

## DM REMINDERS

- Fun exists only in the now, use "showing" rather than "telling."
- Relax, slow down, listen, let players talk and plan.
- Start strong, define secrets, develop fantastic locations. (*Lazy DM tip*)
- "Yes, and..." Accept players' suggestions and expand on their ideas.
- Ask players to describe their characters' links to backstories, events, NPCs.
- Give characters info/odds/deadline, leave decisions to the players.

## GAME SESSION PACING (3 HOURS / 4 HOURS)

15 min.	Prep/set-up/logins/recap/player questions
30 / 45 min.	<b>ACT I:</b> big open, incite incident (urgent need/challenge/threat)
45 / 60 min.	<b>ACT II:</b> obstacles leading to big twist (continue 1st/2nd encounters)
45 / 60 min.	<b>ACT II:</b> obstacles leading to crisis (2nd/3rd encounter/boss fight)
45 / 60 min.	<b>ACT III:</b> climax and resolution (big encounter/wrap up boss fight)

## HOW TO AVOID BORING ADVENTURES

(*GM Tips from Guy Sclanders*)

### I.) SURPRISES (provoke questions)

- A.) Reverse situations (NPCs act opposite of expected, like fearful orcs)
- B.) Bigger / smaller (expect big? be small. expect small? be huge)
- C.) Decisions vs. combat (shopkeeper who attacks any non-locals in his shop)

### II.) STRUCTURE (don't allow "sameness")

- A.) Keep alternating, don't repeat same beat in a row:
  - 1.) role-play/social (NPC voice, drama, relationships/bonds, needs)
  - 2.) riddle (code, puzzle, missing formula)
  - 3.) combat (fight NPC/monster, use unusual battlefields)
  - 4.) race (ticking clock, contest vs. NPC, get to limited resource first)
  - 5.) chase (flee from a threat, catch a fleeing NPC)
  - 6.) scandal (secret to protect or expose, ethical/moral dilemma)
  - 7.) new information (plot clues, discovering new resource)
  - 8.) surprise encounter (unexpected villain, NPC in need, challenge ideals)
- B.) Work all the players (keep each person engaged)
- C.) Clarity of plot (make sure your players know what they are supposed to be doing)

### III.) BE ADAPTABLE (don't allow plot dead ends)

- A.) Keep them guessing (know what you want the outcome of the adventure to be and let players get there)
- B.) Give them what they guess (if players come up with a "wrong" better idea, let it be true)
- C.) Makes it bigger (if players seem to be guessing, "the church itself is the zombie")

## ABILITY MODIFIERS

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

## PROFICIENCY MODIFIERS BY LEVEL / CHALLENGE RATING

Modf.	Level/CR	Modf.	Level/CR
+2	Level 1 to 4 / CR 0 to 4	+6	Level 17 to 20 / CR 17 to 20
+3	Level 5 to 8 / CR 5 to 8	+7	CR 21 to 24
+4	Level 9 to 12 / CR 9 to 12	+8	CR 25 to 28
+5	Level 13 to 16 / CR 13 to 16	+9	CR 29 to 30

## DIFFICULTY CLASS TARGET NUMBERS

DC 5	<b>Very Easy</b>	Simplest use of skill or ability.
DC 10	<b>Easy</b>	Professional result, know common lore.
DC 15	<b>Medium</b>	Exceptional result or done in half the time.
DC 20	<b>Hard</b>	Impressive result, overcome substantial restraints.
DC 25	<b>Very Hard</b>	Extreme result, know obscure or hidden lore.
DC 30	<b>Nearly Impossible</b>	Legendary result, unprecedented revelation.

Note some tasks may **require proficiency** for any chance of success.

## NPC REACTIONS - FRIENDLY CREATURES

DC 0	Subject does as asked without taking risks or making sacrifices.
DC 10	Subject accepts a minor risk or sacrifice to do as asked.
DC 20	Subject accepts a significant risk or sacrifice to do as asked.

## NPC REACTIONS - INDIFFERENT CREATURES

DC 0	Subject offers no help but does no harm.
DC 10	Subject does as asked as long as no risks or sacrifices are involved.
DC 20	Subject accepts a minor risk or sacrifice to do as asked.

## NPC REACTIONS - HOSTILE CREATURES

DC 0	Subject opposes the adventurers' actions and might take risks to do so.
DC 10	Subject offers no help but does no harm.
DC 20	Subject does as asked as long as no risks or sacrifices are involved.

## WAYS TO GET HURT REAL BAD

### Unarmed Strikes

Punch, Kick	1 B	-
Grapple	-	See Grappled condition

### Simple Melee Weapons

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)

### Simple Ranged Weapons

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 Melee Weapons

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

**Damage Types:** B = bludgeoning, P = piercing, S = slashing

### Martial Ranged Weapons

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)

## SIEGE EQUIPMENT

Ballista	AC 15	50 hp	+6 to-hit	8d10 B	range 600/2,400
Cauldron, Suspended	AC 19	20 hp	DC 15 Dex save	3d6 Fire	10-ft. sq., half dmg on save
Mangonel	AC 15	100 hp	+5 to-hit	5d10 B	range 200/800
Ram	AC 15	100 hp	+8 to-hit	3d10 B	min. 4 people to use
Siege Tower	AC 15	200 hp	-	-	40-ft. tall, total cover to those inside
Trebuchet	AC 15	150 hp	+5 to-hit	8d10 B	can't target under 60 ft.

## IMPROVISING DAMAGE

1d10	Burned by coals, hit by a falling bookcase, pricked by a poison needle, fall of 10 to 25 feet, <i>Fire Bolt</i> cantrip
2d10	Being struck by lightning, stumbling into a fire pit, fall of about 35 feet, fire elemental touch
4d10	Hit by falling rubble in a collapsing tunnel, stumbling into a vat of acid, fall of about 65 feet, wrymling red dragon breath, City of Brass streets
10d10	Crushed by compacting walls, hit by whirling steel blades, wading through a lava stream, fall of about 150 feet, young to adult red dragon breath
12d10	Fall from height of 200 feet or more (human terminal velocity)
18d10	Being submerged in lava, being hit by a crashing flying fortress, ancient red dragon breath
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

## DAMAGE MODIFIERS

**Resistance:** Target suffers half damage from type (round down).

**Vulnerability:** Target suffers double damage from type.

**Immunity:** Target suffers no damage.

**Damage Threshold:** Objects are immune to any damage less than its threshold value. The object takes the full normal amount if damage is equal to or greater than its damage threshold.

## MAGIC POTIONS

### 1d10 Effect

- 1 **POTION OF POISON:** This potion is actually toxic. You take 3d6 poison damage, and you must succeed on a DC 13 Constitution saving throw or be poisoned until your next long rest.
- 2 **POTION OF CLIMBING:** Gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks you make to climb.
- 3 **POTION OF HEROISM:** For 1 hour after drinking, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the Bless spell, gaining +1d4 to attack rolls and saving throws (no concentration required).
- 4 **POTION OF INVISIBILITY:** When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.
- 5 **POTION OF WATER BREATHING:** You can breathe underwater for 1 hour after drinking this potion.
- 6 **PHILTER OF LOVE:** The next time you see a creature within 10 minutes after drinking this potion, you become Charmed by that creature for 1 hour. If the creature is of a species and gender you are normally attracted to, you regard it as your true love while you are charmed.
- 7 **POTION OF ANIMAL FRIENDSHIP:** When you drink this potion, you can choose a beast that you can see within 30 feet. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a DC 13 Wisdom saving throw or be Charmed by you for 1 hour.
- 8 **POTION OF FIRE BREATH:** After drinking this potion, you can use a bonus action to exhale fire at a target within 30 feet of you. The target must make a DC 13 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one. The effect ends after you exhale the fire three times or when 1 hour has passed.
- 9 **POTION OF HILL GIANT STRENGTH:** When you drink this potion, your Strength score changes to 21 (+5) for 1 hour.
- 10 **POTION OF FLYING:** When you drink this potion, you gain a flying speed equal to your walking speed for 1 hour and can hover. If you're in the air when the potion wears off, you fall unless you have some other means of staying aloft.

To determine a potion's effect before consuming, either use the *Identify* spell or ritual, or if proficient with alchemist's supplies, study for 1 minute and succeed at either a DC 20 Intelligence (Arcana) or Intelligence (Medicine) check. On a failed Intelligence check, you are unsure of the effect and may not attempt to test again for 24 hours.

## MAGIC SCROLLS

### 1d8 Effect

- 1 **TRAPPED:** This scroll only contains a glyph that explodes as soon as it is read, causing 3d6 fire damage to all within 5 feet when triggered.
- 2 **SCROLL OF PROTECTION:** Using an action to read the scroll encloses you in an invisible barrier that extends from you to form a 5-foot radius, 10-foot-high cylinder. For 5 minutes, this barrier prevents creatures of the specified type from entering or affecting anything within the cylinder. The cylinder moves with you and remains centered on you. However, if you move in such a way that a creature of the specified type would be inside the cylinder, the effect ends. A creature can attempt to overcome the barrier by using an action to make a DC 15 Charisma check. On a success, the creature ceases to be affected by the barrier.  
**Roll for creature type...**

01-10 ... vs. Aberrations	41-50 ... vs. Fey
11-20 ... vs. Beasts	51-75 ... vs. Fiends
21-30 ... vs. Celestials	76-80 ... vs. Plants
31-40 ... vs. Elementals	81-00 ... vs. Undead
- 3 **SPELL SCROLL OF LESSER RESTORATION:** 2nd level spell for Bard, Cleric, Druid, Paladin or Ranger.
- 4 **SPELL SCROLL OF FIREBALL:** 3rd level spell for Sorcerer or Wizard.
- 5 **SPELL SCROLL OF REMOVE CURSE:** 3rd level spell for Cleric, Paladin, Warlock or Wizard.
- 6 **SPELL SCROLL OF GREATER RESTORATION:** 5th level spell for Bard, Cleric or Druid.
- 7-8 **SPELL SCROLL OF RAISE DEAD:** 5th level spell for Bard, Cleric or Paladin.

## USING SCROLLS

A scroll is a consumable magic item usable only once. When its magic has been invoked, its words fade or it crumbles into dust.

Any creature that can understand a written language can read the arcane script on a scroll of protection and attempt to activate it. For spell scrolls, the effect must be on a caster's class spell list to use as an action (ignore casting time and spell's components). Otherwise, the scroll is unintelligible.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + spell's level. On a failed check, the spell disappears from the scroll with no other effect.

## MAGIC ITEM ATTACK TRAITS

### 1d10 Effect

- 1 **CURSED:** This item is possessed by a vengeful spirit. Becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the item, keeping it on your person at all times. While attuned to this item, you have disadvantage on attack rolls made with weapons other than this one.
- 2 **BOUND WARRIOR SPIRIT:** Becoming attuned to this object adds +1 to your attack rolls when used as a weapon (dagger, sword, etc.) or with a spell attack (crystal, wand).
- 3 **BOUND FLAME SPIRIT:** Becoming attuned to this object adds 1d6 fire damage to normal damage when used as a weapon (dagger, sword, etc.) or with a spell attack (crystal, wand).
- 4 **BOUND FROST SPIRIT:** As Flame Spirit, but does cold damage.
- 5 **BOUND ENTROPY SPIRIT:** As Flame Spirit, but does necrotic damage.
- 6 **BOUND CELESTIAL SPIRIT:** As Flame Spirit, but does radiant damage.
- 7 **BOUND STORM SPIRIT:** As Flame Spirit, but does lightning damage.
- 8 **BOUND SCORPION SPIRIT:** As Flame Spirit, but does poison damage.
- 9 **BOUND CAUSTIC SPIRIT:** As Flame Spirit, but does acid damage.
- 10 **BOUND INSANITY SPIRIT:** As Flame Spirit, but does psychic damage.

## ATTUNING TO A MAGIC ITEM

Attuning to an item requires a creature to spend a short rest focused on only that item while being in physical contact with it (this can't be the same short rest used to learn the item's properties). If the short rest is interrupted, the attunement attempt fails. Otherwise, at the end of the short rest, the creature gains an intuitive understanding of how to activate any magical properties of the item, including any necessary command words.

An item can be attuned to only one creature at a time, and a creature can be attuned to no more than three magic items at a time. A creature can't attune to more than one copy of an item.

A creature's attunement to an item ends if the creature no longer satisfies the prerequisites for attunement, if the item has been more than 100 feet away for at least 24 hours, if the creature dies, or if another creature attunes to the item. A creature can also voluntarily end attunement by spending another short rest focused on the item, unless the item is cursed.

## MAGIC ITEM DEFENSE TRAITS

### 1d8 Effect

- 1 **CURSED:** This item is possessed by a vengeful spirit. Becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the item, keeping it on your person at all times. While attuned to this item, you have disadvantage on saving throws if you wear any armor or cast any spell that improves your Armor Class.
- 2 **DEFENSE WARDING:** While attuned to this item, you gain an additional +1 to your Armor Class.
- 3 **SURVIVAL WARDING:** While attuned to this item, you gain +1 to all saving throws.
- 4 **ACID WARDING:** While attuned to this item, you gain acid resistance (half damage).
- 5 **FLAME WARDING:** While attuned to this item, you gain fire resistance (half damage).
- 6 **FROST WARDING:** While attuned to this item, you gain cold resistance (half damage).
- 7 **VENOM WARDING:** While attuned to this item, you gain poison resistance (half damage).
- 8 **ENTROPY WARDING:** While attuned to this item, you gain necrotic resistance (half damage).

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## CONDITIONS

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

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

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

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

**GRAPPLED:** A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed. The condition ends if the grappler is incapacitated (can't take actions or reactions). 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 or reactions.

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

**PARALYZED:** A paralyzed creature is incapacitated (can't take actions or reactions) and can't move or speak. The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage, and 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 is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging. The creature is incapacitated (can't take actions or reactions), 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, gains resistance to all damage and is immune to poison and disease (although a poison or disease already in its system is suspended, not neutralized).

**POISONED:** A poisoned creature has disadvantage on attack rolls and ability checks.

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

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

**STUNNED:** A stunned creature is incapacitated (can't take actions or reactions), 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 (can't take actions or reactions), can't move or speak, and is unaware of its surroundings. The creature drops whatever it's holding, falls prone and 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.

## EXHAUSTION

Exhaustion is measured in six levels. If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1. Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink. A *Greater Restoration* spell also reduces exhaustion by 1.

### Level ... Effects Added By Level

- 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

## HIT POINTS, DYING AND DEATH

**Maximum h.p. to 1 h.p.:** Normal, unhindered (though may show signs of taking suffered wounds).

**0 or less hit point:** Unconscious. Treat "under 0 h.p." as 0 (zero) when counting h.p. "up" due to healing.

**Negative maximum h.p.:** Instant death. (For example, a hero with 25 h.p. is automatically slain at -25 h.p. or worse.)

**Death Saving Throws:** When at 0 h.p. or less, make one DC 10 check per round (no ability modifiers apply). Three fails, death. Three successes, become stabilized. (Natural 1, double fail; natural 20, regain 1 hit point.) Any damage at 0 h.p. or less causes one fail.

**Stabilized:** Either three successful death saves, aid by another's DC 10 Wisdom (Medicine) check or use of a healer's kit (works automatically, no ability check needed). Wounded subject remains at 0 h.p. but is not dying, just unconscious. Regain 1 hit point after 1d4 hours, or more if otherwise healed.





## LAZY DM ENCOUNTER BUILDER

Level	4 monsters per hero	2 monsters per hero	1 monster per hero	1 monster per 2 heroes	1 monster per 4 heroes
1	-	-	CR 1/4	CR 1/2	CR 1
2	-	-	CR 1/2	CR 1	CR 3
3	-	CR 1/4	CR 1	CR 2	CR 4
4	-	CR 1/2	CR 1	CR 2	CR 5
5	CR 1/4	CR 1	CR 2	CR 4	CR 8
6	CR 1/4	CR 1	CR 3	CR 5	CR 9
7	CR 1/2	CR 1	CR 3	CR 6	CR 10
8	CR 1/2	CR 1	CR 3	CR 6	CR 12
9	CR 1/2	CR 2	CR 4	CR 7	CR 12
10	CR 1/2	CR 2	CR 4	CR 7	CR 14
11	CR 1	CR 3	CR 5	CR 8	CR 15
12	CR 1	CR 3	CR 5	CR 10	CR 17
13	CR 1	CR 3	CR 6	CR 10	CR 18
14	CR 1	CR 4	CR 6	CR 11	CR 19
15	CR 1	CR 4	CR 7	CR 12	CR 20
16	CR 2	CR 4	CR 7	CR 13	CR 20
17	CR 2	CR 4	CR 8	CR 14	CR 21
18	CR 2	CR 5	CR 8	CR 14	CR 21
19	CR 2	CR 5	CR 9	CR 15	CR 22
20	CR 3	CR 6	CR 10	CR 16	CR 23

## TRAP & HAZZARD RISKS BY CHARACTER LEVEL

Level	Attack Bonus	Save DC	Damage Severity			Spell Equivalent		
			Low	Med	High	Low	Med	High
1	+3	DC 11	-	5 (1d10)	11 (2d10)	Cntp.	1st	2nd
2-4	+4	DC 13	5 (1d10)	11 (2d10)	22 (4d10)	Cntp.	2nd	4th
5-7	+6	DC 15	11 (2d10)	22 (4d10)	55 (10d10)	1st	3rd	6th
8-10	+7	DC 16	16 (3d10)	38 (7d10)	77 (14d10)	2nd	4th	7th
11-13	+8	DC 17	22 (4d10)	55 (10d10)	99 (18d10)	3rd	6th	9th
14-16	+9	DC 18	38 (7d10)	77 (14d10)	115 (21d10)	4th	7th	9th+3rd
17-20	+10	DC 19	55 (10d10)	99 (18d10)	132 (24d10)	6th	9th	9th+5th

## GENERIC CREATURE STATS BY CR

CR	Armor Class	Hit Points	Prof. Action	Passive Percpt.	Attacks/ Round	Melee Dmg.	Ranged Dmg.	Special Save DC
CR 0	AC 13	8 hp	+3	11	1	1d2+1	1d4	DC 11
CR 1/8	AC 13	10 hp	+4	12	1	1d4+2	1d4	DC 12
CR 1/4	AC 13	15 hp	+4	12	2	1d4+2	1d4	DC 12
CR 1/2	AC 13	20 hp	+4	12	2	1d4+2	1d4	DC 12
CR 1	AC 13	30 hp	+4	12	2	1d6+2	1d8	DC 12
CR 2	AC 13	50 hp	+5	13	2	1d6+3	1d8	DC 13
CR 3	AC 13	70 hp	+5	13	2	1d8+3	1d10	DC 13
CR 4	AC 14	90 hp	+6	14	2	1d8+3	1d10	DC 14
CR 5	AC 14	110 hp	+6	14	2	1d10+3	1d12	DC 14
CR 6	AC 14	130 hp	+7	15	2	1d10+4	1d12	DC 15
CR 7	AC 15	150 hp	+7	15	3	1d10+4	2d8	DC 15
CR 8	AC 15	170 hp	+8	16	3	1d12+4	2d8	DC 16
CR 9	AC 15	190 hp	+8	16	3	1d12+4	2d10	DC 16
CR 10	AC 16	210 hp	+9	17	3	1d12+5	2d10	DC 17
CR 11	AC 16	230 hp	+9	17	3	2d8+5	2d10	DC 17
CR 12	AC 16	250 hp	+10	18	4	2d8+5	2d10	DC 18
CR 13	AC 17	270 hp	+10	18	4	2d8+5	2d12	DC 18
CR 14	AC 17	290 hp	+11	19	4	2d8+6	2d12	DC 19
CR 15	AC 17	310 hp	+11	19	4	2d8+6	2d12	DC 19
CR 16	AC 18	330 hp	+12	20	4	2d8+6	2d12	DC 20
CR 17	AC 18	250 hp	+12	20	4	2d10+6	3d8	DC 20
CR 18	AC 18	270 hp	+13	21	5	2d10+7	3d8	DC 21
CR 19	AC 19	290 hp	+13	21	5	2d10+7	3d8	DC 21
CR 20	AC 19	410 hp	+14	22	5	2d10+7	3d8	DC 22
CR 21	AC 19	430 hp	+14	22	5	2d10+7	3d10	DC 22
CR 22	AC 20	450 hp	+15	23	5	2d10+8	3d10	DC 23
CR 23	AC 20	470 hp	+15	23	5	2d12+8	3d10	DC 23
CR 24	AC 20	490 hp	+16	24	6	2d12+8	3d10	DC 24
CR 25	AC 21	510 hp	+16	24	6	2d12+9	3d12	DC 24

Source: Hellsapes, p. 156

## MONSTERS BY CHALLENGE RATING

<b>CR 0</b>	Commoners, small animals
<b>CR 1/8</b>	Well-armed commoners (guards, bandits, cultists), common animals
<b>CR 1/4</b>	Minor warriors (goblins, drow, skeletons, zombies), medium predators (wolf, panther), animal swarms (ravens, rats), faeries (pixies/sprites)
<b>CR 1/2</b>	Moderate warriors (scouts, thugs, gnolls, hobgoblins, orcs), predators (black bear, crocodile, worg), rust monster, shadow, warhorse
<b>CR 1</b>	Major warriors (bugbear), predators (grizzly, lion), ghoul, hippogriff
<b>CR 2</b>	Berserker, cave bear, centaur, mimic, griffon, ogre, pegasus
<b>CR 3</b>	Elite warriors (knights, veterans), basilisk, displacer beast, hell hound, manticore, minotaur, mummy, owlbear, werewolf, wight, yeti
<b>CR 4</b>	Banshee, couatl, ettin, ghost, incubus/succubus, wereboar
<b>CR 5</b>	Great warriors (gladiator), hill giant, troll, unicorn, werebear, wraith
<b>CR 6</b>	Mage, chimera, cyclops, mammoth, medusa, wyvern
<b>CR 7</b>	Giant ape, mind flayer, oni, stone giant
<b>CR 8</b>	Assassin, fomorian, frost giant, hydra, tyrannosaurus rex
<b>CR 9</b>	Clay golem, cloud giant, fire giant, treant
<b>CR 10</b>	Aboleth, deva angel, stone golem, young red dragon
<b>CR 11</b>	Behir, genies (djinni, efreeti), gnosphinx, roc
<b>CR 12</b>	Archmage, arcanaloth fiend, erinyes devil
<b>CR 13</b>	Beholder, adult white dragon, rakshasa, storm giant, vampire
<b>CR 14</b>	Ice devil, adult black dragon
<b>CR 15</b>	Adult green dragon, mummy lord, purple worm, major vampire
<b>CR 16</b>	Adult blue dragon, iron golem, marilith demon, planetar angel
<b>CR 17</b>	Adult red dragon, androsphinx, death knight, goristro demon
<b>CR 18</b>	Demilich
<b>CR 19</b>	Balor demon
<b>CR 20</b>	Ancient white dragon, pit fiend devil
<b>CR 21</b>	Ancient black dragon, lich, solar angel
<b>CR 22</b>	Ancient green dragon, lich in its lair
<b>CR 23</b>	Ancient blue dragon, empyrean (titan), kraken
<b>CR 24</b>	Ancient red dragon
<b>CR 25</b>	
<b>CR 26</b>	
<b>CR 27</b>	
<b>CR 28</b>	
<b>CR 29</b>	
<b>CR 30</b>	Tarrasque

## DUNGEON CHAMBER CONTENTS

<b>d100</b>	<b>Contents</b>
01-08	Monster (dominant inhabitant)
09-15	Monster (dominant inhabitant) with treasure
16-27	Monster (pet or allied creature)
28-33	Monster (dominant inhabitant) guarding treasure
34-42	Monster (random creature)
43-50	Monster (random creature) guarding treasure
51-58	Dungeon hazard (mold, fungi, webs) with incidental treasure
59-63	Obstacle (cave-in, chasm, flooding, lava, wild magic, etc.)
64-67	Trap (setback/low damage or spell, else alarm or snare)
68-73	Trap (dangerous/medium damage or spell)
74-76	Trap (deadly/high damage or spell) protecting treasure
77-80	Trick (illusion or bodiless voice, offer of gamble, risk/reward)
81-88	Empty room (possible signs of past inhabitants)
89-94	Empty room with hidden dungeon hazard (disease, curse)
95-100	Empty room with treasure (guard already slain or trap broken)

## MONSTER MOTIVATION

<b>d20</b>	<b>Goals</b>
1-2	Find a sanctuary ("they can't touch me here" or seeking to end curse)
3-5	Conquer the dungeon ("join me or die")
6-8	Seek an item in the dungeon ("my precious" object or prisoner rescue)
9-11	Slay a rival ("it won't escape me this time")
12-13	Hide from enemies ("they'll never find me here")
14-15	Recover from a battle ("I only grow stronger")
16-17	Avoid danger ("there must be an easier way through")
18-20	Seek wealth / hunt food ("I crave more, more, more...")

## LIGHTING UP THE DARKNESS

<b>Bright / Dim Light</b>	<b>Sources</b>
60 ft. / 60 ft.	Bullseye lantern (cone-shaped beam), lasts 6 hours
30 ft. / 30 ft.	Hooded lantern (radius), lasts 6 hours
20 ft. / 20 ft.	Torch or <i>Light</i> cantrip (radius), lasts 1 hour
15 ft. / 15 ft.	Lamp (radius), lasts 6 hours
5 ft. / 5 ft.	Candle (radius), lasts 1 hour

## WILD SHAPES (DRUID CIRCLE OF THE LAND)

You can use an action to magically assume the shape of a beast of CR 1/4 or less, no flying or swimming speed. The effect lasts for one hour, until you fall unconscious, drop to 0 hit points, die or choose to use a bonus action to revert back. You chose if your carried equipment falls to the ground, merges into your beast form or remains worn/carried.

While transformed, you retain your alignment, Intelligence, Wisdom and Charisma. You can't cast spells, and speaking and using your hands is limited.

You may use this ability twice between short or long rests.

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### GENERIC TINY ANIMAL (*tiny beast, e.g. cricket, mouse*)

AC: 11 (natural armor); HP: 1 (1d4-1); SPD: 30 ft.; STR: 2 (-4); DEX: 11 (+0); CON: 8 (-1); SENSES: Standard, passive Perception 9; CR 0

**Bite/Sting:** Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 1 piercing or slashing damage.

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### CONSTRUCTOR SNAKE (*large beast, e.g. anaconda, boa, python*)

AC: 12; HP: 13 (2d10+2); SPD: 30 ft., no swim speed; STR: 15 (+2); DEX: 14 (+2); CON: 12 (+1); SENSES: blindsight 10 ft., passive Perception 10; CR 1/4

**Bite:** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6+2) piercing damage.

**Constrict:** Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 6 (1d8+2) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

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### GIANT WOLF SPIDER (*medium beast*)

AC: 13; HP: 11 (2d8+2); SPD: 40 ft., climb 40 ft.; STR: 12 (+1); DEX: 16 (+3); CON: 13 (+1); SKILLS: Perception +3, Stealth +7; SENSES: blindsight 10 ft., darkvision 60 ft., passive Perception 13; CR 1/4

**Spider Climb:** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Sense:** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker:** The spider ignores movement restrictions caused by webbing.

**Bite:** Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6+1) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

## WILD SHAPES (DRUID CIRCLE OF THE LAND)

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### GIANT POISONOUS SNAKE (*medium beast, e.g. asp, cobra, viper*)

AC: 14; HP: 11 (2d8+2); SPD: 30 ft., no swim speed; STR: 10 (+0); DEX: 18 (+4); CON: 13 (+1); SKILLS: Perception +2; SENSES: blindsight 10 ft., passive Perception 12; CR 1/4

**Bite:** Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 6 (1d4+4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

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### PANTHER (*medium beast*)

AC: 12; HP: 13 (3d8); SPD: 50 ft., climb 40 ft.; STR: 14 (+2); DEX: 15 (+2); CON: 10 (+0); SKILLS: Perception +4, Stealth +6; SENSES: Standard, passive Perception 14; CR 1/4

**Keen Smell:** The panther has advantage on Wisdom (Perception) checks that rely on smell.

**Pounce:** If the panther moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

**Bite:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) piercing damage.

**Claw:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) slashing damage.

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### WOLF (*medium beast*)

AC: 13 (natural armor); HP: 11 (2d8+2); SPD: 40 ft.; STR: 12 (+1); DEX: 15 (+2); CON: 12 (+1); SKILLS: Perception +3, Stealth +4; SENSES: Standard, passive Perception 13; CR 1/4

**Keen Hearing and Smell:** The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics:** The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 ft. of the creature and the ally isn't incapacitated.

**Bite:** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (2d4+2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.



## WILD SHAPES (DRUID CIRCLE OF THE MOON)

You can use a bonus action to magically assume the shape of a beast of CR 1 or less, no flying or swimming speed. The effect lasts for one hour, until you fall unconscious, drop to 0 hit points, die or choose to use a bonus action to revert back. You chose if your carried equipment falls to the ground, merges into your beast form or remains worn/carried.

You may use this ability twice between short or long rests.

While transformed, you retain your alignment, Intelligence, Wisdom and Charisma. You can't cast spells, and speaking and using your hands is limited.

**Combat Wild Shape:** While transformed, you may use a bonus action to expend a spell slot and regain 1d8 hit points per level of the spell slot used.

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### GENERIC TINY ANIMAL (*tiny beast, e.g. cricket, mouse*)

AC: 11 (natural armor); HP: 1 (1d4-1); SPD: 30 ft.; STR: 2 (-4); DEX: 11 (+0); CON: 8 (-1); SENSES: Standard, passive Perception 9; CR 0

**Bite/Sting:** Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. Hit: 1 piercing or slashing damage.

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### BROWN BEAR (GRIZZLY) (*large beast*)

AC: 11 (natural armor); HP: 34 (4d10+12); SPD: 40 ft., climb 30 ft.; STR: 19 (+4); DEX: 10 (+0); CON: 16 (+3); SKILLS: Perception +3; SENSES: Standard, passive Perception 13; CR 1

**Keen Smell:** The bear has advantage on Wisdom (Perception) checks that rely on smell.

**Multiattack:** The bear makes two attacks: one with its bite and one with its claws.

**Bite:** Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) piercing damage.

**Claws:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 11 (2d6+4) slashing damage.

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### WARHORSE (*large beast*)

AC: 11; HP: 19 (3d10+3); SPD: 60 ft.; STR: 18 (+4); DEX: 12 (+1); CON: 13 (+1); SENSES: Standard, passive Perception 11; CR 1/2

**Trampling Charge:** If the horse moves at least 20 ft. straight toward a creature and then hits it with a hooves attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the horse can make another attack with its hooves against it as a bonus action.

**Hooves:** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6+4) bludgeoning damage.

## WILD SHAPES (CIRCLE OF THE MOON)

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### GIANT SPIDER (*large beast*)

AC: 14 (natural armor); HP: 26 (4d10+4); SPD: 30 ft., climb 30 ft.; STR: 14 (+2); DEX: 16 (+3); CON: 12 (+1); SKILLS: Stealth +7; SENSES: blindsight 10 ft., darkvision 60 ft., passive Perception 10; CR 1

**Spider Climb:** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Sense:** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker:** The spider ignores movement restrictions caused by webbing.

**Bite:** Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8+3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

**Web (Recharge 5-6):** Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

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### TIGER (*large beast*)

AC: 12; HP: 37 (5d10+10); SPD: 40 ft.; STR: 17 (+3); DEX: 15 (+2); CON: 14 (+2); SKILLS: Perception +3, Stealth +6; SENSES: darkvision 60 ft., passive Perception 13; CR 1

**Keen Smell:** The tiger has advantage on Wisdom (Perception) checks that rely on smell.

**Pounce:** If the tiger moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the tiger can make one bite attack against it as a bonus action.

**Bite:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10+3) piercing damage.

**Claw:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8+3) slashing damage.