

UNDERDARK TRAVEL PACE (OotA p.18)			UNDERDARK TRAVEL TIMES (OotA p.18)						
Pace	Mi./Day	Effect	Location	Velkynvelve	Sloobludop	Gracklstugh	Neverlight Grove	Blingdenstone	Menzoberranzan
Fast	8	-5 penalty to passive Wisdom (Perception) scores; no foraging	Velkynvelve	--	8 days	28 days	36 days	30 days	26 days
			Sloobludop	8 days	--	20 days	26 days	20 days	20 days
Normal	6	--	Gracklstugh	28 days	20 days	--	12 days	20 days	27 days
Slow	4	Improved foraging, or able to use Stealth	Neverlight Grove	36 days	26 days	12 days	--	16 days	24 days
			Blingdenstone	30 days	20 days	20 days	20 days	--	8 days
			Menzoberranzan	26 days	20 days	27 days	27 days	24 days	--

FOOD AND WATER NEEDS (PHB p.185)		EXHAUSTION (PHB p.291)		DROW PURSUIT CONDITIONS (OotA p.24)	
Food	Water	Level	Effect	Action	Pursuit Level
1 lb. per day required	1 gal. water per day (2 if weather is hot)	1	Disadvantage on ability checks	Party travels at a fast pace for a day	Decrease by 1
1/2 lb. = 1/2 day w/o food	1/2 gal. = DC 15 Constitution Save; 1 level of exhaustion applied on failure	2	Speed halved	Character spends time covering up the party's trail that day (Successful DC 16 Wisdom (Survival) Check)	Decrease by 1
Characters survive without food for a # of days equal to 3 + ConstitutionMod (min. 1); 1 level of exhaustion for each day after this limit.	Normal day of eating resets counter to 0	3	Disadvantage on attack rolls and saving throws	Characters cross/traverse some feature that obscures their trail	Decrease by 1
	No water = 1 level of exhaustion per day	4	Hit point maximum halved	Party splits into two or more groups	Decrease by 1
	If character already has 1+ level of exhaustion, apply 2 levels.	5	Speed reduced to 0	Party has random encounter with one or more creatures, unless it is bypassed	Increase by 1
		6	Death	Party travels at a slow pace	Increase by 1
		Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink		Party travels through the Darklake	Resets to 0

FORAGING NOTES (OotA p.20)	NAVIGATING NOTES (OotA p.20)	PURSUIT NOTES
Characters can gather food and water if the party travels at a normal or slow pace, assuming it exists.	Creatures unfamiliar with the Underdark are lost, wandering randomly for 4 hours until they encounter an area they are familiar with.	4 drow warriors catch up to party at pursuit level 5
Foraging characters must make a Wisdom (Survival) check, of which the DC is 15-20 depending on the area.	Each day of travel & when the characters finish a short or long rest, the party navigator makes a DC 10 Wisdom (Survival) check. Fast pace imposes -5 penalty, Slow pace imposes +5 bonus. Upon failing, the characters become lost, wandering in a random direction for 1d6 hours before the navigator can make a new check.	After 1d6 + 4 rounds, remainder of drow party catches up.
Spells such as <i>create food</i> or <i>goodberry</i> can help provision the party.	A character not focused on any other task can record the group's progress on a map. Having a map allows the party to navigate already travelled areas without getting lost.	

CREATURE FOOD YIELD (OotA p. 20)	
Creature Size	Food Gained
Tiny	1 lb.
Small	4 lb.
Medium	16 lb.
Large	32 lb.

MADNESS NOTES (OotA p.21)	
Depending on the situation, characters may make a Wisdom saving throw to resist some madness-inducing effect.	
Multiple characters may make the saving throw if:	
1. The characters witness something particularly alien	
2. Party stays in a <i>faerzress</i> -suffused area for 8+ hours	
3. Character takes psychic dmg in <i>faerzress</i> area	
When the effect ends, the madness level does not change.	
Madness is cumulative: Level 3 + 1 = Level 3 and level 1	

SHORT-TERM MADNESS (DMG p.259)	
d100	Effect (lasts 1d10 minutes)
01-20	The character retreats into his or her mind and becomes paralyzed. The effect ends if the character takes any damage.
21-30	The character becomes incapacitated and spends the duration screaming, laughing, or weeping.
31-40	The character becomes frightened and must use his or her action and movement each round to flee from the source of the fear.
41-50	The character begins babbling and is incapable of normal speech or spellcasting.
51-60	The characters must use his or her action each round to attack the nearest creature.
61-70	The character experiences vivid hallucinations and has disadvantage on ability checks.
71-75	The character does whatever anyone tells him or her to do that isn't obviously self-destructive.
76-80	The character experiences an overpowering urge to eat something strange such as dirt, slime, or offal.
81-90	The character is stunned.
91-100	The character falls unconscious.

LONG-TERM MADNESS (DMG p.260)	
d100	Effect (lasts 1d10 x 10 hours)
01-10	The character feels compelled to repeat a specific activity over and over, such as washing hands, touching things, praying, or counting coins.
11-20	The character experiences vivid hallucinations and has disadvantage on ability checks.
21-30	The character suffers extreme paranoia. The character has disadvantage on Wisdom and Charisma checks.
31-40	The character regards something (usually the source of madness) with intense revulsion, as if affected by the antipathy effect of the <i>antipathy/sympathy</i> spell.
41-45	The character experiences a powerful delusion. Choose a potion. The character imagines that he or she is under its effects.
46-55	The character becomes attached to a "lucky charm," such as a person or an object, and has disadvantage on attack rolls, ability checks, and saving throws while more than 30 feet from it.
56-65	The character is blinded (25%) or deafened (75%).
66-75	The character experiences uncontrollable tremors or tics, which impose disadvantage on attack rolls, ability checks, and saving throws that involve Strength or Dexterity.
76-86	The character suffers from partial amnesia. The character knows who he or she is and retains racial traits and class features, but doesn't recognize other people or remember anything that happened before the madness took effect.
86-91	Whenever the character takes damage, he or she must succeed on a DC 15 Wisdom saving throw or be affected as though he or she failed a saving throw against the <i>confusion</i> spell. The <i>confusion</i> effect lasts for 1 minute.
91-96	The character loses the ability to speak.
96-101	The character falls unconscious. No amount of jostling or damage can wake the character.

INDEFINITE MADNESS (DMG p.260)	
d100	Flaw (lasts until cured)
01-15	"Being drunk keeps me sane."
16-25	"I keep whatever I find."
26-30	"I try to become more like someone else I know--adopting his or her style of dress, mannerisms, and name."
31-35	"I must bend the truth, exaggerate, or outright lie to be interesting to other people."
36-45	"Achieving my goal is the only thing of interest to me, and I'll ignore everything else to pursue it."
46-50	"I find it hard to care about anything that goes on around me."
51-55	"I don't like the way people judge me all the time."
56-70	"I am the smartest, wisest, strongest, fastest, and most beautiful person I know."
71-80	"I am convinced that powerful enemies are hunting me, and their agents are everywhere I go. I am sure they're watching me all the time."
81-85	"There's only one person I can trust. And only I can see this special friend."
86-95	"I can't take anything seriously. The more serious the situation, the funnier I find it."
96-100	"I've discovered that I really like killing people."

MADNESS CURES (DMG p.260)	
Spell	Effect
<i>Calm Emotions</i>	Suppresses the effects of madness
<i>Lesser Restoration</i>	Cures short-term or long-term madness
<i>Remove Curse</i>	Cures short/long term depending on the source
<i>Dispel Evil</i>	Cures short/long term depending on the source
<i>Greater Restoration</i>	Required to cure indefinite madness

UNDERDARK TRAVEL (OotA p.25)

Roll for encounters 2 times per day during Underdark travel: Once while traveling, and once while camped or resting. While resting, all encounters are creature encounters.

SPACE AND MARCHING ORDER (OotA 20)

d6	Marching Order
1-2	Narrow passage (single file)
3-4	Standard passage (abreast)
5-6	Large area (wherever)

ILLUMINATION (OotA p.20)

d6	Lighting
1-3	Dimly lit from phosphorescent moss/lichen or <i>faerzress</i>
4-6	Dark

RANDOM ENCOUNTERS (OotA p. 25)

d20	Type of Encounter
1-13	No encounter
14-15	Terrain
16-17	One or more creatures
18-20	Terrain encounter featuring one or more creatures

TERRAIN ENCOUNTERS (OotA p. 25)

d20	Terrain
1	Boneyard
2	Cliff and ladder
3	Crystal clusters
4	Fungus cavern
5	Gas leak
6	Gorge
7	High ledge
8	Horrid sounds
9	Lava swell
10	Muck pit
11	Rockfall
12	Rope bridge
13	Ruins
14	Shelter
15	Sinkhole
16	Slime or mold
17	Steam vent
18	Underground stream
19	Warning sign
20	Webs

CREATURE ENCOUNTERS (OotA p. 27)

d20	Encounter
1-2	Ambushers; reroll if characters are resting
3	Carrion crawler
4-5	Escaped slaves
6-7	Fungi
8-9	Giant fire beetles
10-11	Giant "rocktopus"
12	Mad creature
13	Ochre jelly
14-15	Raiders
16	Scouts
17	Society of Brilliance
18	Spore servants
19-20	Traders

DARKLAKE TRAVEL (OotA p.40)

Roll for encounters every 4 hours the characters are on the Darklake. If the characters aren't moving, any encounter is automatically a creature encounter.

Roll for creature encounters every hour that a character is swimming.

DARKLAKE TERRAIN ENCOUNTERS (OotA p. 41)

d10	Terrain
1	Collision
2	Falls or Locks
3	Island
4	Low ceiling
5	Rockfall
6	Rough current
7	Run aground
8	Stone teeth
9	Tight passage
10	Whirlpool

DARKLAKE CREATURE ENCOUNTERS (OotA p. 42)

d12	Encounter
1	1 aquatic troll
2	2d4 darkmantles
3	1d4 + 2 duergar in a keelboat
4	1 green hag
5	1 grell
6-7	1d6 + 2 ixitxachitl (appendix C)
8	1d4 kuo-toa in a keelboat
9	1d4 merrow
10	3d6 stirges
11	1 swarm of quippers
12	1 water weird