



CREATIVE QUEST

www.creativequest.co.uk

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

Encounter Distance

Arctic, Desert, Farmland, Grassland	6D6 x 10 feet
Forest, Swamp, Woodland	2D8 x 10 feet
Hills, Wasteland	2D8 x 10 feet
Jungle	2D6 x 10 feet
Mountains	4D10 x 10 feet

Sound Distance Travelled

Trying to be quiet	2D6 x 5 feet
Normal noise level	2D6 x 10 feet
Very loud	2D6 x 50 feet

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.

Getting Lost

Forest	DC15
Jungle	
Swamp	
Mountains	
Open Sea / Overcast	
Arctic	DC10
Desert	
Hills	
Open Sea / Clear skies	
Grassland	DC5
Meadow	
Farmland	

+5 to dice roll if moving at a slow pace, -5 if moving at a fast pace.



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 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 (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 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 (see the condition), 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, 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.

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. A grappled effect, such as when a creature is hurled away by the thunderwave spell.

INCAPACITATED

An incapacitated creature can't take actions or reactions.

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.

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

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

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

Travel Distance			
Pace	Minute	Hour	Day
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		

Tracking

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

Setting a DC

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