



CREATIVE QUEST

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DM Screen Pack

Please note some of the information
has been created to optimise
D&D and has homebrew rules





Conversations

DC Friendly Creature's Reactions

0	Does as asked without taking risks or making sacrifices
10	Accepts a minor risk or sacrifice to do as asked
20	Accepts a significant risk or sacrifice to do as asked

DC Indifferent Creature's Reactions

0	Offers no help but does no harm
10	Does as asked as long as no risks or sacrifices involved
20	Accepts a minor risk or sacrifice to do as asked

DC Hostile Creature's Reactions

0	Opposes adventurer's actions, might take risks to do so
10	Offers no help but does no harm
20	Does as asked as long as no risks or sacrifices involved

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



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, 10ft by 10ft window)	5 (1d10)	27 (5d10)

Combat Actions

Action	Effect
Attack	Attack target with a weapon
Spell	Cast a spell
Dash	Use your action to move your speed
Disengage	Move away without receiving an opportunity attack
Dodge	Attack rolls against dodger have disadvantage
Help	Target of help gains advantage on next ability check or attack (if help is within 5ft.) before next round
Hide	Do a stealth check to hide if not in line of sight
Opportunity	A reaction strike if moves more than 5ft away
Ready	Hold your action and decide what triggers it
Search	Search a target
Use object	Use a second object during your turn

Improvised Damage

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

Trap Damage Severity & Level

Character Level	Setback	Dangerous	Deadly
1st-4th level	1d10	2d10	4d10
5th-10th level	2d10	4d10	10d10
11th-16th level	4d10	10d10	18d10
17th-20th level	10d10	18d10	24d10

Object AC

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

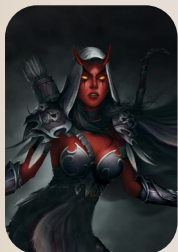
Holding Breath

1 Minute + targets Constitution modifier, at the end of this time the target drops to 0 hit points.



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.



Grappled

- + A grappled creature's speed becomes 0, and it can't benefit from any bonus of its speed.
- + The condition ends if the grappler is **incapacitated**.
- + 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.

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.



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 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** 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 a creature is a **critical hit** if the attacker is within 5 feet of the creature.

Petrified

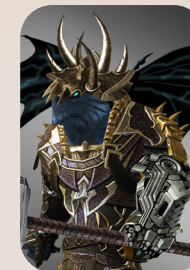
- + A petrified creature is transformed, along with any non magical objects it is wearing or carrying. Its weight increases by a factor of 10 and it ceases aging.
- + The creature is **incapacitated**, can't move or speak, and is unaware of its surroundings.
- + Attack rolls against the creature have **advantage**.
- + The creature automatically **strength** and **dexterity** saving throws.
- + The creature has resistance to all damage.
- + The creature is immune to poison and disease, any poison or disease already present is suspended.

Poisoned

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

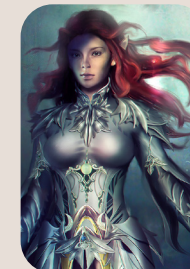
Prone

- + A prone creature's can only crawl, unless it stands up ending the condition.
- + The creature has **disadvantage** on attack rolls.
- + An attack against the creature has advantage if the attacker is within 5 feet, otherwise the attack has **disadvantage**.



Restrained

- + A restrained creature's speed becomes 0 and it can't benefit from any speed bonus.
- + 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 move and speak only falteringly.
- + The creature automatically fails any **strength** and **dexterity** saving throws.
- + 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 whatever it was holding and falls prone.
- + The creature automatically fails **strength** and **dexterity** saving throws.
- + Attacks against the creature have **advantage**.
- + Any attack that hits the creature is a **critical hit** if the attacker is with 5 feet of the creature.



Critical Hit Table

1-7	No effect
8	Target drops whatever it is holding
9	Target cannot make opportunity attacks for one turn
10	Target makes a DC14 Dex save or is knocked prone
11	Target pushed back 5', DC12 Dex save or is knocked prone
12	Target pushed back 10', DC10 Dex save or is knocked prone
13	Target is frightened for its next turn
14	Ally within range can use its reaction to attack your target
15	Make a follow up attack as a reaction at disadvantage
16	Target has disadvantage on its next attack
17	Target has disadvantage on all saving throws for one turn
18	Target has disadvantage on attack rolls for one turn
19	Targets Armour is reduced by -1 until it is repaired
20	Target is incapacitated for 1 turn.

Critical Miss Table

1	Pull Muscle. -1 to hit until you regain any hit points
2	Fatigue. Take a level of exhaustion
3	Liability. Critical hit an ally in range
4	Shell shocked. Incapacitated for one round
5	Vision impaired. Blinded for a round
6	Wide Miss. Hit an ally in range
7	damage self
8	Dazed. Attack rolls against you are at advantage for 1 round
9	Clumsy. Fall prone
10	Slip. Make a DC15 Dex save or fall prone
11	Twist ankle. Speed reduced by 10' for duration of combat
12	Butterfingers. Drop weapon or it breaks (Bow string, etc)
13	Loose item. Drop item from backpack/pouch (may break)
14-20	Embarrassed. No effect

Resting

Short Rest	Spend hit dice up to characters level to regain hit points, add Constitution bonus to each die rolled.
1 Hour	
Long Rest	Regain all lost hit points, regain hit dice up to half of the characters level, regain spell slots
8 Hours	

Healing Potions

Healing (50gp)	2d4+2
Greater (150gp)	4d4+4
Superior (450gp)	8d4+8
Supreme (1350gp)	10d4+20



Reading Scrolls

Lower or equal level	Auto
Greater	DC10+level of spell

Tracking

Soft surface such as snow	10
Dirt or Grass	15
Bare Stone	20
Every day since passed	+5
Leaving a trail	-5

Free interactions

Do one interaction per turn
Draw or sheathe a weapon
Open or close a door
Take item from backpack
Pick up item from floor
Put on or remove jewellery
Eat some food
Drink some liquid
Take coins from pouch
Throw a lever or switch
Take an object from a shelf
Put on or take off a mask
Pull up or put down a hood
Kick a small item
Turn a key in a lock
Hand item to another person

Adventuring Gear

Abacus	2 gp	Healer's kit	5 gp
Acid (vial)	25 gp	Holy symbol	
Alchemist's fire (flask)	50 gp	Amulet	5 gp
Ammunition		Emblem	5 gp
Arrows (20)	1 gp	Reliquary	5 gp
Blowgun needles (50)	1 gp	Holy water	25 gp
Crossbow bolts (20)	1 gp	Hourglass	25 gp
Sling bullets (20)	4 cp	Hunting Trap	5 gp
Antitoxin (vial)	50 gp	Ink (1 ounce bottle)	10 gp
Arcane focus		Ink Pen	2 cp
Crystal	10 gp	Jug or Pitcher	2 cp
Orb	20 gp	Ladder (10 foot)	1 sp
Rod	10 gp	Lamp	5 sp
Staff	5 gp	Lantern, Bullseye	10 gp
Wand	10 gp	Lantern, Hooded	5 gp
Backpack	2 gp	Lock	10 gp
Ball bearings (bag of 1000)	1 gp	Magnifying Glass	100 gp
Barrel	2 gp	Manacles	2 gp
Basket	4 sp	Mess Kit	2 sp
Bedroll	1 gp	Mirror, steel	5 gp
Bell	1 gp	Oil (flask)	1 sp
Blanket	5 sp	Paper (1sheet)	2 sp
Block and tackle	1 gp	Parchment (1sheet)	1 sp
Book	25 gp	Perfume (Vial)	5 gp
Bottle, glass	5 sp	Pick, Miner's	2 gp
Bucket	5 cp	Piton	5 cp
Caltrops (bag of 20)	1 gp	Poison, basic (vial)	100 gp
Candle	1 cp	Pouch	5 sp
Case, crossbow bolt	1 gp	Quiver	1 gp
Case, map or scroll	1 gp	Ram, portable	4 gp
Chain (10 feet)	5 gp	Rations (1day)	5 sp
Chalk (1 piece)	1 sp	Robes	1 gp
Chest	5 gp	Rope, hempen (50 feet)	1 gp
Climber's kit	25 gp	Rope, silk(50 feet)	10 gp
Clothes, common	5 sp	Sack	1 cp
Clothes, costume	5 gp	Scale, merchant's	5 gp
Clothes, fine	15 gp	Sealing wax	5 sp
Clothes, traveler's	2 gp	Shovel	2 gp
Component pouch	25 gp	Signal Whistle	5 cp
Crowbar	2 gp	Signet ring	5 gp
Druidic focus		Soap	2 cp
Sprig of mistletoe	1 gp	Spellbook	50 gp
Totem	1 gp	Spikes, iron (10)	1 gp
Wooden staff	5 gp	Spyglass	1000 gp
Yew wand	10 gp	Tent, two person	2 gp
Fishing tackle	1 gp	Tinderbox	5 sp
Flask or tankard	2 cp	Torch	1 cp
Grappling hook	2 cp	Vial	1 gp
Hammer	1 gp	Waterskin	2 sp
Hammer, sledge	2 gp	Whetstone	1 cp

Saving Throw Checks

Ability	Used for
Strength	Opposing a force that would physically move or bind you
Dexterity	Dodging out of harm's way
Constitution	Enduring a disease, poison or other hazard that saps vitality
Intelligence	Disbelieving certain illusions and resisting mental assaults with logic, sharp memory or both
Wisdom	Resisting effects that charm, frighten or otherwise assault your willpower
Charisma	Withstand effects, such as possession, that subsume personality or hurl you to another plane of existence

Ability Check Uses

Ability	Used for	Examples
Strength	Physical force and athleticism	Smash down a door, move a boulder, spike a door shut
Dexterity	Agility, reflex and balance	Sneak past a guard, walk narrow edge, wriggle free of chains
Constitution	Stamina and health	Endure a marathon, grasp hot metal, win drinking contest
Intelligence	Memory and reason	Decode encrypted message, recall lore, recognise clue's meaning
Wisdom	Perceptiveness and willpower	Spot hidden creature, sense that someone is lying
Charisma	Social Influence and confidence	Persuade a creature, cow a crowd, lie to someone convincingly

Skills & 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

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

Jumping

Running long jump of 10'	Jump your Strength score in feet
Standing long jump	Jump half your Strength score in feet
Running high jump	Jump 3' + 1' per Strength modifier
Standing high jump	Half distance of running high jump
Under 1/2 distance	Automatically succeed
1/2 to 3/4 distance	Make an DC10 Athletics test
Over 3/4 distance	Make a DC15 Athletics test
Landing on rough terrain	DC10 Acrobatics check or land prone

Cover

Cover	Effect
Half Cover	+2 bonus to AC and dexterity saving throws
Three-quarters	+5 bonus to AC and dexterity saving throws
Total cover	Can't be targeted directly by an attack or spell

Hiding

Action	Success
Looking	Stealth check vs Perception check
Not looking	Stealth check vs Passive Perception check
Modifier	+5 with advantage , -5 with disadvantage

Obscured Areas

Obscurity	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 with no line of sight, creatures are effectively blinded.	Darkness, Heavy fog, Heavy foliage

Weather

1-14	Normal Weather
15-17	1d4 x 10° colder
18-20	1d4 x 10° hotter
1-12	No wind
13-17	Light wind
18-20	Strong wind
1-12	Clear weather
13-17	Light rain or snow
18-20	Heavy rain or snow

Travel Pace

Pace	Time	Hours	Daily
Fast	400 ft	4 miles	30 miles
Effect	-5 Perception		
Normal	300 ft	3 miles	24 miles
Slow	200 ft	2 miles	18 miles
Effect	Use Stealth		



Setting a DC

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