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Objects AC & HP

WEAPONS & ARMOR

SHOP

TRAVEL PACE & MODIFIERS

MOUNTS

LOOT GENERATOR

MAGIC ITEMS VALUE

Inserts designed by CraftyOwlbear @Etsy



Hide Your Rolls, Notes & Maps In Style

Beautiful full color design that is made to last and impress your players and keep them immersed in the game!

The People & Places

OCCUPATION	PERSONA	TRAIT	SPEECH	MALE	FEMALE	LAST NAME
1 Beggar	Furtive	Muscular	High-pitched	Aren	Alana	Garnick
2 Shepherd	Curious	Lots of tattoos	Excited	Jeff	Low	Fennet
3 Mage	Nervous	Very neat/clean	Always whispers	Galen	Gwenhwy	Kilnes
4 Actor	Sly	Clammy	Nasal	Wythen	Whitmy	Cricket
5 Cook	Genial	Very tall	Gruffy	Orumak	Oruda	Balbarich
6 Teacher	Stoic	Piercing	Forges words	Erik	Eldora	Midlene
7 Fisherman	Gracious	Fidgets	Stammers	Thoree	Thama	Crate Finch
8 Botanist	Flamboyant	Love storytelling	Fast-talker	Inti	Iara	Hucklewoth
9 Bard	Secretive	Smokes pipe	Tense	Quanta	Quisa	Rickton
10 Tailor	Barbaric	Always reading	Thick accent	Caldie	Cenia	Rekton
11 Miner	Friendly	Missing finger	Sing-song voice	Lasandra	Lidos	Dwerfda
12 Author	Intellectual	"Extra" clothing	Dark tone	Ora Sor	Oloca Syr	Chardie
13 Maid/Butler	Humorous	Falls asleep	Aggressive	Yodis	Yodra	Fendula
14 Blacksmith	Creepy	Lots of jewelry	Slow, deep voice	Arant	Arbia	Xer/Tover
15 Messenger	Careless	Covered in dirt	Plums in mouth	Vander	Vras	Patral
16 Gladiator	Honest	Always eating	Relaxed	Tiger	Efik	Vas Ota
17 Mercenary	Proud	Always drinking	Booming voice	Saba	Slane	Booce
18 Alchemist	Optimistic	Loves gambling	Never sets mouth	Uda	Udga	Cooba
19 Innkeeper	Cruel	Always drinking	Booming voice	Uda	Udga	Cooba
20 Thief	Cheerful	Attractive	Third person	Gundo	Goyon	Lekarab

FOOD, DRINKS & LODGING	SERVICE COSTS	COST (RARE)
Item	Cost	LO/MID/HI
Ale, mug	25p	15p / 25p / 35p
Wine, bottle	25p	15p / 25p / 35p
Bread (per person)	75p	100p / 125p / 150p
Bread, loaf	25p	25p / 40p / 55p
Meat, chunk	25p	35p / 50p / 65p
Meat, (per day)	25p	35p / 50p / 65p
Inn stay (per day)	15p	15p / 25p / 35p

SHOPS PRICES	PRICE (-)
Acid (vial)	25 gp
Alchemist fire (flask)	50 gp
Backpack	1 gp
Bedroll	25 gp
Book	5 gp
Chain (10 ft.)	5 gp

SHOPS PRICES	PRICE (-)
Clothes	5 gp - 2 gp
Crowbar	2 gp
Grappling hook	1 - 2 gp
Hammer	25 gp
Holy water (flask)	10-50 gp
Kits	1 gp
Ladder (10 ft.)	1 gp
Lamp/Lantern	5 gp/3 gp
Manacles	2 gp
Oil (flask)	1 gp
Paper/Parchment (10)	10p/25p
Pison	5 gp
Rope (per 10 ft.)	1 gp
Rope (per 100 ft.)	10 gp
Spear	1 gp
Tools	1 gp



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.

GRAPPLED

Speed becomes 0. The condition also ends if an Effect removes the grappled creature from the reach of the Grappler, such as when a creature is hurled away by the Thunderwave spell.

INCAPACITATED

An incapacitated creature can't take Actions or Reactions.

POISONED

A poisoned creature has disadvantage on Attack rolls and Ability Checks.

PRONE

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.

MADNESS EFFECTS

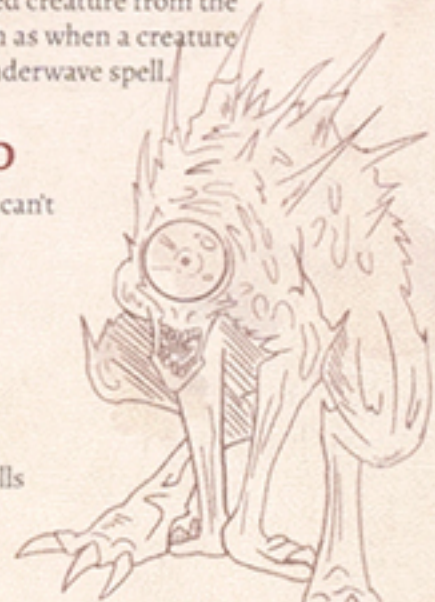
A character afflicted with short-term madness is subjected for 1d10 minutes.

A character afflicted with long-term madness is subjected for 1d10 x 10 hours.

A character afflicted with indefinite madness gains a new character flaw that lasts until cured.

MADNESS EXAMPLES

Term	Use action each round to Attack the nearest creature / Starts drooling and is Stunned.
Short Term	Use action each round to Attack the nearest creature / Starts drooling and is Stunned.
Short Term	Begins babbling and is incapable of normal Speech or Spellcasting / Weiridly falls Unconscious.
Long Term	Feels compelled to repeat a specific activity over and over / Loses the ability to speak.
Long Term	Suffers extreme paranoia. The character has disadvantage on Wisdom and Charisma checks.
Indefinite	"Being drunk keeps me sane." / "I keep whatever I find." / "I try to become more like someone else."
Indefinite	"I've discovered that I really like killing people." / "I cry because people judge me all the time."



FRIGHTENED

The 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.

INVISIBLE

Impossible to see without the aid of magic, heavily obscured (blindsight). The creature's location can be detected by any noise it makes or any tracks it leaves.

PARALYZED

Incapacitated and can't move or speak. The creature automatically fails Strength and Dexterity Saving Throws. Any Attack that hits the creature is a critical hit (in 5 feet).

RESTRAINED

Attack rolls against the creature have advantage, and the creature's Attack rolls have disadvantage. The creature has disadvantage on Dexterity Saving Throws. Speed is 0.

STUNNED

Is incapacitated, can't move, and can speak only falteringly. The creature automatically fails Strength and Dexterity Saving Throws. Attack rolls against the creature have advantage.

EXHAUSTION

LEVEL	EFFECT
1	Disadvantage on Ability Checks
2	Speed halved
3	Disadvantage on Attacks and Saving Throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

A Long Rest (with food and drink) removes only one level of exhaustion.

The World

TRAVEL PACE & MODIFIERS

PACE	MINUTE	HOUR	DAY	EFFECT
Fast	400 ft.	4 miles	30 miles	-5 Passive Perception
Normal	300 ft.	3 miles	24 miles	
Slow	200 ft.	2 miles	18 miles	Able to use Stealth



OBJECTS AC & HP

SIZE	FRAGILE	HARD
Tiny/Small (3 idio)	3 (3d6)	7 (2d6)
Medium	4 (4d6)	18 (4d8)
Large	5 (5d10)	27 (5d10)

WEAPONS & ARMOR

ITEM	PRICE (-)
Dagger	2 gp
Javelin	5 sp
Handaxe	5 sp
Mace	5 sp
Quarterstaff	2 sp
Spear/Sickle	1 gp

LOOT GENERATOR

(D10d6 - (D10d6) AVERAGE PARTY LEVEL XS - CHANGE MI - MAGIC ITEM)

ARCHTYPE	BASE GP	ITEMS
Barbarian	1 gp	Meat, Fur, Supplies
Boss - 35%	4d6 gp (xAPL)	Trophy, Scales, Gems, MI (5%)
Sea - 60%	2d8 gp (xAPL)	Trophy, Scales, Gems
Bandit - 75%	2d6 gp (xAPL)	Weapons, Clothes
Giant - 95%	2d8 gp (xAPL)	Gem x1APL, Uncommon MI (10%)
Townfolk	3d6 gp	Junk, Ring (10%), Trinket
Aristocrat	6d10 gp	Jewels xAPL, Common MI (15%)
Cultist - 90%	2d6 gp (xAPL)	Weapons, Ritual Book (APL)
Mage - 90%	4d8 gp (xAPL)	Uncommon MI (20%), Spells (APL)
Lieutenant	4d10 gp (xAPL)	MI Weapon (25%), Jewels xAPL
Tribe - 50%	1d4 gp (xAPL)	Weapons, Trinket, Food
Chieftain	2d6 gp (xAPL)	Uncommon MI (5%), Trophy
Warlord	4d10 gp (xAPL)	Uncommon MI (15%), Jewels xAPL

MOUNTS

MOUNT	COST	SPEED
Horse, riding	75 gp	60 ft.
Horse & Cart	50 + 35 gp	40 ft.
Rowboat	50 gp	1.5 mph
Sailing Ship	10,000 gp	2.5 mph
Griffon	alternative 60 ft./fly	
Cab	3 gp/mile	60 ft.
Warhorse	250 gp	60 ft./fly

MATERIAL

AC	PRICE
Cloth, Paper, Rope	11
Crystal, Glass, Ice	13
Wood, Bone, Stone	15-17
Iron, Steel, Mithral	19-21
Adamantine	25+

WEAPONS & ARMOR

ITEM	PRICE (-)
Greatsword	30-50 gp
Halberd/Lance/Pike	10-20 gp
Longsword/Rapier	20-25 gp
Longbow (20 Arrows)	50 (1) gp
Hand Crossbow	75 (1) gp
Musket	500 gp
Shield	10 gp

MAGIC ITEMS VALUE

RARITY	PRICE
Common	10 gp - 100 gp
Uncommon	500 gp - 1,500 gp
Rare	3,500 gp - 6,000 gp
Very rare	20,000 gp - 35,000 gp
Legendary	50,000 gp +



The Combat

COMBAT ACTIONS

Movement, Move, Grasp, Climb, Swim, High Jump, Long Jump, Stand Up, Drop Prone (= half movement)
Action: Attack, Grapple, Shove, Cast a spell, Dash, Disengage, Dodge, Help, Use Object, Hide, Search, Ready*
Bonus Action: Offhand Attack, Cast a spell, Drink a potion
Reaction: Opportunity attack, Readied action, Cast a spell

MASSIVE DAMAGE

If a creature takes damage from a single source equal to or greater than half its hit point maximum, it must succeed on a DC 15 Constitution saving throw. On a fail Roll a d20 and divide by 2. On roll belows 10 you can add injuries.

d10 EFFECT	INJURY
1	Drops to 0 hit points.
2-3	Drops to 0 hit points, stable.
4-5	Stunned until the end of its next turn.
6-7	No reactions, disadvantage until end of its next turn.
8-10	No reactions until end of its next turn.

IMPROVED DAMAGE

DICE	EXAMPLE
1d10	Burned by coals, hit by furniture, pricked by poison
2d10	Struck by lightning, stumble into fire pit, hit by cart
4d10	Hit by big rubble, fall in vat of acid, hit by cart
10d10	Crushed under falling house, hit by spinning blades
18d10	Hit by a flying fortress, Crushed by god-like creature

COVER & OBSCURED AREAS

COVER	EFFECT
Half cover	+2 bonus to AC and Dexterity saving throws
3/4 cover	+5 bonus to AC and Dexterity saving throws
Full cover	Can't be targeted directly by attacks and creatures have disadvantage on Wisdom (Perception) checks that rely on sight.
Lightly obscured	Vision is blocked. Creatures are effectively blinded (see conditions).
Heavily obscured	Same as lightly obscured.

AOE EFFECTS TARGETS

AREA	No. OF TARGETS
Cone	Size / 10 (round up)
Cube/Square	Size / 5 (round up)
Line	Length / 30 (round up)
Cylinder	Radius / 5 (round up)
Sphere/Circle	Radius / 5 (round up)

MOB ATTACKS

D20 ROLL (AC -10 HIT BONUS)	ATTACKERS NEEDED FOR ONE HIT
1-5	1
6-12	2
13-14	3
15-16	4
17-18	5
19	10
20	20



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