain Encounters	OOTA 25
	Creature Encounters	OOTA 27
Darklake	Darklake Random Encounters	OOTA 40
	Terrain Encounters	OOTA 41
	Creature Encounters	OOTA 42
Descent into the Depths	Random Events	OOTA 145
The Wormwritings	Random Encounters	OOTA 167
The Labyrinth	Random Encounters	OOTA 179
Approaching Araumycos	Creature Encounters	OOTA 210
	Araumycos Encounters	OOTA 210

