

## CHARACTER ADVANCEMENT

Experience Points	Level	Proficiency Bonus
0	1	+2
300	2	+2
900	3	+2
2700	4	+2
6500	5	+3
14000	6	+3
23000	7	+3
34000	8	+3
48000	9	+4
64000	10	+4
85000	11	+4
100000	12	+4
120000	13	+5
140000	14	+5
165000	15	+5
195000	16	+5
225000	17	+6
265000	18	+6
305000	19	+6
355000	20	+6

## ABILITY SCORES & 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

### STRENGTH

- Athletics

### DEXTERITY

- Acrobatics
- Sleight of Hand
- Stealth

### CONSTITUTION

### INTELLIGENCE

- Arcana
- History
- Investigation
- Nature
- Religion

### WISDOM

- Animal Handling
- Insight
- Medicine
- Perception
- Survival

### CHARISMA

- Deception
- Intimidation
- Performance
- Persuasion

## ACTIONS IN COMBAT

- **ATTACK** See PHB pp.103–196
- **CAST A SPELL** See PHB p.202 for the rules regarding spell—use
- **CLIMB ONTO A BIGGER CREATURE** DMG p.271
- **DASH** Move up to 2x your current Move
- **DISARM** Opposed STR or DEX check; Disad if opponent is holding with both hands
- **DISENGAGE** Your movement doesn't provoke opportunity attacks until your next turn
- **DODGE** Attacks against you are at disadvantage, and you make DEX rolls with advantage. Benefit is lost if incapacitated or speed drops to 0.

### PASSIVE

**PERCEPTION =**  
10 + all Wisdom  
Modifiers

### HERO POINTS

**5+(LEVEL X ½) POINTS**  
when going up a level.  
Any unspent points are lost.

Spend 1 point to:

- Add 1d6 to any of your own attack, save or ability check d20 rolls.
- Turn a Death Save failure to a success

### CHASES AND ESCAPES

DMG  
pp.252-255

### MAGICAL ATTACK BONUS

**= ABILITY MODIFIER + PROFICIENCY BONUS**  
(Disadvantage if casting within 5' of an enemy)

**SPELL SAVE DC =**  
8 + Ability Modifier  
+ Proficiency Bonus  
+ Situational Modifiers

### SCROLLS

**CASTING A HIGHER-LEVEL SPELL** than your own ability:

DC = 10 + Spell Level

**COPYING SCROLL SPELLS** into your spell book:

INT (*Arcana*) check  
DC = 10 + Spell Level  
*In either case, the scroll spell is destroyed on a failure.*

- **HELP** Give another creature advantage on an attack or ability check (PHB p.192)
- **HIDE** Make a DEX (Stealth) check in an attempt to hide vs opposed WIS (Perception) check (see PHB p.196)
- **OVERRUN** STR vs. STR check to move through opponent's space
- **READY** Take a reaction in response to a defined trigger event, or ready a spell and hold its energy (PHB p.193)
- **SEARCH** Make a WIS (Perception) or INT (Investigation) check
- **SHOVE, SHOVE ASIDE** STR vs STR or DEX to push opponent 5' back, to the side, or prone.
- **TUMBLE** DEX vs DEX to move through opponent's space
- **USE AN OBJECT**

## CONDITIONS

### BLINDED

- Creature can't see, automatically fails any ability check that requires sight.
- Attacks vs creature have advantage, creature's attacks have disadvantage.

### CHARMED

- Can't attack charmer, target charmer with harmful abilities/effects.
- Charmer has advantage on check to interact socially with creature.

### DEAFENED

- Creature can't hear and automatically fails any check that requires hearing.

### 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

- Speed becomes 0, can't benefit from any bonus to speed.
- Condition ends if grappler is **incapacitated**.
- Condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect

### INCAPACITATED

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

### 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. Creature's location can be detected by noise or any tracks it leaves.
- Attacks vs creature have disadvantage., creature's attacks have advantage.

### PARALYZED

- Creature is **incapacitated**, can't move/speak.
- Creature automatically fails STR and DEX saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits is critical hit if attacker is within 5' of creature.

### PETRIFIED

- Creature is transformed, along with any non-magical object it is wearing or carrying, into solid inanimate substance (usually stone). Weight increases by x 10, creature ceases aging.
- Creature is **incapacitated**, can't move or speak, and is unaware of its surroundings.
- Attacks against the creature have advantage.
- The creature automatically fails STR and DEX saving throws.
- The creature has resistance to all damage.
- Creature is immune to poison and disease: poison or disease already in its system is suspended, not neutralized.

### POISONED

- Creature has disadvantage on attack rolls and ability checks.

### PRONE

- Creature's only movement option is to crawl, unless it stands up.
- Creature has disadvantage on attacks.
- Attacks vs creature have advantage if attacker is within 5' of creature. Otherwise, the attack has disadvantage.

### RESTRAINED

- Creature's speed becomes 0, can't benefit from any bonus to its speed.
- Attacks vs creature have advantage, and creature's attacks have disadvantage.
- The creature has disadvantage on DEX saving throws.

### STUNNED

- Creature is incapacitated, can't move, and can speak only falteringly.
- Creature automatically fails STR and DEX saving throws.
- Attack rolls against the creature have advantage.

### UNCONSCIOUS

- Creature incapacitated, can't move/speak, unaware of surroundings.
- The creature drops whatever it's holding and falls prone.
- The creature automatically fails STR and DEX saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits is critical hit if attacker is within 5' of creature.

ARMOUR					
Armour Type	Cost	AC	STR	Stealth	Weight
<b>LIGHT ARMOUR</b>					
Padded	5 gp	11+Dex	—	Disad	8 lb
Leather	10 gp	11+Dex	—	—	10 lb
Studded Leather	45 gp	12+Dex	—	—	13 lb
<b>MEDIUM ARMOUR</b>					
Hide	10 gp	12+Dex (max +2)	—	—	12 lb
Chain shirt	50 gp	13+Dex (max +2)	—	—	20 lb
Scale mail	50 gp	14+Dex (max +2)	—	Disad	45 lb
Breastplate	400 gp	14+Dex (max +2)	—	—	20 lb
Half plate	750 gp	15+Dex (max +2)	—	Disad	40 lb
<b>HEAVY ARMOUR</b>					
Ring mail	30 gp	14	—	Disad	40 lb
Chain mail	75 gp	16	Str 13	Disad	55 lb
Splint	200 gp	17	Str 15	Disad	60 lb
Plate	1,500 gp	18	Str 15	Disad	65 lb
<b>SHIELD</b>					
Shield	10 gp	+ 2	—	—	6 lb

DONNING & DOFFING ARMOUR		
Category	Don	Doff
Light Armour	1 min	1 min
Medium Armour	5 min	1 min
Heavy Armour	10 min	5 min
Shield	1 action	1 action

LIFESTYLE EXPENSES	
Lifestyle	Cost/Day
Wretched	—
Squalid	1 sp
Poor	2 sp
Modest	1 gp
Comfortable	2 gp
Wealthy	4 gp
Aristocratic	10 gp min.

CONTAINER CAPACITY	
Container	Capacity
Backpack	1 ft <sup>3</sup> / 30 lbs
Barrel	40 gall / 4 ft <sup>3</sup>
Basket	2 ft <sup>3</sup> / 40 lbs
Bottle	1½ pints
Bucket	3 gall / ½ ft <sup>3</sup>
Chest	12 ft <sup>3</sup> / 300 lbs
Flask/tankard	1 pint
Jug/pitcher	1 gallon
Pot, iron	1 gallon
Pouch	⅓ ft <sup>3</sup> / 6 lbs
Sack	1 ft <sup>3</sup> / 30 lbs
Vial	4 oz liquid
Waterskin	4 pints

WEAPONS					
Name	Cost	Damage	Weight	Properties	
<b>SIMPLE MELEE WEAPONS</b>					
Club	0.1	1d4 B	2	Light	
Dagger	2	1d4 P	1	Finesse, light, thrown (range 20/60)	
Greatclub	0.2	1d8 B	10	2-handed	
Handaxe	5	1d6 S	2	Light, thrown (range 20/60)	
Javelin	0.5	1d6 P	2	Thrown (range 30/120)	
Light hammer	2	1d4 B	2	Light, thrown (range 20/60)	
Mace	5	1d6 B	4	—	
Quarterstaff	0.2	1d6 B	4	Versatile (1d8)	
Sickle	1	1d4 S	2	Light	
Spear	1	1d6 P	3	Thrown (range 20/60), versatile	
Unarmed strike	—	1 B	—	—	
<b>SIMPLE RANGED WEAPONS</b>					
Crossbow, light	25	1d8 P	5	Ammo (range 80/320), loading, 2-handed	
Dart	0.05	1d4 P	¼	Finesse, thrown, (range 20/60)	
Shortbow	25	1d6 P	2	Ammo (range 80/320), 2-handed	
Sling	0.1	1d4 B	—	Ammo (range 30/120)	
<b>MARTIAL MELEE WEAPONS</b>					
Battleaxe	10	1d8 S	4	Versatile (1d10)	
Flail	10	1d8 B	2	—	
Glaive	20	1d10 S	6	Heavy, reach, 2-handed	
Greataxe	30	1d12 S	7	Heavy, 2-handed	
Greatsword	50	2d6 S	6	Heavy, 2-handed	
Halberd	20	1d10 S	6	Heavy, reach, 2-handed	
Lance	10	1d12 P	6	Reach, special	
Longsword	15	1d8 S	3	Versatile (1d10)	
Maul	10	2d6 B	10	Heavy, 2-handed	
Morningstar	15	1d8 P	4	—	
Pike	5	1d10 P	18	Heavy, reach, 2-handed	
Rapier	25	1d8 P	2	Finesse	
Scimitar	25	1d6 S	3	Finesse, light	
Shortsword	10	1d6 S	2	Finesse, light	
Trident	5	1d6 P	4	Thrown (range 20/60, versatile (1d8))	
War pick	5	1d8 P	2	—	
Warhammer	15	1d8 B	2	Versatile (1d10)	
Whip	2	1d4 S	3	Finesse, reach	
<b>MARTIAL RANGED WEAPONS</b>					
Blowgun	10	1 P	1	Ammo (range 25/100), loading	
Crossbow, hand	75	1d6 P	3	Ammo (range 30/120), loading, light	
Crossbow, heavy	50	1d10 P	18	Ammo (range 100/400), loading, heavy, 2-handed	
Longbow	50	1d8 P	2	Ammo (range 150/600), heavy, 2-handed	
Net	1	—	3	Special, thrown (range 5/15)	

FOOD, DRINK & 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

- **Mounts & Other Animals**
- **Tack, Harness & Drawn Vehicles**
- **Waterborne Vehicles** PHB p.157

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

LIGHT SOURCES			
Source	Bright	Dim	Duration
<b>Mundane</b>			
Candle	5' r	+ 5' r	1 hour
Lamp	15' r	+ 30' r	6 hours
Lantern, bullseye	60' cone	+ 60' cone	6 hours
Lantern, hooded	30' r	+ 30' r	6 hours
Torch	20' r	+ 20' r	1 hour
<b>Magic</b>			
Continual Flame	20' r	+ 20' r	Until dispelled
Dancing Lights	—	10' r	Up to 1 min
Faerie Fire	—	10' r	Up to 1 min
Flame Blade	10' r	+10' r	Up to 10 mins
Flaming Sphere	20' r	+ 20' r	Up to 1 min
Holy Aura	—	5' r	Up to 1 min
Light	20' r	+ 20' r	1 hour
Moonbeam	—	5' r cylinder	Up to 1 min
Prismatic Wall	100'	+ 100'	10 mins
Wall of Fire	60'	+ 60'	Up to 1 min

### JUMPING

#### LONG JUMP

- 1 foot per pt of STR with 10' run-up, ½ that distance from standing

#### HIGH JUMP

- 3 + STR Mod. in feet with 10' run-up, ½ that distance from standing.
- Max. Reach = jump height + 1½ x character height.

### SUFFOCATING

- A creature can hold its breath for 1 + CON Mod. minutes (min. 30 seconds)
- When it runs out of breath, it can survive for a number of rounds equal to its CON Mod. At the start of its next turn, it drops to 0 hp and is dying.

### SIZE CATEGORIES

Size	Space	Hit Die	Examples
Tiny	2½ by 2½ ft	d4	Imp, sprite
Small	5 by 5 ft	d6	Giant rat, goblin
Medium	5 by 5 ft	d8	Orc, werewolf
Large	10 by 10 ft	d10	Hippogriff, ogre
Huge	15 by 15 ft	d12	Fire giant, treant
Gargantuan	20 x 20 ft or larger	d20	Kraken, purple worm

### CONCENTRATION

Normal activities such as moving or attacking do not interfere with concentration. Concentration can be broken by:

- **CASTING ANOTHER SPELL THAT REQUIRES CONCENTRATION.**
- **TAKING DAMAGE.** Make a CON save (DC = 8 + damage taken) to maintain concentration. Make a separate save for each source of damage.
- **BEING INCAPACITATED OR KILLED.**
- **STARTLING ENVIRONMENTAL PHENOMENA**, e.g. being doused by a wave, very loud noise, blinding flash of light, having a weasel put down your trousers etc.: DC 10 CON save.
- **VIGOROUS MOVEMENT**, e.g. combat, running, climbing, tumbling etc.: DC 10 CON save.



### DAMAGE TYPES

- ACID.** The corrosive spray of a black dragon's breath and the dissolving enzymes secreted by a black pudding deal acid damage.
- BLUDGEONING.** Blunt force attacks-hammers, falling, constriction, and the like-deal bludgeoning damage.
- COLD.** The infernal chill radiating from an ice devil's spear and the frigid blast of a white dragon's breath deal cold damage.
- FIRE.** Red dragons breathe fire, and many spells conjure flames to deal fire damage.
- FORCE.** Force is pure magical energy focused into a damaging form. Most effects that deal force damage are spells, including magic missile and spiritual weapon.
- LIGHTNING.** A lightning bolt spell and a blue dragon's breath deal lightning damage.

**NECROTIC.** Necrotic damage, dealt by certain undead and a spell such as chill touch, withers matter and even the soul.

**PIERCING.** Puncturing and impaling attacks, including spears and monsters' bites, deal piercing damage.

**POISON.** Venomous stings and the toxic gas of a green dragon's breath deal poison damage.

**PSYCHIC.** Mental abilities such as a mind flayer's **psionic** blast deal psychic damage.

**RADIANT.** Radiant damage, dealt by a cleric's flame strike spell or an angel's smiting weapon, sears the flesh like fire and overloads the spirit with power.

**SLASHING.** Swords, axes, and monsters' claws deal slashing damage.

**THUNDER.** A concussive burst of sound, such as the effect of the **thunderwave** spell, deals thunder damage.

### CHALLENGE RATING, PROFICIENCY BONUS & XP

Challenge Rating	Proficiency Bonus	XP
0	+ 2	0 or 10
1/8	+ 2	25
¼	+ 2	50
½	+ 2	100
1	+ 2	200
2	+ 2	450
3	+ 2	700
4	+ 2	1100
5	+ 3	1800
6	+ 3	2300
7	+ 3	2900
8	+ 3	3900
9	+ 4	5000
10	+ 4	5900
11	+ 4	7200
12	+ 4	8400
13	+ 5	10000
14	+ 5	11500
15	+ 5	13000
16	+ 5	15000
17	+ 6	18000
18	+ 6	20000
19	+ 6	22000
20	+ 6	25000
21	+ 7	33000
22	+ 7	41000
23	+ 7	50000
24	+ 7	62000
25	+ 8	75000
26	+ 8	90000
27	+ 8	105000
28	+ 8	120000
29	+ 9	135000
30	+ 9	155000

SPEED FACTOR INITIATIVE MODIFIERS			
Factor	Modifier	Creature Size	Modifier
Spell casting	- 1/spell level	Tiny	+ 5
Melee, heavy/2-h weapon	- 2	Small	+ 2
Melee, light/finesse weapon	+ 2	Medium	+ 0
Drink potion	- 8	Large	- 2
Draw weapon, load bow	- 5	Huge	- 5
Loading light crossbow	- 8	Gargantuan	- 8

EXHAUSTION		COVER	
Level	Effect	Cover	AC and DEX Save Bonus
1	Disadvantage on Ability Checks	½ cover	+ 2
2	Speed halved	¾ cover	+ 5
3	Disadvantage on attack rolls and saving throws	In Total cover the target can't be targeted directly, but might still be affected by AoE spells etc.	
4	Hit point maximum ½	TYPICAL DIFFICULTY CLASSES	
5	Speed reduced to 0	Task Difficulty	DC
6	Death	Very Easy	5
Finishing a Long Rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.		Easy	10
		Medium	15
		Hard	20
		Very Hard	25
		Nearly Impossible	30

IMPROVISING DAMAGE		
Example	Dice	
Burned by coals, hit by falling book–case, pricked by poison needle	1d10	
Struck by lightning, stumbling into a fire–pit	2d10	
Hit by falling rubble, collapsing tunnel, stumble into vat of acid	4d10	
Crushed by compacting walls, hit by whirling steel blades, wading through lava stream	10d10	
Submerged in lava, hit by crashing flying fortress	18d10	
Tumble into vortex of Elemental Fire, crushed in jaws of god–like or moon–sized monster	24d10	
Rocks fall, everyone dies. Campaign ends.	∞d10	

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

OBJECT HIT-POINTS <small>DMG p.247</small>		
Size	Fragile	Resilient
Tiny (bottle, lock)	1d4	2d4
Small (chest, lute)	1d6	3d6
Medium (barrel, chandelier)	1d8	4d8
Large (cart, 10' sq. window)	1d10	5d10
Huge, Gargantuan	DM's option	

TARGETS IN AREA OF EFFECT		
Area	Number of Targets	
Cone	Size ÷ 10 (round up)	
Cube or Square	Size ÷ 5 (round up)	
Cylinder	Radius ÷ 5 (round up)	
Line	Length ÷ 30 (round up)	
Sphere or Circle	Radius ÷ 5 (round up)	

LINGERING INJURIES <small>(DMG p.272)</small>	
d20	Injury
1	<b>LOSE AN EYE.</b> Disadvantage on Sight PER and Ranged attacks
2	<b>LOSE AN ARM OR HAND.</b>
3	<b>LOSE A FOOT OR LEG.</b> ½ speed on foot, fall prone after <i>Dash</i> , Disad. on DEX/Balance checks
4	<b>LIMP.</b> Foot speed –5'. DC 10 DEX check after <i>Dash</i> or fall prone.
5–7	<b>INTERNAL INJURY.</b> DC 15 CON check to act or react.
8–10	<b>BROKEN RIBS.</b> As 5–7, but DC 10.
11–13	<b>HORRIBLE SCAR.</b> Disadvantage on <i>Persuasion</i> , advantage on <i>Intimidate</i> .
14–16	<b>FESTERING WOUND.</b> Hit–point maximum reduced by –1 per 24 hours.
17–20	<b>MINOR SCAR.</b> No adverse effect.

FOOD AND WATER NEEDS		
Creature Size	Food (lbs) & Water (gallons) per Day	
Tiny	¼	x2 water required in hot conditions
Small/Medium	1	
Large	4	
Huge	16	
Gargantuan	64	

FORAGING DC	
Food/Water Availability	DC
Abundant	10
Limited	15
Very little	20

MOB ATTACKS		
d20 Roll needed to hit	Attackers needed for one to hit	
1–5	1	
6–12	2	
13–14	3	
15–16	4	
17–18	5	
19	10	
20	20	

TRACKING	
Ground Surface	DC
Soft surface, e.g. snow, mud	10
Dirt or Grass	15
Bare Stone	20
Each day since creature passed	+ 5
Creature left a trail, e.g. blood	- 5

OVERLAND TRAVEL PACE	
BASE = (SPD ÷ 10) MILES PER HOUR	
• <b>FAST PACE:</b> increase distance by 1/3 (-5 to passive PER)	
• <b>SLOW PACE:</b> decrease distance by 1/3 (able to use Stealth)	
• <b>DIFFICULT TERRAIN</b> halves the distance travelled	
• <b>FORCED MARCH:</b> Each hour of travel beyond 8 hours, each character must make a CON check at the end of the hour or take one level of Exhaustion. CON check DC = 10 + 1 per hour over 8.	

QUICK RANDOM WEATHER	
d20	Temperature
1–14	Normal for the Season
15–17	4d6 °C colder than normal
18–20	4d6 °C warmer than normal
d20	Wind
1–12	None (or lessening)
13–17	Light (or stays the same)
18–20	Strong (or strengthening)
d20	Precipitation
1–12	None
13–17	Light rain or snow
18–20	Heavy rain or snow

# Chases

- During the chase, participants can freely use the DASH action a number of times equal to 3 + its CON modifier.
- Each additional DASH requires the creature to succeed on a DC 10 CON check at the end of its turn or take one level of Exhaustion.
- Stopping to cast spells will allow the pursued to increase their lead, and may well mean they will get away, but it is certainly not forbidden.

## ENDING THE CHASE

- Each quarry makes a DEX (Stealth) check at the end of each round, after everyone has had their turn. The result is compared to the Passive PER score of the pursuer(s).
- If the quarry is NEVER out of the pursuer's sight, the check fails automatically.
- Otherwise, if the Stealth check is higher than the PER score, the quarry escapes. If not, the chase continues.

## ESCAPE FACTORS

Factor	Stealth 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

## CHASE COMPLICATIONS

As with any good chase scene, complications can arise to make a chase more pulse-pounding.

Complications occur randomly. Each participant in the chase rolls a d20 at the end of its turn. Consult the appropriate table to determine whether a complication occurs. If it does, it affects the next chase participant in the initiative order, not the participant who rolled the die. The participant who rolled the die or the participant affected by the complication can spend inspiration to negate the complication.

URBAN CHASE COMPLICATIONS		WILDERNESS CHASE COMPLICATIONS	
d20	Complication	d20	Complication
1	A large obstacle such as a horse or cart blocks your way. Make a DC 15 Dexterity (Acrobatics) check to get past the obstacle. On a failed check, the obstacle counts as 10 feet of difficult terrain.	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	A crowd blocks your way. Make a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check (your choice) to make your way through the crowd unimpeded. On a failed check, the crowd counts as 10 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	A large stained-glass window or similar barrier blocks your path. Make a DC 10 Strength saving throw to smash through the barrier and keep going. On a failed save, you bounce off the barrier and fall prone.	3	You run through a swarm of insects (see the Monster Manual for game statistics, with the DM choosing whichever kind of insects makes the most sense). The swarm makes an opportunity attack against you (+3 to hit; 4d4 piercing damage on a hit).
4	A maze of barrels, crates, or similar obstacles stands in your way. Make a DC 10 Dexterity (Acrobatics) or Intelligence check (your choice) to navigate the maze. On a failed check, the maze counts as 10 feet of difficult terrain.	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	The ground beneath your feet is slippery with rain, spilled oil, or some other liquid. Make a DC 10 Dexterity saving throw. On a failed save, you fall prone.	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	You come upon a pack of dogs fighting over food. Make a DC 10 Dexterity (Acrobatics) check to get through the pack unimpeded. On a failed check, you are bitten and take 1d4 piercing damage, and the dogs count as 5 feet of difficult terrain.	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 x 5 feet, taking 1d6 bludgeoning damage per 10 feet fallen as normal, and land prone.
7	You run into a brawl in progress. Make a DC 15 Strength (Athletics), Dexterity (Acrobatics), or Charisma (Intimidation) check (your choice) to get past the brawlers unimpeded. On a failed check, you take 2d4 bludgeoning damage, and the brawlers count as 10 feet of difficult terrain.	7	You blunder into a hunter's snare. Make a DC 15 Dexterity saving throw to avoid it. On a failed save, you are caught in a net and restrained. See chapter 5, "Equipment," of the Player's Handbook for rules on escaping a net.
8	A beggar blocks your way. Make a DC 10 Strength (Athletics), Dexterity (Acrobatics), or Charisma (Intimidation) check (your choice) to slip past the beggar. You succeed automatically if you toss the beggar a coin. On a failed check, the beggar counts as 5 feet of difficult terrain.	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	An overzealous guard, (see the Monster Manual for game statistics), mistakes you for someone else. If you move 20 feet or more on your turn, the guard makes an opportunity attack against you with a spear (+3 to hit; 1d6 + 1 piercing damage on a hit)	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	You are forced to make a sharp turn to avoid colliding with something impassable. Make a DC 10 Dexterity saving throw to navigate the turn. On a failed save, you collide with something hard and take 1d4 bludgeoning damage.	10	A creature indigenous to the area chases after you. The DM chooses a creature appropriate for the terrain.
11-20	No complication.	11-20	No complication.



TRAP SAVE DC AND ATTACK BONUS		
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 Level	Setback	Dangerous	Deadly
1–4	1d10	2d10	4d10
5–10	2d10	4d10	10d10
11–16	4d10	10d10	18d10
17–20	10d10	18d10	24d10

CAROUSING	
Character spends money as per <b>wealthy lifestyle</b> (4gp/day base). At end of carousing period, the player rolls d100 + char. level to see what happens, or DM chooses.	
d100 + Level	Result
1–10	Jailed 1d4 days on charges of disorderly conduct, disturbing the peace. Pay a fine of 10gp to avoid jail time, or you can try to resist arrest.
11–20	Regain consciousness in a strange place with no memory of how you got there. You have been robbed of 3d6 x 5 gp.
21–30	You make an enemy. This person/organisation is now hostile to you. DM determines offended party, you decide how you offended them.
31–40	Whirlwind romance. 25% the romance ends badly, 50% the romance is ongoing, 25% the romance ends amicably. You determine the identity of the love interest, subject to your DM's approval.
41–80	Modest winnings from gambling. Recuperate your lifestyle expenses for the time spent carousing.
81–90	Modest winnings from gambling. Recuperate your lifestyle expenses for the time spent carousing and gain 1d20 x 4 gp.
91 +	Make a small fortune gambling. Recuperate your lifestyle expenses for the time spent carousing and gain 4d6 x 10 gp.

SALEABLE MAGIC ITEMS			
Rarity	Base price	Days to Find Buyer	d100 roll Modifier*
Common	100 gp	1d4	+ 10
Uncommon	500 gp	1d6	+ 0
Rare	5,000 gp	1d8	- 10
Very Rare	50,000 gp	1d10	- 20

\*Apply to rolls on **SELLING A MAGIC ITEM** Table

MADNESS					
SHORT TERM		LONG TERM		INDEFINITE	
d100	Effect (lasts 1d10 Minutes)	d100	Effect (Lasts 1d10x10 Hours)	d100	Flaw (Lasts Until Cured)
01–20	Character retreats into their own mind and becomes paralysed. Effect ends if they take damage.	01–10	Compelled to repeat a specific activity over and over, e.g. washing hands, counting coins, praying	01–15	Being drunk keeps me sane.
21–30	Incapacitated — spends duration screaming, weeping, laughing.	11–20	Vivid hallucinations and disadvantage on ability checks	16–25	I keep whatever I find.
31–40	Frightened — must use all actions to flee source of fear.	21–30	Extreme paranoia and disadvantage on WIS and CHA checks	26–30	I try to become more like someone I know (adopts clothing, mannerisms, name etc.)
41–50	Babbling, incapable of normal speech.	31–40	Regards something (usually source of madness) with revulsion as per <i>Antipathy</i> spell	31–35	I must bend the truth, exaggerate or lie to be interesting to other people
51–60	Must attack nearest creature each round.	41–45	Powerful delusion — choose a (delusional) potion effect	36–45	Achieving my goal is the only thing of interest to me, I'll ignore all else to pursue it
61–70	Hallucinations and disadvantage on ability checks.	46–55	Attached to "lucky charm" (person or thing). Disadvantage on all rolls when more than 30' from it.	46–50	I find it hard to care about anything that goes on around me
71–75	Does whatever anyone tells them to as long as it's not obviously self-destructive	56–65	Character is blinded (25%) or deafened (75%)	51–55	I don't like the way people are judging me all the time
76–80	Overpowering urge to eat something strange (e.g. dirt, slime, offal)	66–75	Uncontrollable tremors or tics. Disadvantage on all rolls that involve DEX or STR	56–70	I am the smartest, wisest, strongest, fastest, most beautiful person I know
81–90	Character is stunned	76–85	Partial amnesia — knows themselves, but nobody else or any recent events	71–80	Powerful enemies are hunting me. Their agents are everywhere, always watching.
91–100	Character is unconscious	86–90	If any damage taken, make DC 15 WIS save or as if under <i>Confusion</i> spell for 1 minute	81–85	There's only one person I can trust, and only I can see this special friend.
		91–95	Character loses ability to speak	86–95	I can't take anything seriously. The more serious, the funnier I find it.
		96–100	Falls unconscious, cannot be wakened.	96–100	I've discovered that I really like killing people.

SELLING A MAGIC ITEM	
d100 + Mod.	You Find a Buyer.....
20 or lower	.....offering 1/10 of the base price
21-40	.....offering ¼ of the base price
41-80	.....offering ½ of the base price
81-90	.....offering the full base price
91 or higher	A shady buyer offering 1½ x the base price, no questions asked

CRAFTING MAGIC ITEMS		
Rarity	Creation Cost	Minimum Level
Common	100 gp	3
Uncommon	500 gp	3
Rare	5,000 gp	6
Very Rare	50,000 gp	11
Legendary	500,000 gp	17