D&D®

DUNGEON MASTER'S SCREEN

DUNGEON KIT

Delve into dungeons with this kit
for the world's greatest roleplaying game

Using This Kit

Within this kit, you'll find several tools to make your job as the
Dungeon Master easier. Here are tips on using those tools.

- ### CONDITION CARDS
  Keep these easy reference cards handy for encounters in which
  conditions appear. Simply hand a condition's card to the afflicted
  character's player. When the condition is resolved, the player can turn
  the card facedown or return it to you.

- ### INITIATIVE CARDS
  When the players roll initiative for an encounter, deal out the initiative
  cards to easily keep track of the turn order for the players' characters,
  monsters, and other creatures. The highest initiative gets card
  number 1, the next highest receives 2, and so on. Play passes in
  numerical order.

- ### GEOMORPH CARDS
  The geomorph cards are perfect for planning a dungeon during your
  session preparation, or even for coming up with a map in the middle
  of play! Every card has a tunnel or other point of connection on each
  edge. Deal the cards out so the connection points touch.

- ### NUMBERED GRID
  The dry-erase sheet has a blank, numbered grid on the back. You
  can use this to sketch out a dungeon map and use percentile dice to
  randomly place encounters, treasure, or features on the map. You
  could also let your players draw and track their own map from your
  descriptions, keeping notes easily correlated to the numbered spaces.

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 the 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.

GRID MAP

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

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 ·

RESTRAINED

PRONE

POISONED

EXHAUSTION

UNCONSCIOUS

STUNNED

BROWN MOLD

GREEN SLIME

YELLOW MOLD

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 •

YELLOW MOLD

- Yellow mold grows in dark places, and one patch covers a 5-foot square. If touched, the mold ejects a cloud of spores that fills a 10-foot cube originating from the mold. Any creature in the area must succeed on a DC 15 Constitution saving throw or take 11 (2d10) poison damage and become poisoned for 1 minute. While poisoned in this way, a creature takes 5 (1d10) poison damage at the start of each of its turns. The creature can repeat the save at the end of each of its turns, ending the effect on itself on a success.
- Sunlight or fire damage instantly destroys one patch of yellow mold.

GREEN SLIME

- A patch of green slime covers a 5-foot square and drops from walls and ceilings when it detects movement below it within 30 feet; otherwise, it has no ability to move. A creature aware of the slime's presence can avoid being struck by it with a successful DC 10 Dexterity saving throw.
- A creature touching green slime takes 5 (1d10) acid damage immediately, and at the start of each of its turns until the slime is scraped off or destroyed. Nonmagical wooden or metal objects take 11 (2d10) acid damage instead.
- A patch of green slime is destroyed by sunlight; magic that cures disease; or cold, fire, or radiant damage.

BROWN MOLD

- Brown mold feeds on warmth, drawing heat from anything around it. A patch of brown mold covers a 10-foot square, and the temperature within 30 feet of it is always frigid.
- When a creature moves to within 5 feet of the mold for the first time on a turn or starts its turn there, it must make a DC 12 Constitution saving throw, taking 22 (4d10) cold damage on a failed save, or half as much damage on a successful one.
- Fire brought within 5 feet of a patch causes it to instantly expand, covering a 10-foot square (centered on the fire). A patch of brown mold exposed to an effect that deals cold damage is instantly destroyed.
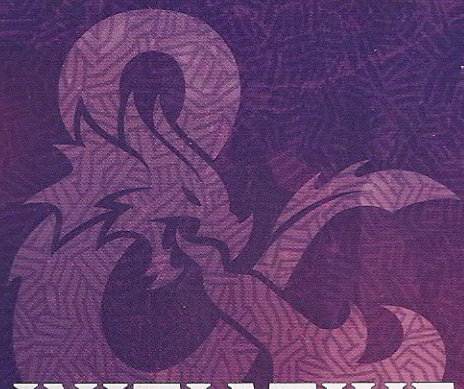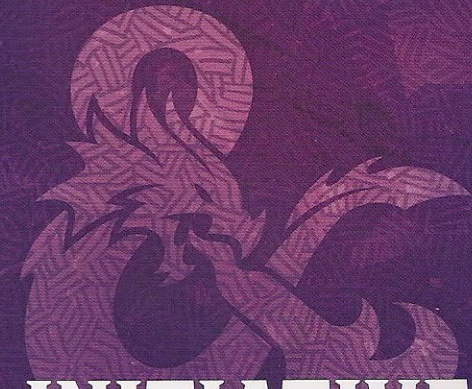
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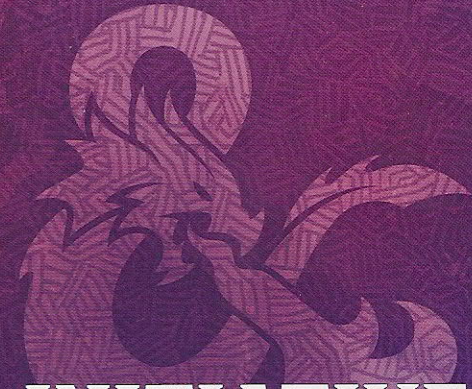
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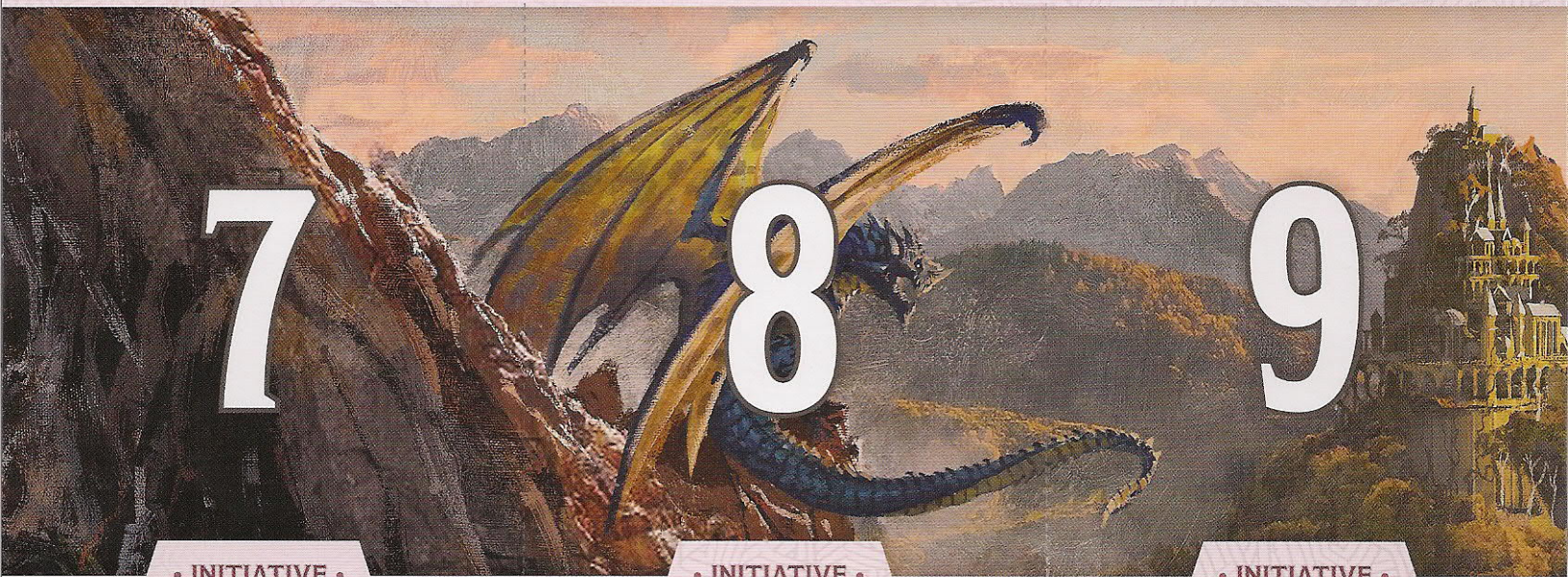2 • INITIATIVE •

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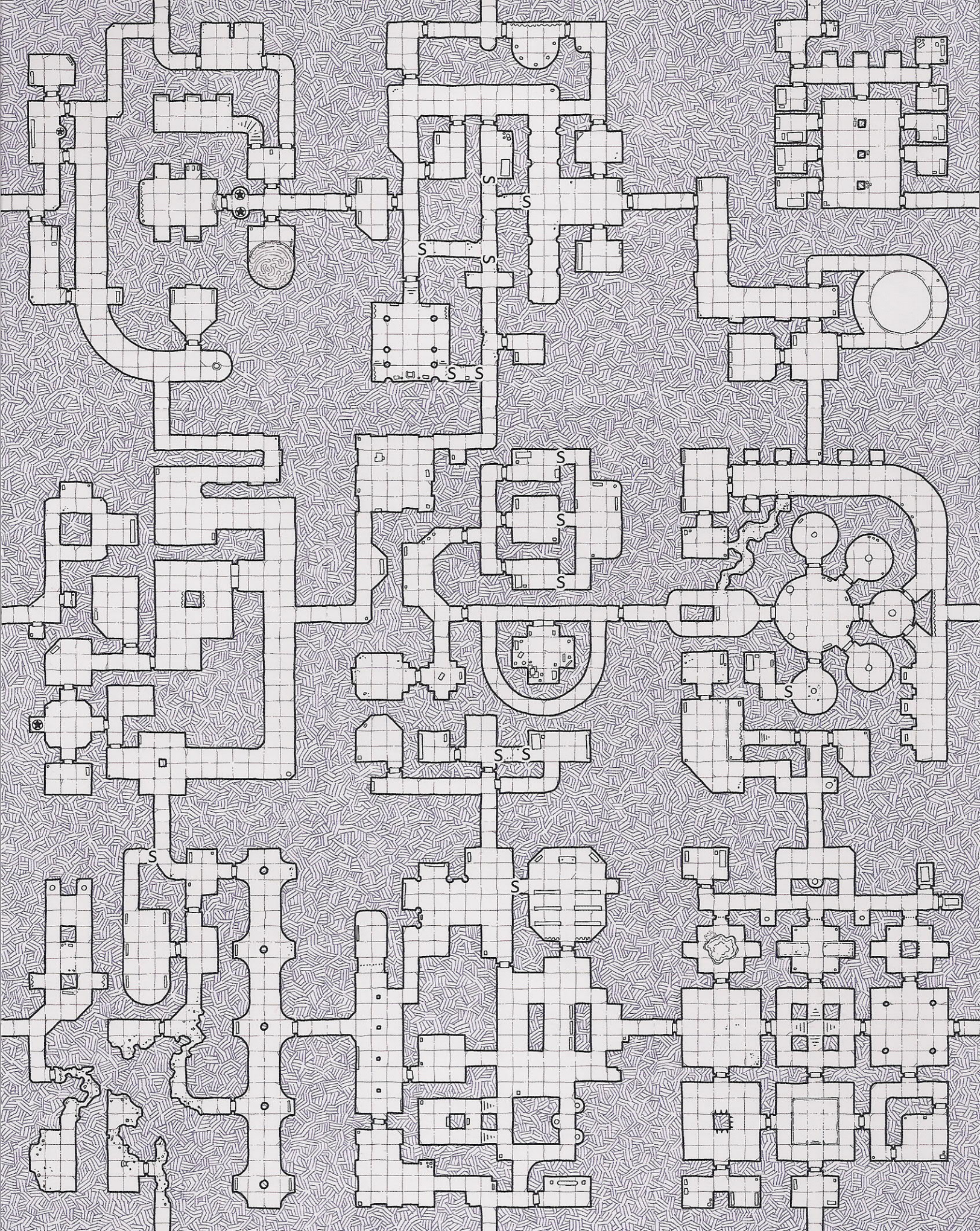DUNGEON
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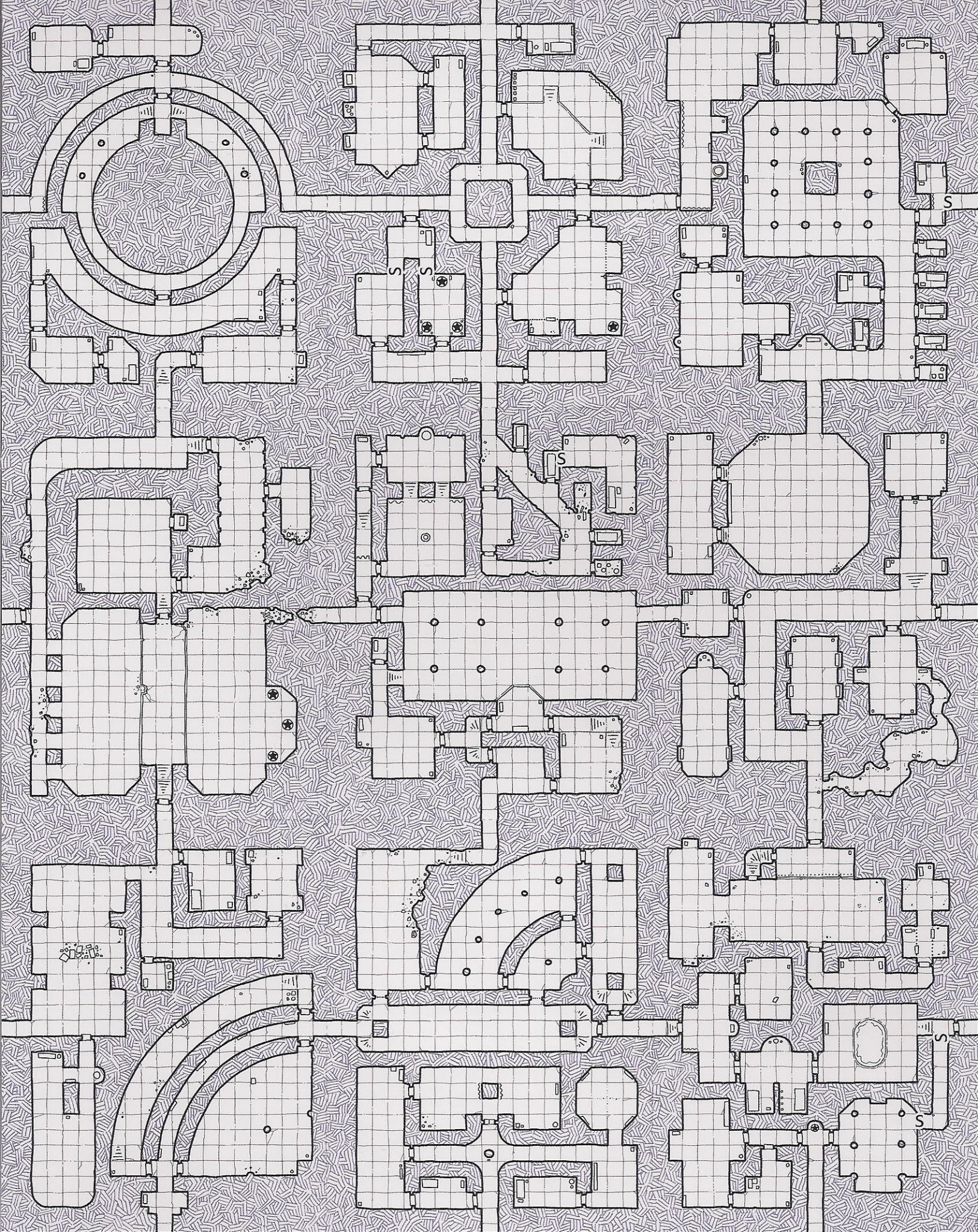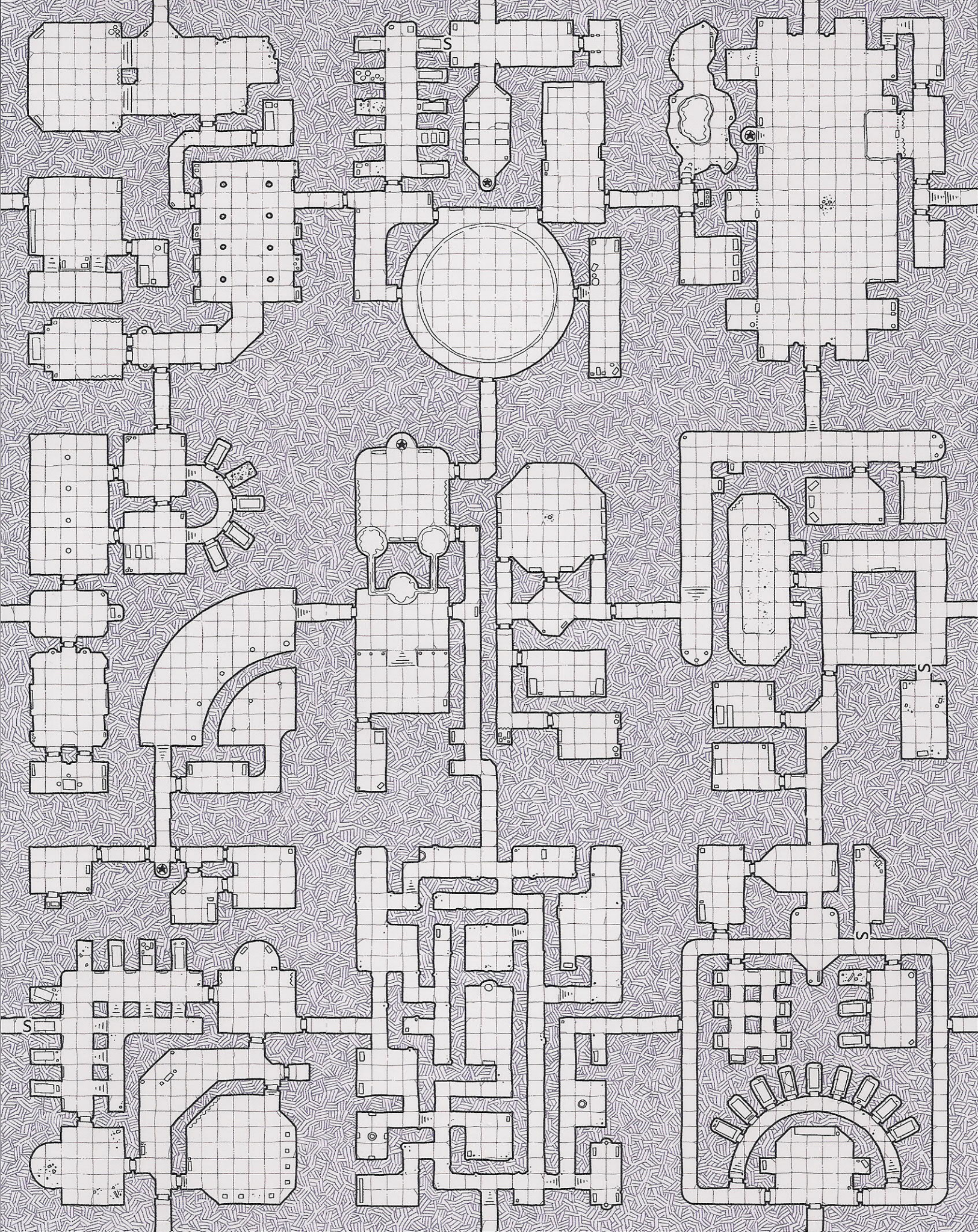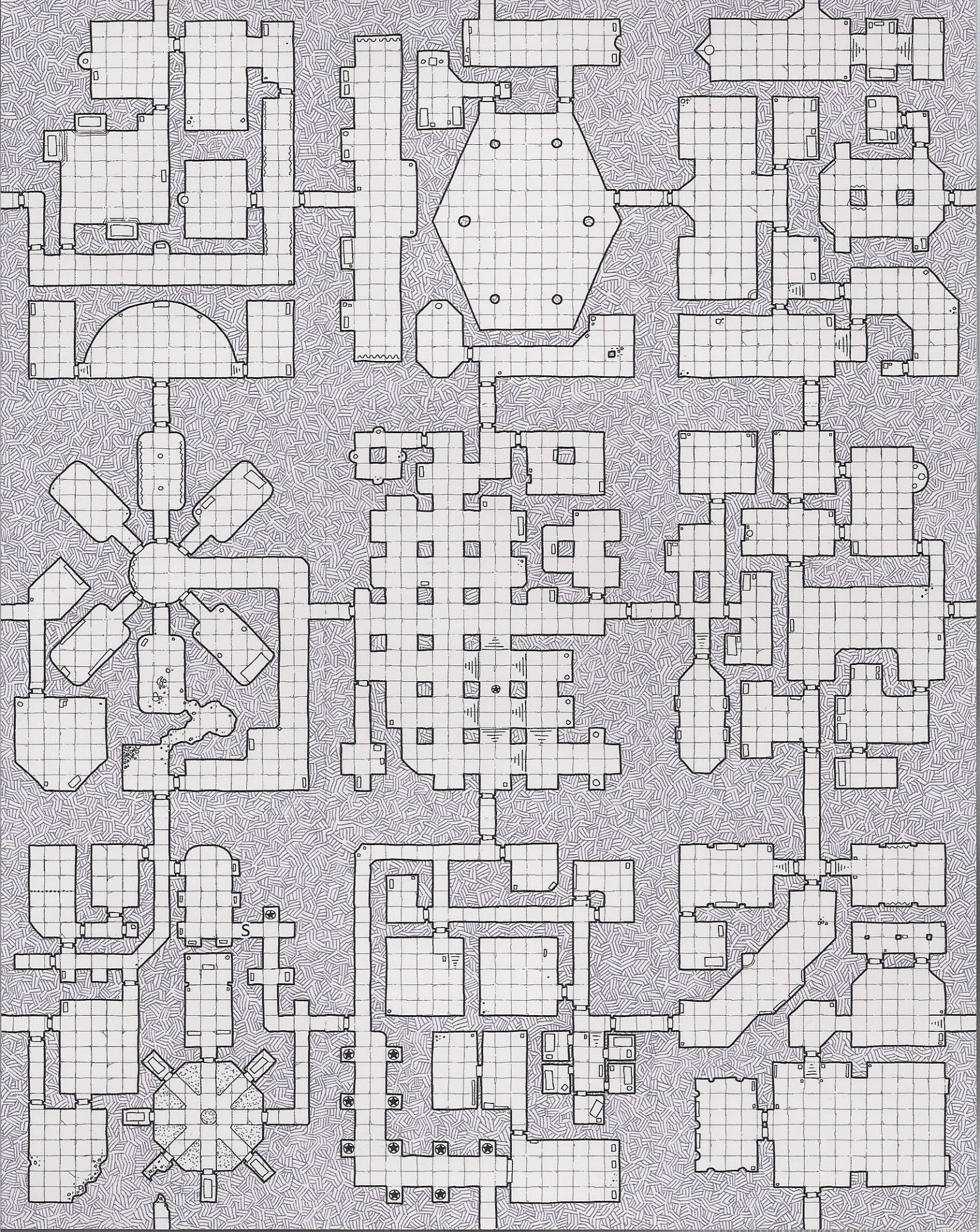
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CARD BOX
A box for all your cards

DUNGEONS & DRAGONS

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Setting a DC

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

Monster Motivation

d20	Goal	d20	Goal
1–2	Find a sanctuary	12–13	Hide from enemies
3–5	Conquer the dungeon	14–15	Recover from a battle
6–8	Seek an item	16–17	Avoid danger
9–11	Slay a rival	18–20	Seek wealth

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

Improvising Damage

Dice	Examples
1d10	Burned by coals, hit by a falling bookcase, pricked by a poison needle
2d10	Being struck by lightning, stumbling into a fire pit
4d10	Hit by falling rubble in a collapsing tunnel, stumbling into a vat of acid
10d10	Crushed by compacting walls, hit by whirling steel blades, wading through a lava stream
18d10	Being submerged in lava, being hit by a crashing flying fortress
24d10	Tumbling into a vortex of fire on the Elemental Plane of Fire, being crushed in the jaws of a godlike creature or a moon-sized monster

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		

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)

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
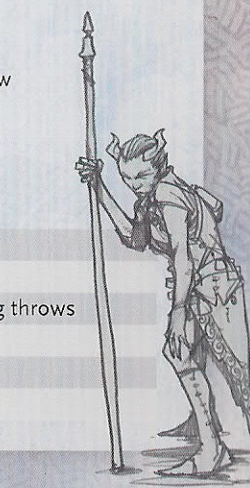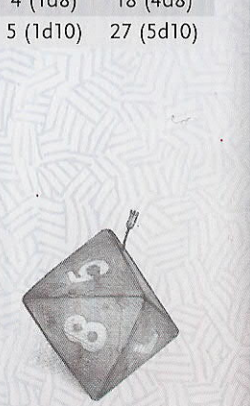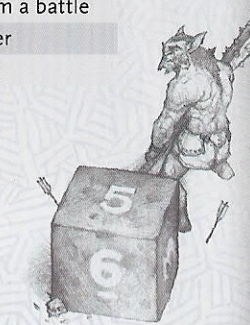
Blinded

- 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.

Poisoned

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

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.
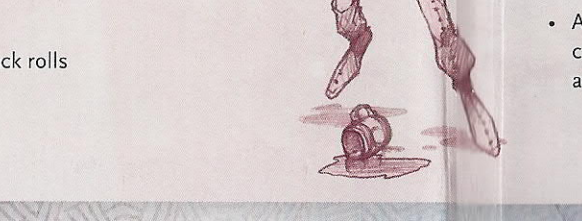
Paralyzed

- 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'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.

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.

State of Ruin

Roll on this table to randomly determine the general conditions of a dungeon area.

d6	Quality	Effect
1	Perilous	The area is dangerously worn and prone to collapse. Any impacts or damage to the structure, including from spells and other areas of effect, have a 50 percent chance of causing a collapse (see the Improvising Damage table).
2	Crumbling	Areas within the dungeon section are choked with rubble and have a 50 percent chance of being difficult terrain. Half cover and hiding places are plentiful.
3	Neglected	Over the dungeon hazard such as brown mold, yellow mold, or green slime is abundant.
4	Abandoned	Most of the dungeon is deserted and quiet as a tomb. Dexterity (Stealth) checks have disadvantage because any sounds stand out as unusual.
5	Secure	Ability checks made to break down doors, open locks, or similar breaking and entering activities have disadvantage.
6	Thriving	The dungeon is heavily populated. Any loud noises or other attention-drawing phenomena require a check for Dungeon Encounters (see below).

Dungeon Encounters

Once during each day and each night that the adventurers spend exploring a dungeon, you can roll a d20 to see if an encounter occurs. On a 1, roll on the table below. You can use the Monster Motivation table to randomly determine a creature's goals.

d6	Encounter
1	A lone, powerful creature appears! You choose the creature, selecting one with a challenge rating that is 1–3 higher than the level of the player characters. The creature lives in the dungeon or is passing through, and it is hostile toward the group only if they provoke it.
2–4	Hostile creatures prowl nearby! You choose the creatures, selecting five with a challenge rating equal to the level of the player characters. These creatures are either monsters native to the dungeon or hostile explorers.
5	A patch of brown mold, green slime, or yellow mold lies nearby.
6	A group of friendly explorers crosses the player characters' path. The explorers have 2d4 goods for sale that cost 1 gp or less, which you can select from the Adventuring Gear table in the *Player's Handbook*.

Dungeon Chambers

To randomly determine the purpose of a dungeon chamber, roll on the table below.

d100	Purpose	d100	Purpose
1	Antechamber	52–53	Laboratory
02–03	Armory	54–56	Library
04	Audience chamber	57–58	Lounge
05	Aviary	59	Meditation chamber
06–07	Banquet room	60	Nursery
08–10	Barracks	61	Observatory
11	Bath or latrine	62	Office
12	Bedroom	63–64	Pantry
13	Bestiary	65–66	Prison or dungeon
14–16	Cell	67–68	Reception room
17	Chantry	69–70	Refectory
18	Chapel	71	Robing room
19–20	Cistern	72	Salon
21	Classroom	73–74	Shrine
22	Closet	75–76	Sitting room
23–24	Conjuring room	77–78	Smithy
25–26	Court	79	Stable
27	Crypt	80–81	Storage room
28–31	Dining room	82–83	Strong room
32–33	Divination room	84–85	Study
34	Dormitory	86–88	Temple
35	Dressing room	89–90	Throne room
36–37	Gallery	91	Torture chamber
38–39	Game room	92–93	Training room
40–42	Guardroom	94–95	Trophy room
43–45	Hall	96	Vestibule
46–47	Hall, great	97	Waiting room
47–48	Hallway	98	Well
49	Kennel	99–00	Workshop
50–51	Kitchen		

Travel Pace

	Distance Traveled per ...			
Pace	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

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

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

Visibility Outdoors

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

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

Obscurance	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

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	2 sp
Modest	3 sp
Comfortable	5 sp
Wealthy	8 sp
Aristocratic	2 gp
Wine	
Common (pitcher)	2 sp
Fine (bottle)	10 gp

DELVE INTO THE DUNGEON'S DEPTHS

This kit equips the Dungeon Master® with a screen and other tools that are perfect for running D&D® adventures through dungeons, whether ruined or thriving.

The Dungeon Master's screen features a painting of a fantastic vista that plunges into the deep reaches of a mountain. Useful rules references cover the screen's interior, with an emphasis on dungeon-delving.

The kit also includes the following:

- 1 dry-erase sheet, featuring the actions you can take in combat on one side and a numbered grid for drawing dungeon maps on the other

- 36 geomorph cards, perfect for dealing a random dungeon layout with interlocking map sections

- 27 reference cards to track conditions, initiative, and more

- 1 box to hold the kit's cards

For use with the fifth edition
Player's Handbook®, *Monster Manual*®,
and *Dungeon Master's Guide*®

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