PARTY S	TATUS								
d12	Character	•	Madness	Food	Water	Exhaustion	AC	Passive Pe	rceptio
1	Buppido		0	0	0	0			
2	Derendil		0	0	0	0			
3	JimJar		0	0	0	0			
4	Mal'Than	is	0	0	0	0			
5	Rafmagni	r	0	0	0	0			
6	Rolen		0	0	0	0			
7	Sarith		0	0	0	0			
8	Shuushar		0	0	0	0			
9	Stool		0	0	0	0			
10	Topsy		0	0	0	0			
11	Turvy		0	0	0	0			
12	ROLL AGA	IN							
MARCH	ING ORDER								
Sin	gle File		Abr	east					

UNDERDA	ARK TRAVEL	L PACE (OotA p.18)
Pace	Mi./Day	Effect
Fast	8	-5 penalty to passive Wisdom (Perception) scores; no foraging
Normal	6	
Slow	4	Improved foraging, or able to use Stealth

FO	OD AN	D WATER NEEDS (PHB p.185)
Fo	od	1 lb. per day required
		1/2 lb. = 1/2 day w/o food
		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
Wa	ater	1 gal. water per day (2 if weather is hot)
		1/2 gal. = DC 15 Constitution Save; 1 level of
		exhaustion applied on failure
		No water = 1 level of exhaustion per day
		If character already has 1+ level of exhaustion,

FORAGING NOTES (OotA p.20)

apply 2 levels.

Characters can gather food and water if the party travels at a normal or slow pace, assuming it exists.

Foraging characters must make a Wisdom (Survival) check, of which the DC is 15-20 depending on the area.

Spells such as *create food* or *goodberry* can help provision the party.

Meat yielded from butchered creatures spoils after a day if uneaten. Eating spoiled meat may require a Constitution saving throw to keep it down, and/or a Wisdom saving throw to avoid acquiring a level of madness from the experience.

UNDERDARK TRAVEL TIMES (OotA p.18)						
Location	Velkynvelve	Sloobludop	GrackIstugh	Neverlight Grove	Blingdenstone	Menzoberranzan
Velkynvelve		8 days	28 days	36 days	30 days	26 days
Sloobludop	8 days		20 days	26 days	20 days	20 days
GrackIstugh	28 days	20 days		12 days	20 days	27 days
Neverlight Grove	36 days	26 days	12 days	1	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	

EXHAUSTI	ON (PHB p.291)				
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				
Finishing a long rest reduces a creature's exhaustion level by 1,					

provided that the creature has also ingested some food and drink

NAVIGATING NOTES (OotA p.20)

Creatures unfamiliar with the Underdark are lost, wandering randomly for 4 hours until they encounter an area they are familiar with.

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.

A character not focused on any other task can record the grou's progress on a map. Having a map allows the party to navigate already travelled areas without getting lost.

-	DROW PURSUIT CONDITIONS (OotA p.24	<u></u>
	Action	
- 11	ACCION	Pursuit Level
T	Party travels at a fast pace for a day	Decrease by 1
ı	Character spends time covering up the party's trail that day (Successful DC 16 Wisdom (Survival) Check)	Decrease by 1
-1	Characters cross/traverse some feature that obscures their trail	Decrease by 1
T	Party splits into two or more groups	Decrease by 1
_	Party has random encounter with one or more creatures, unless it is bypassed	Increase by 1
	Party travels at a slow pace	Increase by 1
	Party travels through the Darklake	Resets to 0

PURSUIT NOTES

4 **drow** warriors catch up to party at pursuit level 5
After 1d6 + 4 rounds, remainder of drow party catches up.

CREATURE F				
Creature Siz	ze	Food Gair	ned	
Tiny		1 lb.		
Small		4 lb.		
Medium		16 lb.		
Large		32 lb.		

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 facerzers-suffused area for 8+ hours 3. Character takes psychic dmg in foerzress area When the effect ends, the madness level does not change. Madness is cumulative: Level 3 + 1 = Level 3 and level 1 SHORT-TERM MANNESS (DMG p.259) 41-4 400 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 speins babbling and is incapable of normal speech or spellcasting. 51-60 The character smust 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.	The character feels compelled to repeat a specific washing hands, touching things, praying, or court of the character experiences vivid hallucinations at checks. The character suffers extreme paranoia. The character suffers extreme paranoia. The character wisdom and Charisma checks. The character regards something (usually the sore revulsion, as if affected by the antipathy effect of the character experiences a powerful delusion. Imagines that he or she is under its effects. The character becomes attached to a "lucky	ng coins. has disadvantage on ability cter has disadvantage on ce of madness) with intense the antipathy/sympathy spell. toose a potion. The character " such as a person or an object	d100 01-15 16-25 26-30 31-35 36-45 46-50 51-55 56-70	Flaw (lasts i "Being dru i "I keep wh "I try to be or her style i "I must be interesting i "Achieving ignore eve "I find it ha i" I don't like "I am the s	ss (DMG p.260) suntil cured) unk keeps me sane." hatever I find." come more like someone else I knowadoptin e of dress, mannerisms, and name. und the truth, exaggerate, or outright lie to be g to other people." g my goal is the only thing of interest to me, and erything else to pursue it." ard to care about anything that goes on around te the way people judge me all the time."		
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21-30 The character becomes incapacitated and spends the duration screaming, laughing, or weeping. 66-7	The character is blinded (25%) or deafened (75%)			Deautiful p	person I know."		
the duration screaming, laughing, or weeping. 31-40 The character becomes frightened and must use his or her action and movement each round to filee 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			71-80		vinced that powerful enemies are hunting me, a		
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					sts are everywhere I go. I am sure they're watch		
1 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	75 The character experiences uncontrollable tremo	or tics, which impose		me all the	time."		
from the source of the fear. 76-8	disadvantage on attack rolls, ability checks, and or Dexterity.	ving throws that involve Strengt	h 81-85	"There's or special frie	nly one person I can trust. And only I can see thend."		
ormal 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			86-95		ke anything seriously. The more serious the situ		
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		and retains racial traits and class features, but doesn't recognize other people or remember anything that happened before the madness took effect.			the funnier I find it."		
round to attack the nearest creature. 61-70 The character experiences vivid hallucinations and	remember anything that happened before the n				vered that I really like killing people."		
61-70 The character experiences vivid hallucinations and	Whenever the character takes damage, he or sh	nost succeed on a DC 15 Wisdo	m				
	saving throw or be affected as though he or she		MADN	ESS CURES (DI	MG p.260)		
has disadvantage on ability checks. 91-9	confusion spell. The confusion effect lasts for 1 n	iute.	Spell		Effect		
	The character loses the ability to speak.		Calm E	motions	Supresses the effects of madness		
71-75 The character does whatever anyone tells him or 96-10	01 The character falls unconscious. No amount of jo	ling or damage can wake the	Lesser	Restoration	Cures short-term or long-term madness		
her to do that isn't obviously self-destructive.	The character lans unconscious: No amount or je	mg or duringe can wake the	Remov	e Curse	Cures short/long term depending on the sour		
76-80 The character experiences an overpowering urge to	character.		Dispel	Evil	Cures short/long term depending on the sour		
eat something strange such as dirt, slime, or offal.	character.			r Restoration	Required to cure indefinite madess		
81-90 The character is stunned.	character.		Greate				
91-100 The character falls unconscious.	character.		Greate	nestoration			

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 AN	D MARCHING ORDER (OotA 20)	ILLUMINA	TION (OotA p.20)
d6	Marching Order	d6	Lighting
1-2	Narrow passage (single file)	1-3	Dimly lit from phosphorescent
3-4	Standard passage (abreast)		moss/lichen or faerzress
5-6	Large area (wherever)	4-6	Dark

ILLUMINATION (OotA p.20)				
d6	Lighting			
1-3	Dimly lit from phosphorescent			
	moss/lichen or faerzress			

RANDOM ENCOUNTERS (OotA p. 25)		TERRAIN ENCOUNTERS (OotA p. 25)			1	Collision
d20	Type of Encounter	d20	Terrain		2	Falls or Locks
1-13	No encounter	1	Boneyard		3	Island
14-15	Terrain	2	Cliff and ladder		4	Low ceiling
16-17	One or more creatures	3	Crystal clusters		5	Rockfall
18-20	Terrain encounter featuring	4	Fungus cavern		6	Rough current
	one or more creatures	5	Gas leak		7	Run aground
		6	Gorge		8	Stone teeth
CREATUR	E ENCOUNTERS (OotA p. 27)	7	High ledge		9	Tight passage
d20	Encounter	8	Horrid sounds		10	Whirlpool
1-2	Ambushers; reroll if characters	9	Lava swell			
	are resting	10	Muck pit		DARKLAK	KE CREATURE ENCOUNTERS (Oc
3	Carrion crawler	11	Rockfall		d12	Encounter
4-5	Escaped slaves	12	Rope bridge		1	1 aquatic troll
6-7	Fungi	13	Ruins		2	2d4 darkmantles
8-9	Giant fire beetles	14	Shelter		3	1d4 + 2 duergar in a keelboat
10-11	Giant "rocktopus"	15	Sinkhole		4	1 green hag
12	Mad creature	16	Slime or mold		5	1 grell
13	Ochre jelly	17	Steam vent		6-7	1d6 + 2 ixitxachitl (appendix (
14-15	Raiders	18	Underground stream		8	1d4 kuo-toa in a keelboat
16	Scouts	19	Warning sign		9	1d4 merrow
17	Society of Brilliance	20	Webs		10	3d6 stirges
18	Spore servants				11	1 swarm of quippers
19-20	Traders				12	1 water weird
						1

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