

TYPICAL DIFFICULTY CLASSES

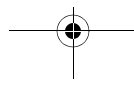
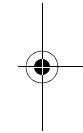
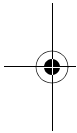
Difficulty	DC	Difficulty	DC
Very easy	5	Hard	20
Easy	10	Very hard	25
Medium	15	Nearly impos- sible	30

Movement type	Description
Climb	Each foot of movement costs 1' extra, 2' extra on difficult terrain. Difficult climbs may require a Strength (Athletics) check.
Crawl	While prone, each foot of movement costs 1' extra, 2' extra on difficult terrain.
Difficult terrain or spaces with allies	Each foot of movement costs 1' extra.
Moving a grappled creature	Each foot of movement costs 1' extra unless the creature is two sizes smaller.
Jump, high	After moving 10 feet , jump 3 + Strength modifier in feet. From standing , jump Strength modifier in feet.
Jump, long	After moving 10 feet , jump Strength in feet. From standing , jump half Strength in feet.
Stand	Spend half your movement speed
Swim	Each foot of movement costs 1' extra, 2' extra on rough water. Rough water may require a Strength (Athletics) check.



ACTIONS IN COMBAT

Action	Description
Dash	Double your current movement speed this turn.
Disengage	For the rest of your turn, your movement does not provoke opportunity attacks.
Dodge	Until your next turn, attacks on you suffer disadvantage and you gain advantage on Dexterity saves.
Grapple	Make a Strength (Athletics) check contested by the target's Dexterity (Acrobatics) or Strength (Athletics) roll. To escape a grapple , spend an action and redo the contest.
Help	Help with a task: An ally gains advantage on a check that you assist with until the end of their next turn. Help an attack: Help an ally attack a target within 5' of you. Until your next turn, the ally's first attack on the target gains advantage.
Hide	Make a Dexterity (Stealth) check to hide. You cannot hide from a creature that can see you.
Ready	Ready an action for a triggering event. When triggered, you need your turn's one reaction to act. When readying a spell, you spend the slot and maintain concentration on the held spell.
Shove	Make a Strength (Athletics) check contested by the target's Dexterity (Acrobatics) or Strength (Athletics) roll to knock prone or push 5 feet.





BLINDED

- A blinded creature fails checks that require sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

CHARMED

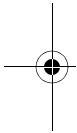
- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magic.
- The charmer has advantage on any ability check to interact socially with the creature.

DEAFENED

- Deafened creatures fail checks requiring hearing.

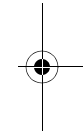
FRIGHTENED

- A frightened creature has disadvantage on checks and attacks while the source of its fear is visible.
- The creature can't willingly move closer to the source of its fear.



GRAPPLED

- A grappled creature's speed becomes 0.
- The condition ends if the grappler is **incapacitated**.
- The condition ends if an effect removes the grappled creature from the reach of the grappler.

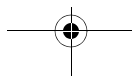


INCAPACITATED

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

INVISIBLE

- An invisible creature is impossible to see without magic or a special sense. For hiding, the creature counts as heavily obscured.
- Attack rolls against the creature of disadvantage, and the creature's attack rolls have advantage.





PARALYZED

- A paralyzed creature is **incapacitated** and can't move or speak.
- The creature fails Strength and Dexterity saves.
- Attack rolls against the creature have advantage.

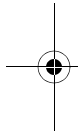


POISONED

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

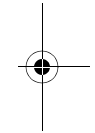
PRONE

- A prone creature's only movement option is to crawl, unless it stands to end the condition.
- The creature has disadvantage on attack rolls.
- An attack against the creature from within 5 feet has advantage. Otherwise the attack has disadvantage.



RESTRAINED

- A restrained creature's speed becomes 0.
- Attack rolls against the creature have advantage and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saves.

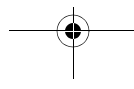


STUNNED

- A stunned creature is **incapacitated**, can't move, and can speak only falteringly.
- The creature fails Strength and Dexterity saves.
- Attack rolls against the creature have advantage.

UNCONSCIOUS

- An unconscious creature is **incapacitated**, can't move or speak, and is unaware of its surroundings.
- The creature drops held items and falls *prone*.
- The creature fails Strength and Dexterity saves.
- 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 attacker.



DEATH AND DYING

At 0 hit points, PCs fall *unconscious* (see the condition) and must make a death saving throw on each turn.

d20 roll Result

1	2 failures	After 3 failures, death.
2-9	1 failure	
10-19	1 success	After 3 successes, the PC becomes stable and stops making saves.
20	PC gains 1 hit point and becomes conscious.	

While at 0 HP, if a PC takes more damage, and it is... the PC suffers

massive—greater or equal to the PC's maximum hit points	death
from a critical hit	2 failed death saves
not massive or from a critical hit	1 failed death save
inflicted on you while stable at 0 hit points	destabilization at 1 failure (or 2 from a critical), and 0 successes

COUNTERSPELL AND DISPEL MAGIC

Dispel magic targets a creature, object, or magical effect. To counter a spell or end a magical effect, make an ability check using your spellcasting ability, against a **DC of 10 + the spell or effect's level.**

COVER

Cover Benefit

Half	+2 bonus to AC and Dexterity saves
three quarters	+5 bonus to AC and Dexterity saves
full	Can't be targeted directly.



SCROLLS

To cast a spell of higher level than you can otherwise use, make an ability check using your spellcasting ability, against a **DC of 10 + the spell's level**.

JUMPING

Jump	Movement	Distance
High	standing	Strength modifier in feet
	after moving 10'	3 + Strength modifier in feet
Long	standing	half Strength in feet
	after moving 10'	Strength in feet

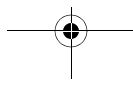
EXHAUSTION

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

LIGHT AND VISION

Source	Bright light	Dim light
Light spell or torch	20 foot radius	additional 20'
Lantern, bullseye	60 foot cone	additional 60'
Lantern, hooded	30 foot radius	additional 30'

In dim light and lightly obscured areas, creatures have disadvantage on Wisdom (Perception) checks that rely on sight. A creature with **darkvision** can see in dim light as if it were bright, and in darkness as if it were dim light.



ENCOUNTERS FOR 1ST-LEVEL CHARACTERS

Monsters per character	Monster Challenge Rating
1 for 1	1/4
1 for 2	1/2
1 for 4	1

ENCOUNTERS FOR 2ND- TO 4TH-LEVEL CHARACTERS

Monsters per character	Monster Challenge Rating
2 for 1	1/10 character level
1 for 1	1/4 character level
1 for 2	1/2 character level
1 for 4	Equal to character level

ENCOUNTERS FOR 5TH- TO 20TH-LEVEL CHARACTERS

Monsters per character	Monster Challenge Rating
4 for 1	1/10 character level
2 for 1	1/4 character level
1 for 1	1/2 character level
1 for 2	3/4 character level
1 for 4	Equal to character level plus 3

WHAT BREAKS CONCENTRATION?

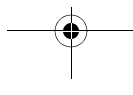
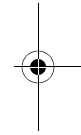
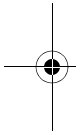
Damage or an **overwhelming distraction**. To keep concentration, make a **Constitution saving throw** at a DC equal to the higher of 10 or half the damage.

Being **incapacitated** or killed.



CHARACTER ADVANCEMENT

XP	Level	Proficiency
0	1	+2
300	2	
900	3	
2,700	4	
6,500	5	+3
14,000	6	
23,000	7	
34,000	8	
48,000	9	+4
64,000	10	
85,000	11	
100,000	12	
120,000	13	+5
140,000	14	
165,000	15	
195,000	16	
225,000	17	+6
265,000	18	
305,000	19	
355,000	20	



IMPROVISED CHALLENGES

Level	AC DC	HP	Attack	Damage		
				Medium	Hard	Deadly
1	11	40	+3	-	5 (1d10)	11 (2d10)
2-4	13	110	+4	5 (1d10)	11 (2d10)	22 (4d10)
5-7	15	150	+6	11 (2d10)	22 (4d10)	55 (10d10)
8-10	16	200	+7	16 (3d10)	38 (7d10)	77 (14d10)
11-13	17	240	+8	22 (4d10)	55 (10d10)	99 (18d10)
14-16	18	290	+9	38 (7d10)	77 (14d10)	115 (21d10)
17-20	19	350	+10	55 (10D10)	99 (18D10)	132 (24D10)

MOBS OF MONSTERS

Monster's Attack Modifier Subtracted From AC or Save Modifier From DC	Attacks That Hit or Monsters That Save
< 6	all
6-10	1 in 2
13-14	1 in 3
15-16	1 in 4
17-18	1 in 5
19	1 in 10
20+	1 in 20



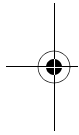
COVER

Cover	Benefit
Half	+2 bonus to AC and Dexterity saves
three quarters	+5 bonus to AC and Dexterity saves
full	Can't be targeted directly, but may be caught in area effect.



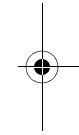
COUNTERSPELL AND DISPEL MAGIC

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GRAPPLE OR SHOVE

Make a Strength (Athletics) check contested by the target's Dexterity (Acrobatics) or Strength (Athletics) roll. **To escape a grapple**, spend an action and redo the contest. A shove knocks prone or pushes 5 feet.



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

For up to 1 hour, mounted characters can gallop at double the fast pace. Characters in wagons choose a pace as normal.

