

D&D 5th Edition House Rules & Procedures

Compiled by Tim Bannock; sources noted.

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Character Creation

Customizing Your Origin

Players may always make use of the options found in *Tasha's Cauldron of Everything* to customize their lineage. See the section in that book titled Customizing Your Origin for more information. (TCE Ch 1)

Ability Score Generation

Ability scores are generated by rolling 3d6 and adding them together to get a value between 3 and 18, and then assigning in any order you wish: STR, DEX, CON, INT, WIS, CHA. (PHB Ch 1)

Table Rules

- ❖ All dice rolls should be visible to all other players and DM, except for occasional DM rolls behind the screen. The DM's attack and damage rolls are never secret.
- ❖ Always roll an attack roll and damage roll together for the sake of speeding up play. (DMG Ch 8)
- ❖ Whenever a die is cocked, falls on the floor, or is interfered with during a roll, it must be re-rolled and the new roll stands.

Languages

Languages are largely irrelevant. Assume all sentient creatures that can speak do so in Common at all times. The only time languages come into play is when they are ancient or magical, in which case there is no simple proficiency to be able to read or comprehend them. Only magical means, sages, or some sort of research or situation-specific activities can help with these languages. Note that spells and effects that do help with this (such as *comprehend languages*) do work normally; this is a ruling simply to ignore the sheer volume of languages, and remove one superfluous choice from character creation and campaigns. (PHB Ch 4)

Option: Starting Equipment

In gritty campaigns (designated as such during Session Zero), you will start only with gear as described below.

Ignore the section on Starting Equipment (PHB Ch 5) and the starting gear picks in your Character Class (PHB Ch 3). You receive the equipment (and any coin) listed for your

Background (PHB Ch 1 and 4), as well as any special equipment you might receive from your lineage/race (it is rare to receive such special equipment; PHB Ch 2). You do not receive any money or equipment listed for your class, except for the following;

- A cleric receives their patron's holy symbol.
- A wizard receives a spell book.
- All spellcasters receive either a component pouch or spellcasting focus, or both: whatever you choose based on your choices for how your character casts spells.
- All characters receive a single simple weapon for which they are proficient.
- All characters receive either a suit of light armor or a shield (whichever you choose), but only if they are proficient with such an item.

Advancement & Customization

Inspiration, Multiclassing & Feats

We ignore inspiration (DMG Ch 8), use prerequisites for multiclassing, and do not use feats (both PHB Ch 6).

Hit Points & Level Advancement

When you level up, you always roll your new Hit Die to determine the increase in your maximum Hit Points. Remember to apply your Constitution modifier to this roll, which has a minimum of 1. (When your Constitution modifier increases by 1, your hit point maximum increases by 1 for each level you have attained.) (PHB Ch 1)

Option: Slow Leveling

Experience points (XP) are awarded for all of the following activities; the Dungeon Master has rules (below) on how to award XP. (PHB Ch 1; DMG Ch 3)

- ☐ Each encounter with NPCs, creatures, traps, and puzzles.
- ☐ The expenditure of gold pieces in a settlement.
- ☐ The securing of special treasure — art objects or campaign-specific items — in a settlement.
- ☐ Finding magical items.
- ☐ Recording or sharing your exploits with a settlement (once per adventure).

Playing the Game

Action Options

All of the following action options are allowed. (DMG Ch 9)

Climb onto a Bigger Creature

If one creature wants to jump onto another creature, it can do so by grappling. A Small or Medium creature has little chance of making a successful grapple against a Huge or Gargantuan creature, however, unless magic has granted the grappler supernatural might.

As an alternative, a suitably large opponent can be treated as terrain for the purpose of jumping onto its back or clinging to a limb. After making any ability checks necessary to get into position and onto the larger creature, the smaller creature uses its action to make a Strength (Athletics) or Dexterity (Acrobatics) check contested by the target's Dexterity (Acrobatics) check. If it wins the contest, the smaller creature successfully moves into the target creature's space and clings to its body. While in the target's space, the smaller creature moves with the target and has advantage on attack rolls against it.

The smaller creature can move around within the larger creature's space, treating the space as difficult terrain. The larger creature's ability to attack the smaller creature depends on the smaller creature's location, and is left to your discretion. The larger creature can dislodge the smaller creature as an action—knocking it off, scraping it against a wall, or grabbing and throwing it—by making a Strength (Athletics) check contested by the smaller creature's Strength (Athletics) or Dexterity (Acrobatics) check. The smaller creature chooses which ability to use.

Disarm

A creature can use a weapon attack to knock a weapon or another item from a target's grasp. The attacker makes an attack roll contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If the attacker wins the contest, the attack causes no damage or other ill effect, but the defender drops the item.

The attacker has disadvantage on its attack roll if the target is holding the item with two or more hands. The target has advantage on its ability check if it is larger than the attacking creature, or disadvantage if it is smaller.

Overrun

When a creature tries to move through a hostile creature's space, the mover can try to force its way through by overrunning the hostile creature. As an action or a bonus

action, the mover makes a Strength (Athletics) check contested by the hostile creature's Strength (Athletics) check. The creature attempting the overrun has advantage on this check if it is larger than the hostile creature, or disadvantage if it is smaller. If the mover wins the contest, it can move through the hostile creature's space once this turn.

Ranged Trick Shots

If you are using a weapon you are proficient with, you can forego damage to impose a temporary condition such as blinded, deafened, grappled, prone, or restrained, or you may inflict disadvantage on the target, by pinning them to a wall, shooting them in the leg or hand, etc. The target can spend half of its movement to cancel the condition. (By [EvilSchemer](#))

Shove Aside

With this option, a creature uses the special shove attack from the Player's Handbook to force a target to the side, rather than away. The attacker has disadvantage on its Strength (Athletics) check when it does so. If that check is successful, the attacker moves the target 5 feet to a different space within its reach.

Bloodied

Except for spells or special abilities that allow you to determine a creature's current Hit Points, it's impossible to tell a creature's condition until it is at half of its maximum Hit Points or less. Once it is, the creature is considered (and described as) "bloodied."

Critical Hits

When you score a critical hit, you deal your weapon's maximum damage, plus you roll the damage dice again and add that to get the total damage. For example, if your normal attack with a longsword deals 1d8+2 slashing damage, you deal 10+1d8 damage: 10 is the maximum on 1d8+2, and you roll the 1d8 damage die again and add it in order to get the total damage dealt on your critical hit!

Flanking

When a creature and at least one of its allies are adjacent to an enemy and on opposite sides or corners of the enemy's space, they flank that enemy, and each of them gain a +2 bonus on melee attack rolls against that enemy.

When in doubt about whether two creatures flank an enemy on a grid, trace an imaginary line between the centers of the creatures' spaces. If the line passes through opposite sides or corners of the enemy's space, the enemy is flanked.

A creature can't flank an enemy that it can't see. A creature also can't flank while it is incapacitated. A Large or larger creature is flanking as long as at least one square or hex of its space qualifies for flanking. (DMG Ch 8)

Initiative Score for Monsters & NPCs

Monsters and NPCs use an initiative score, rather than rolling their initiative. Their initiative score is equal to their Dexterity score.

Rests

Going without a Long Rest

Whenever you end a 24-hour period without finishing a long rest, you must succeed on a DC 10 Constitution saving throw or suffer one level of exhaustion.

It becomes harder to fight off exhaustion if you stay awake for multiple days. After the first 24 hours, the DC increases by 5 for each consecutive 24-hour period without a long rest. The DC resets to 10 when you finish a long rest. (XGE Ch 2)

Short Rest: Healer's Kit Dependency

A character can't spend any Hit Dice after finishing a short rest until someone expends one use of a healer's kit to bandage and treat the character's wounds. (DMG Ch 9)

Sleeping in Armor

Sleeping in light armor has no adverse effect on the wearer, but sleeping in medium or heavy armor makes it difficult to recover fully during a long rest.

When you finish a long rest during which you slept in medium or heavy armor, you regain only one quarter of your spent Hit Dice (minimum of one die). If you have any levels of exhaustion, the rest doesn't reduce your exhaustion level. (XGE Ch 2)

Skills with Different Abilities

Normally, your proficiency in a skill applies only to a specific kind of ability check. Proficiency in Athletics, for example, usually applies to Strength checks. In some situations, though, your proficiency might reasonably apply to a different kind of check. In such cases, the DM might ask for a check using an unusual combination of ability and skill, or you might ask your DM if you can apply a proficiency to a different check. For example, if you have to swim from an offshore island to the mainland, your DM might call for a Constitution check to see if you have the stamina to make it that far. In this case, your DM might allow you to apply your proficiency in Athletics and ask for a Constitution (Athletics) check. So if you're proficient in Athletics, you apply your proficiency bonus to the Constitution check just as you would normally do for a Strength (Athletics) check. Similarly, when your half-orc barbarian uses a display of raw strength to intimidate an enemy, your DM might ask for a Strength (Intimidation) check, even though Intimidation is normally associated with Charisma. (PHB Ch 7)

Running the Game

Encounter Reaction

Very often, circumstances make it obvious how a monster will react when encountered. However, sometimes the DM may wish to roll on the table below to determine how a monster reacts to encountering the party.

First Impressions Count. The character with the highest Charisma modifier in the front rank of the party's marching order applies that modifier to the reaction roll. (Modified from *Old School Essentials Core Rules*)

Monster & NPC Reaction Table

2d6	Attitude
2 or less	Hostile
3-5	Unfriendly, disadvantage on social checks to change attitude
6-8	Indifferent
9-11	Friendly, advantage on social checks to change attitude
12+	Helpful

Morale

Players may always decide whether they will fight, surrender, or run away in an encounter. The DM decides whether monsters or NPCs surrender or run away.

Creatures have a morale rating that influences their willingness to stand and fight in the face of risky odds.

Morale Ratings Table

Morale	Effect
Fearless	The creature does not need to make Morale checks.
Brave	The monster makes Morale checks with advantage.
Standard	The creature makes un-modified Morale checks.
Cowardly	The creature makes Morale checks with disadvantage.

When to Check Morale

The DM makes a morale check at the beginning of a creature's turn whenever it is affected by one or more of the following conditions:

- ☐ When their side of the encounter first loses a member due to death.
- ☐ When their side of the encounter loses a clear leader (such as **goblins** losing their **goblin boss**).
- ☐ When half their allies are either killed or otherwise incapacitated.

If a creature makes two successful morale checks in an encounter, it will fight until killed.

Morale Checks

A morale check is made by rolling 1d20 versus a DC of 10 for a group of like creatures (for instance, the goblins would roll together, while the goblin boss would roll separately).

On a success, the creatures rally, and will make the most logical choice (stand and fight, use the withdraw action, etc.).

On a failure, the creature's morale breaks and they will flee, likely in an orderly fashion (withdraw action, avoid opportunity attacks, etc.).

On a failure of 5 or more (i.e. on a typical roll of 1-5), they will do so by the most direct means possible, including routes that subject them to potential opportunity attacks.

Adjustments to Morale

Intimidation. As an action, a creature may set the DC of the next morale check made by their opponents by rolling their Charisma (Intimidation). This becomes the DC for their next morale check.

Embolden. As an action, a creature may bolster their allies (including hirelings or other NPC companions for adventurers) by making an appropriate Charisma-based skill check against a DC of 10. Usually they will use Performance to make an inspiring speech or Persuasion to sway their allies, but it's possible to use Deception or Intimidation, as well. On a success, the allies are considered to have morale that is one step better on the next morale check:

cowardly—>standard—>brave—>fearless

Experience Point Awards

Experience points (XP) are awarded for all of the following activities:

- ☐ Each encounter with NPCs, creatures, traps, and puzzles.
- ☐ The expenditure of coin or valuables in a settlement.
- ☐ The securing of special treasure — art objects or campaign-specific items — in a settlement.
- ☐ Finding magical items.
- ☐ Recording or sharing your exploits with a settlement (once per adventure).

Determining XP Rewards

Here is how to determine the amount of XP awarded to each character in the party, for each activity type.

Encounters. Award a character XP based on the encounter's difficulty on the XP Thresholds by Character Level Table for each encounter against NPCs, creatures, traps, hazards, or puzzles that they've participated in. It doesn't matter how the encounter was resolved: fleeing, combat, parley, clever use of abilities or tools, etc. are all fair play. (**OPTION:** random encounters do not count.)

Encounter Award Options

Option 1: Old School Crawl. Do not award XP for random encounters. This makes it clear that tarrying and grinding are bad.

Option 2: Slow Leveling. Only give the Easy difficulty award for most encounters.

Spending Gold. Once per settlement per session, characters that spend a significant amount of coin in a settlement receive an XP award equal to the Easy difficulty on the XP Thresholds by Character Level Table. A "significant amount" is defined as anything above and beyond room and board for a night's stay in the settlement. This could be in any transaction, including tithing to a temple, bribing NPCs, shopping for gear, exchanging loot for coins, carousing, and so on. (**EXCEPTION:** Paying the upkeep cost for a character's lifestyle expenses each month does not count.)

Securing Treasure. Some treasure is best left in storage of some kind, or is important to a quest and is secured at a headquarters or handed over to NPCs for safekeeping or

use. Once per session, when such an activity is performed, a character receives XP equal to the Easy difficulty on the XP Thresholds by Character Level Table.

Magical Items. Once per session, when a character first discovers and takes ownership of a magical item, they receive XP equal to the Easy difficulty on the XP Thresholds by Character Level Table. Especially important, quest-related items or artifacts may award a higher difficulty tier's worth of XP.

Record Your Deeds. Once per session, when a character (whether it's a party member or someone else, such as an NPC witness, hireling, etc.) either records the party's deeds in some fashion in a settlement so that others can find it (even if it's just members of a secret faction or the like), or regales others with an account of the party's deeds while carousing, the entire party is awarded XP equal to the Easy difficulty on the XP Thresholds by Character Level Table.

(DMG Ch 3)

XP Thresholds by Character Level Table

Character Level	--Difficulty--			
	Easy	Medium	Hard	Deadly
1st	25	50	75	100
2nd	50	100	150	200
3rd	75	150	225	300
4th	125	250	375	500
5th	250	500	750	1,000
6th	300	600	900	1,200
7th	350	750	1,100	1,500
8th	450	900	1,400	1,800
9th	550	1,100	1,600	2,200
10th	600	1,200	1,900	2,400
11th	800	1,600	2,400	3,200
12th	1,000	2,000	3,000	4,000
13th	1,100	2,200	3,400	4,400
14th	1,250	2,500	3,800	5,000
15th	1,400	2,800	4,300	5,600
16th	1,600	3,200	4,800	6,400
17th	2,000	3,900	5,900	7,800
18th	2,100	4,200	6,300	8,200
19th	2,400	4,900	7,300	9,800
20th	2,800	5,700	8,500	11,400

Dungeon Adventuring

Sequence of Play Per Turn (10 min.)

1. **Wandering monsters:** The DM makes checks as applicable.
2. **Activities & description:** The party decides what action to take (e.g. moving, searching, mapping rooms). The DM describes what happens. If monsters are encountered, follow the procedure described in Encounters.
3. **Resting:** The party rests if possible and as needed.
4. **End of turn:** The DM updates time records, with special attention to light sources, spell durations, and the party's need to rest.

1. Wandering Monsters

Frequency: A check is typically rolled once every two turns in the dungeon.

Chance: The typical chance of encountering a wandering monster is 19-20 on 1d20. In desolate areas it might be 20 on 1d20, and heavily trafficked areas 18-20 on 1d20.

Distance: Wandering monsters are encountered 2d6 × 10 feet away, moving in the direction of the party.

Encounter determination: If an encounter occurs, roll on the appropriate random encounter table to determine its nature.

2. Activities & Description

Typical activities of an adventuring party include moving around the dungeon environment, searching specific areas, avoiding traps, tracking, and dealing with features:

- ❖ **Doors and portcullises:** see below.
- ❖ **Difficult terrain:** see PHB Chapter 8.
- ❖ **Hazards and traps:** see Searching (below) and DMG Chapter 5.
- ❖ **Areas of darkness or obscurement:** see Encounters (below) and PHB Chapter 8.

Movement

Exploring the unknown: When exploring unknown areas of a dungeon, characters can move based on their pace each turn. This (slow!) rate of movement takes into account the party's exploration, watching their footing, mapping, and trying to be quiet and avoid obstacles.

Search area: At normal and slow pace, they are assumed to be searching everything within 30 feet as they go. At fast pace they only search what they focus on.

Travel Pace - Dungeoneering

Pace	Feet/Turn	10-ft. sq/Turn	5-ft. sq/Turn
Fast	400 ft.	40	80
-5 penalty to passive Wisdom (Perception) scores.			
Normal	300 ft.	30	60
Able to search.			
Slow	200 ft.	20	40
Able to search. Able to use Stealth.			

*Difficult terrain halves all movement speeds.

In familiar areas: When PCs are moving through dungeon areas with which they are familiar, the DM may allow them to move at a faster rate. For example, the DM might allow PCs to move at double their base fast pace per turn, when moving through familiar areas.

Doors

Dungeons often have many doors, some secret and others obvious. Many are locked and many are stuck. Some are portcullises, instead.

Doors swinging shut: Doors opened by adventurers (by whatever means) are likely to swing shut after they pass. To prevent this, doors may be held open using iron spikes or other wedges.

Listening at doors: PCs can make a Wisdom (Perception) check to hear through a closed door (usually DC 15); making out the words of a quiet conversation or similar activities impose disadvantage on the check. If creatures on the other side of a door are actively trying to remain unheard, listening at the door is opposed by the monsters' Dexterity (Stealth) to determine who is surprised should the door be opened. (Some monsters do not make any noise.)

Monsters and doors: Monsters that live in the dungeon can usually open doors (even stuck doors), unless they are blocked, magically closed, or wedged shut with spikes.

Concealed Doors

A concealed door is a normal door that is hidden from view. Normally, no ability check is required to find a concealed door. A character needs only to look in the right place or take the right steps to reveal the door. However, you can use the characters' passive Wisdom (Perception) scores to determine whether any of them notices tracks or signs.

Locked Doors

Characters who don't have the key to a locked door can pick the lock with a successful Dexterity check (doing so requires thieves' tools and proficiency in their use). They can also force the door with a successful Strength check, smash the door to pieces by dealing enough damage to it, or use a knock spell or similar magic. Refer to DMG Chapter 8 for setting the DCs and assigning statistics to doors.

Secret Doors

Use the characters' passive Wisdom (Perception) scores to notice a secret door without actively searching for it. For actively searching, see Searching, below.

Stuck Doors

Forcing: Dungeon doors often become stuck when not used frequently. Opening a stuck door requires a successful Strength check (usually against DC 10), and can usually be done as part of your movement.

Surprise: A failed attempt to force open a door eliminates any possibility of surprise (see Encounters) the party may have against monsters on the other side of the door.

Portcullises

A portcullis is a set of vertical bars made of wood or iron, reinforced with one or more horizontal bands. It blocks a passage or archway (until it is raised up into the ceiling by a winch and chain), while still allowing guards to watch the area beyond and make attacks/cast spells through it.

Operating or bypassing a portcullis: Winching a portcullis up or down requires an action. If a character can't reach the winch, lifting the portcullis or bending its bars far enough apart to pass through them requires a successful Strength check. To determine the DC, see DMG Chapter 8.

Searching

Dungeons often include hidden features such as secret doors and traps. Adventurers can spot these by searching. Rules for tracking can be found in DMG Chapter 8.

Area: Any player can search a roughly 30 foot x 30 foot area in one turn, or about the size of a typical dungeon room.

Time: Searching takes one turn.

Chance of success: If a character is searching in the right location, they make a Wisdom (Perception) check to find a secret door or room trap.

One chance: Each character can only make one attempt to search an area.

Secret & Concealed Doors

Opening a secret door: Once a secret door is detected, a successful Intelligence (Investigation) check might be required to determine how to open it if the opening mechanism isn't obvious. Set the DC according to the difficulty guidelines in DMG Chapter 8. If adventurers can't determine how to open a secret door, breaking it down is always an option. Treat it as a locked door made of the same material as the surrounding wall.

Traps & Other Hidden Objects

Triggering a trap: Common triggers include stepping on a pressure plate or a false section of floor, pulling a trip wire, turning a doorknob, and using the wrong key in a lock. Magic traps are often set to go off when a creature enters an area or touches an object. Some magic traps (such as the *glyph of warding* spell) have more complicated trigger conditions, as well as potential bypass methods.

Detecting a trap: A character actively looking for a trap can attempt a Wisdom (Perception) check against the trap's DC. You can also compare the DC to detect the trap with each character's passive Wisdom (Perception) score to determine whether anyone in the party notices the trap in passing. Additionally, *dispel magic* has a chance of disabling most magic traps; a magic trap's description provides the DC for this.

Disabling a trap: If the adventurers detect a trap before triggering it, they might be able to disarm it, either permanently or long enough to move past it. An Intelligence (Investigation) check deduces what needs to be done, followed by a Dexterity check using thieves' tools to perform the necessary sabotage.

3. Resting

Frequency of rest: Characters must rest for one turn every hour in the dungeon.

Penalty for not resting: Characters suffer a level of exhaustion until they have rested for one turn.

4. End of Turn

The DM updates the Time Tracker, takes notes, and:

- ☐ End anything whose duration expires this turn.
- ☐ Color in 1 pie piece to represent the turn's completion.

Wilderness Adventuring

Sequence of Play Per Day (24 hrs.)

1. **Weather:** The DM determines the weather for the day.
2. **Wandering monsters:** The DM makes random encounter checks as applicable.
3. **Set course and set pace:** The players decide on their course of travel for the day.
4. **Navigation:** The DM determines whether the party gets lost.
5. **Activities & description:** The DM describes the terrain passed through and any sites of interest that the party comes across, asking players for their actions, as required. If monsters are encountered, follow the procedure described in Encounters.
6. **Resting:** The party rests if possible and as needed.
7. **End of day:** The DM updates time records, with special attention to rations, spell durations, and the party's need to rest.

1. Weather

Determine the weather for the day; see DMG Chapter 5.

2. Wandering Monsters

Frequency: A check is typically rolled based on the general populousness of the region: desolate 1/day, standard 2/day, populous 3/day, densely populated 4/day.

Chance: The chance of an encounter is usually 18-20 on 1d20.

Distance: Encounters start 2d4 × 100 feet away. If either side is surprised (see Encounters), this is reduced to 3d4 × 10 feet.

Encounter determination: If an encounter occurs, roll on the appropriate random encounter table to determine its nature.

3. Set Course & Pace

The open spaces of the wilderness mean that characters and monsters can move more freely than in a dungeon.

Setting Course

If the characters have a known destination in mind or a guide, they set their course based on their goals. If they do

not know the route, they choose a direction or follow a geographical feature that is visible to them.

Setting Pace

Miles per day: The number of miles a character can travel in a day is determined by their pace.

Travel Pace - Wilderness Travel

Pace	Feet/Minute	Miles/Hour	Miles/Day
Fast	400	4	30
<i>-5 penalty to passive Wisdom (Perception) scores.</i>			
Normal	300	3	24
Slow	200	2	18
<i>Able to use Stealth.</i>			

*Difficult terrain halves non-flying movement speeds.

Forced March

The Travel Pace table assumes that characters travel for 8 hours in a day. They can push on beyond that limit, at the risk of exhaustion. For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, and each character must make a Constitution saving throw at the end of the hour. The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of exhaustion.

Mounts and Vehicles

For short spans of time (up to an hour), many animals move much faster than humanoids. A mounted character can ride at a gallop for about an hour, covering twice the usual distance for a fast pace. Characters in wagons, carriages, or other land vehicles choose a pace as normal.

Waterborne: Characters in a waterborne vessel are limited to the speed of the vessel; there is no alternative pace. Depending on the vessel and the size of the crew, ships might be able to travel for up to 24 hours per day, however.

Special Travel Pace

When a creature is traveling with a flying speed or with a speed granted by magic, an engine, or a natural force (such as wind or a water current), translate that speed into travel rates using the following rules:

- ❖ In 1 minute, you can move a number of feet equal to your speed times 10.
- ❖ In 1 hour, you can move a number of miles equal to your speed divided by 10.

- ❖ For daily travel, multiply your hourly rate of travel by the number of hours traveled (typically 8 hours).
- ❖ For a fast pace, increase the rate of travel by one-third.
- ❖ For a slow pace, multiply the rate by two-thirds.

4. Navigation

Unless they are following a path, or something like it, adventurers traveling in the wilderness run the risk of becoming lost. The party's navigator makes a Wisdom (Survival) check when the DM decides it's appropriate, against a DC determined by the prevailing terrain, as shown on the Wilderness Navigation table. If the party is moving at a slow pace, the navigator gains a +5 bonus to the check, and a fast pace imposes a -5 penalty. If the party has an accurate map of the region or can see the sun or stars, the navigator has advantage on the check.

Wilderness Navigation Table

Terrain	DC
Forest, jungle, swamp, mountains, or open sea with overcast skies and no land in sight	15
Arctic, desert, hills, or open sea with clear skies and no land in sight	10
Grassland, meadow, farmland	5

Success: The party travels in the desired direction without becoming lost.

Failure: The party inadvertently travels in the wrong direction and becomes lost.

Retry: The party's navigator can repeat the check after the party spends 1d6 hours trying to get back on course.

5. Activities & Description

Characters who are not navigating may take other actions.

Foraging

Characters can gather food and water as the party travels at a normal or slow pace. A foraging character makes a Wisdom (Survival) check, with the DC determined by the abundance of food and water in the region.

Foraging DCs Table

Food & Water Availability	DC
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Abundant food and water sources	10
Limited food and water sources	15
Very little, if any, food and water sources	20

Multiple foragers: If multiple characters forage, each character makes a separate check (they cannot take other actions during the journey, however).

Success: Roll 1d6 + the character's Wisdom modifier to determine how many days worth of rations the character procures.

Failure: The foraging character finds nothing.

One chance: Each character can only make one attempt to forage in a day's journey.

Mapping

The character can draw a map that records the group's progress and helps the characters get back on course if they get lost. No ability check is required. These characters don't contribute their passive Wisdom (Perception) scores to the group's chance of noticing hidden threats.

Stealth

While traveling at a slow pace, the characters can move stealthily. See the rules for hiding in PHB Chapter 7.

Tracking

Rules for tracking can be found in DMG Chapter 8.

6. Resting

Frequency of rest: Characters must take one long rest per 24 hour period or risk gaining exhaustion.

Penalty for not resting: It becomes harder to fight off exhaustion if you stay awake for multiple days. After the first 24 hours, the DC increases by 5 for each consecutive 24-hour period without a long rest. The DC resets to 10 when you finish a long rest.

7. End of Day

The DM updates the Time Tracker and any notes to take into account what has happened.

- ☐ End anything whose duration expires today.
- ☐ Note the date on a new day's box to represent the day's completion.

Encounters

Encounter Sequence (round = 6 sec.)

1. **Determine Surprise:** The DM determines whether the adventurers or their foes might be surprised when the encounter starts.
2. **Determine reaction:** If a creature's attitude is not already known, make a reaction roll.
3. **Determine morale:** Determine a creature's morale based on their description.
4. **Choose a course of action:** It's up to both groups to decide what happens next. Either group might decide to fight, flee, parley, or wait to see what the other group does.
5. **Resolve encounter:** Use the rules for stealth, social interaction, chases, or combat to resolve the encounter.

1. Determine Surprise

To determine surprise, take into account the visibility conditions and any special senses to see if the opposing parties can sense each other. If they do, determine if they actually notice the threat.

Visibility

Dungeons: Characters can usually see or sense to the limits of a single corridor or room, based on lighting and prevailing dungeon conditions.

Wilderness: Characters can usually see for three miles around them, in open terrain. This range may be significantly reduced or increased based on terrain and weather.

Obscurement

Lightly obscured area: Creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

Heavily obscured area: Blocks vision entirely. A creature effectively suffers from the blinded condition when trying to see something in that area.

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.

Light

Bright light: Most creatures see normally in bright light.

Dim light: Also called shadows, is a lightly obscured area.

Darkness: Is a heavily obscured area.

Special Types of Vision

Blindsight: A creature with blindsight can perceive its surroundings without relying on sight, within a specific radius.

Darkvision: Within a specified range, a creature with darkvision can see in dim light as if it were bright light and in darkness as if it were dim light, so areas of darkness are only lightly obscured as far as that creature is concerned. However, the creature can't discern color in that darkness, only shades of gray.

Tremorsense: A monster with tremorsense can detect and pinpoint the origin of vibrations within a specific radius, provided that the monster and the source of the vibrations are in contact with the same ground or substance. Tremorsense can't be used to detect flying or incorporeal creatures.

Truesight: A creature with truesight can, out to a specific range, see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceives the original form of a shapechanger or a creature that is transformed by magic. Furthermore, the creature can see into the Ethereal Plane.

Noticing Threats

Surprise determination: If neither side tries to be stealthy, they automatically notice each other. Otherwise, the DM compares the Dexterity (Stealth) checks of anyone hiding with the passive Wisdom (Perception) score of each creature on the opposing side. Any character or monster that doesn't notice a threat is surprised at the start of the encounter.

Marching order rank: The DM might decide that a threat can be noticed only by characters in a particular rank.

Fast pace: While traveling at a fast pace, characters take a –5 penalty to their passive Wisdom (Perception) scores to notice hidden threats.

Effects of surprise: If you're surprised, you can't move or take an action on your first turn of the combat, and you can't take a reaction until that turn ends.

2. Determine Reaction

If a creature's attitude is not already known, make a reaction roll.

Charisma modifier: Apply the Charisma modifier of a character in the front rank to this roll (use the highest Charisma modifier if there is more than one character).

Encounter Reaction Table

2d6	Attitude
2 or less	Hostile
3-5	Unfriendly , disadvantage on social checks to change attitude
6-8	Indifferent
9-11	Friendly , advantage on social checks to change attitude
12 or more	Helpful

3. Determine Morale

Determine a creature's morale based on their description. If there is no indication, assume Standard. See the Morale Optional Rules section, below, for more details.

Morale Table

Morale	Effect
Fearless	The creature does not need to make Morale checks.
Brave	The monster makes Morale checks with advantage.
Standard	The creature makes un-modified Morale checks.
Cowardly	The creature makes Morale checks with disadvantage.

4. Choose Course of Action

Both parties may now choose what to do next:

- ❖ Fight
- ❖ Flee
- ❖ Parley
- ❖ Wait

Both parties wait: If both parties wait and the players won't budge, the DM may choose or roll a course of action based on the attitude of the encounter.

Standoff Tables

2d6	Hostile
2	Flee
3-11	Fight
12	Parley (all social checks at disadvantage)
2d6	Unfriendly
2-3	Fight
4-10	Flee
11-12	Parley
2d6	Indifferent
2	Fight
3-8	Flee
9-12	Parley
2d6	Friendly
2	Fight*
3	Flee
4-12	Parley
2d6	Helpful
2	Flee
3-12	Parley

* When a friendly creature or party attacks, it's because they believe they must protect something, suffer a case of mistaken identity, or perhaps challenge the characters to a friendly duel or contest of strength. They are unlikely to fight to the death, preferring to perform a fighting withdrawal. You may ignore this result and instead replace it with Parley if you wish.

5. Resolve Encounter

Determine which rules you need to resolve the encounter.

Fight. Use the Combat rules (PHB Chapter 9) to resolve any violence or action-type scenes for an encounter.

Flee. Use the Chase rules (DMG Chapter 8) to resolve fleeing from an encounter when pursuit is given.

Parley: Use the Social Interaction rules (DMG Chapter 8) to barter, ask for favors, change attitudes, or otherwise handle any verbal exchanges.