ARABIAN DICE

DUNGEON MASTER'S SCREEN

ULTIMATE ODYSSEY

Introducing the Ultimate Odyssey, a four-page **Dungeon Master's** screen designed to empower **Dungeon Masters** with essential information, rules references, and game details.

Also get the "Printer friendly" version.

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COMBAT ACTIONS

ATTACK
You make one melee or ranged attack.
Extra Attack feature for fighter.

CAST A SPELL
You cast a cantrip or a spell of 1st level or higher.
Spell's casting time: Action/Bonus action/Reaction to cast, or it might take a minute or more.

DASH
You gain extra movement equal to your Speed.

DISENGAGE
Your movement doesn't provoke opportunity attacks for the rest of the turn.

DODGE
Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated or if your speed drops to 0.

HELP
You help one creature with a task, giving that creature advantage on the next ability check it makes for that task.
Or you distract one creature within 5 feet of you, and the next attack roll that an ally of yours makes against that creature has advantage.

HIDE
Make a DEX. (Stealth) check in an attempt to hide vs. opposed WIS. (Perception) check.

TRUMBLE
DEX. vs. DEX. check to move through opponent's space.

READY
Take a reaction in response to a defined trigger event, or ready a spell and hold its energy.

SEARCH
You make a WIS. (Perception) check or an INT. (Investigation) check to find something.

SHOVE, SHOVE ASIDE
STR. vs STR. or DEX.
to push opponent 5 feet back, to the side, or prone.

-IMPROVISE -USE A MAGICAL ITEM/OBJECT -

OTHER ACTIVITY ON YOUR TURN

- Communicate through brief utterances and gestures, as you take your turn.
- Interact with one object or feature of the environment for free.
- Extra interaction takes action to be done.

JUMPING

LONG JUMP
One foot per point of STR. with 10 feet run-up. Half that distance from standing.

HIGH JUMP
3 + STR. Mod. in feet with 10 feet run-up. Half that distance from standing.

SUFFOCATING

A creature can hold its breath for 1 + CON. Mod. minutes (min. 30 seconds).

When it runs out of breath, it can survive for a number of rounds equal to its CON. Mod.

At the start of its next turn, it drops to 0 hp and is dying.

CONCENTRATION

Normal activities such as moving or attacking do not interfere with concentration.

Concentration can be broken by:
- CASTING ANOTHER SPELL THAT REQUIRES CONCENTRATION.
- TAKING DAMAGE, Make a CON. save (DC = 8 + damage taken) to maintain concentration. Make a separate save for each source of damage.
- BEING INCAPACITATED OR KILLED.
- STARTLING ENVIRONMENTAL PHENOMENA, e.g. being doused by a wave, very loud noise, blinding flash of light, having a weasel put down your trousers etc.: DC 10 CON. save.
- VIGOROUS MOVEMENT, e.g. combat, running, climbing, tumbling etc.: DC 10 CON. save.

IMPROVISING DAMAGE

- Burned by coals, by falling object, by poison needle. 1d10
- Struck by lightning, stumbling into a fire-pit. 2d10
- Falling rubble, collapsing tunnel, stumble into vat of acid. 4d10
- Crushed by compacting walls, hit by whirling steel blades, wading through lava stream. 10d10
- Submerged in lava, hit by crushing fists of giants. 18d10
- Tumble into vortex of Elemental Fire, crushed in jaws of god-like or moon-sized monster. 24d10
- Rocks fall, everyone dies. Campaign ends. Yes

EXHAUSTION

1 Disadvantage on Ability Checks
2 Speed halved
3 Disadvantage on attack rolls and saving throws
4 Hit point maximum is 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.

MAGICAL ATTACK BONUS

ABILITY MODIFIER + PROFICIENCY BONUS
(Disadvantage if casting within 5' of an enemy)
SPELL SAVE DC= 8 + Ability Modifier + Proficiency Bonus + Situ. Modifiers.

SETTING A (DC)

VERY EASY	5
EASY	10
MODERATE	15
HARD	20
VERY HARD	25
NEARLY IMPOSSIBLE	30

TRACKING (DC)

SOFT SURFACE SUCH AS SNOW	10
DIRT OR GRASS	15
BARE STONE	20
CREATURE PASSED IN DAYS (+)	+5
CREATURE TRAILS (-)	-5

OBJECT HIT POINTS

	Fragile	Resilient
Tiny (bottle, lock)	2 (5d4)	5 (5d4)
Small (chest, lute)	3 (5d6)	10 (5d6)
Medium (barrel, chandelier)	4 (5d8)	18 (5d8)
Large (cart, 10ft.x10ft.)	5 (5d10)	27 (5d10)

OBJECT ARMOR CLASS

Substance	AC	Substance	AC
Cloth, paper, rope	11	Iron, steel	19
Crystal, glass, ice	13	Mithral	21
Wood, bone	15	Adamantine	23
Stone	17		

TRAP SAVE DC AND ATTACK BONUS

Setback	10+h	+3 to +6
Dangerous	12+h	+6 to +8
Deadly	16+2h	+9 to +12

TRAP DAMAGE (LEVEL & SEVERITY)

	Setback	Dangerous	Deadly
1-4	1d10	2d10	4d10
5-10	2d10	4d10	10d10
11-16	4d10	10d10	18d10
17-20	10d10	18d10	24d10

LIGHT SOURCES (Feet' radius)

Source Mundane	Bright	Dim	Duration
Candle	5	+5	1 hour
Lamp	15	+15	6 hours
Lantern, bullseye	60 (cone)	+60 (cone)	6 hours
Lantern, hooded	30	+30	6 hours
Torch	20	+20	1 hour
Source Magic			
Continual Flame	30	+20	Until dispelled
Dancing Lights	10	10	Up to 1 min
Faerie Fire	10	10	Up to 1 min
Flame Blade	10	+10	Up to 10 min
Flaming Sphere	20	+20	Up to 1 min
Holy Aura	5	5	Up to 1 min
Light	20	+20	1 hour
Moonbeam	5	5 Cylinder	Up to 1 min
Prismatic Wall	100	+100	10 mins
Wall of Fire	60	+60	Up to 1 min

COVER

	Effect
Half Cover	+2 bonus to AC / Dex. Saving Throws
3/4 Cover	+5 bonus to AC / Dex. Saving Throws
Total Cover	Can't be targeted by anything

FALLING

Creatures fall distance by the second:
1 second: 16 feet
2 seconds: 64 feet
3 seconds: 144 feet
4 seconds: 256 feet
5 seconds: 400 feet
6 seconds: 576 feet (one round)

A creature takes 10d6 bludgeoning damage for every 10 feet it fell, to 20d6 MAX.
The creature lands prone, unless to avoids taking damage from the fall.

OBSCURED AREAS

Obscured type	Effect
Lightly obscured	Creatures have disadvantage on Wisdom ('Perception') checks that rely on sight.
Heavily obscured	Vision is blocked; creatures are effectively blinded.

CURRENCY EXCHANGE RATES

	Coin	Cp	Sp	Ep	Gp	Pp
Copper	1	1/10	1/50	1/100	1/500	1/1,000
Silver	10	1	1/5	1/10	1/100	1/100
Electrum	50	5	1	1/2	1/20	1/200
Gold	100	10	2	1	1/10	
Platinum	1000	100	20	10	1	

CHEST CONTENT

CRATE OR CHEST CONTENT OPTIONS (roll d20 twice)

Roll	Contents (roll d20)	Condition (roll d20)
1	Straw and packing only	Cursed
2	Dinnerware	Destroyed
3	Farm tools	Poor condition
4	Portrait(s)	Stolen
5	Rugs	Damaged
6	Chair	Ooze hiding inside
7	Lanterns	Infested with insects
8	Weapons (mixed)	Trapped (1d8 Force)
9	Shields	Trapped (1d8 Fire/Ice)
10	Blank spellbooks	Trapped (1d8 Poison)
11	Armor (mixed)	Trapped (1d8 Lightning)
12	Temple decorations	Haunted
13	Leather boots	Incomplete
14	Handcarved toys	Hidden compartment
15	Musical instruments	Historic (regional)
16	Clothing (female)	Historic (valuable)
17	Clothing (child)	Reward if found notice
18	Scrolls (1d8 cantrips)	Royal
19	Scrolls (1d8 spells)	Good condition
20	Magic item(1)	Excellent condition

SCROLLS

CASTING A HIGHER-LEVEL SPELL than your own ability:
DC = 10 + Spell Level.
COPYING SCROLL SPELLS into your spell book:
INT. (Arcana) check: DC = 10 + Spell Level.
In either case, the scroll spell is destroyed on a failure.

SPELL SERVICES

SPELL LEVEL	PAY
1st	10 gp
2nd	40 gp
3rd	90 gp
4th	160 gp
5th	250gp
6th	360gp

Calculating spellcasting services:
(Spell level)*10 + (Consumed Materials*2) + (NonConsumed Materials*10.)

Greater restoration of the 5th level, consumes (1000gp) diamond dust
= (5)*10 + (100*2) = 450 gp

AUDIBLE DISTANCE

Noise	Distance
Trying to be quiet	20ft x 5 feet
Normal noise level	20ft x 10 feet
Very loud	20ft x 50 feet

VISIBILITY OUTDOORS

Environment	Distance
Clear no obstructions	2 miles
Rain	1 mile
Fog	100 to 300 feet
From a height	x20

FOOD, DRINK AND LODGING

Item	Cost
Ale	
Gallon	2 sp
Mug	4 cp
Banquet (per person)	10 gp
Bread, loaf	2 cp
Cheese, hunk	1 sp
Inn stay (per day)	
Squalid	7 cp
Poor	1 sp
Modest	5 sp
Comfortable	8 sp
Wealthy	2 gp
Aristocratic	4 gp
Meals (per day)	
Squalid	3 cp
Poor	6 cp
Modest	1 sp
Comfortable	5 sp
Wealthy	8 sp
Aristocratic	2 gp
Meat, chunk	3 sp
Wine	
Common (pitcher)	2 sp
Fine (bottle)	10 gp

SERVICES

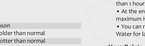
	Pay
Coach cab	
Between towns	3 cp / mile
Within a city	1 cp
Hiring	
Skilled	2 gp / day
Untrained	2 sp / day
Messenger	2 cp / mile
Road or gate toll	1 cp
Ship's passage	1 sp / mile

MOUNTS

Name	Cost	Speed	Carry
Camel	50 pl.	40 ft.	480 lbs
Mule	8 gp	40 ft.	420 lbs
Elephant	200 gp	40 ft.	1320 lbs
Horse, draft	50 gp	40 ft.	540 lbs
Horse, riding	75 gp	60 ft.	480 lbs
Mastiff	25 gp	40 ft.	195 lbs
Pony	30 gp	40 ft.	225 lbs
Warhorse	400 gp	60 ft.	540 lbs

MOUNTS COMBAT

- (DS)Mounting costs half your movement speed.
- If an effect moves your target in a direction you don't like your ally or you are in! If You are knocked prone, you must succeed on a DC 10 Dexterity Saving Throw or fall off the mount, landing prone on the ground.
- You can use your reaction to dismount it as it falls and land on your feet. Otherwise, you are dismounted and fall prone next to it.
- You can either control the mount or allow it to act independently. Intelligent creatures, such as dragons, act independently.
- Controlled Mount: Initiative changes to match yours. It moves as you direct it, and it has only three action options: Dash, Disengage, and Dodge.
- Independent Mount: Retains its initiative. Bearing a rider puts no restrictions, and it moves and acts as it wishes.
- If the Mount provokes an Opportunity Attack, attacker can target you or the mount.



WILDERNESS NAVIGATION

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

WEATHER

d20	Temperature
1-14	Normal for the season
15-17	1d4 x 10 degrees colder than normal
18-20	1d4 x 10 degrees hotter than normal

d20	Wind
1-12	None
13-17	Light
18-20	Strong

d20	Precipitation
1-14	None
15-17	Light rain or light snowfall
18-20	Heavy rain or heavy snowfall

ENCOUNTER DISTANCE

Terrain	Encounter Distance
Arctic, desert, farmland, or grassland.	6d6 x 10 feet
Forest, swamp, or woodland	2d8 x 10 feet
Hills or wastelands	2d10 x 10 feet
Jungle	2d6 x 10 feet
Mountains	4d10 x 10 feet
Underwater, bright light	60 feet
Underwater, dim light	30 feet
Underwater, no light	10 feet

VESSEL SPEEDS

Vessel	Speed
Airship	8 mph
Galley	4 mph
Keelboat	1 mph
Longship	3 mph
Rowboat	1.5 mph
Sailing ship	2 mph
Warship	2.5 mph

TRAVEL PACE

Pace Distance Traveled per...

	Minute	Hour	Day	Effect
Fast	400 ft.	4 miles	30 miles	-5 penalty to passive Wisdom (Perception)
Normal	300 ft.	3 miles	24 miles	—
Slow	200 ft.	2 miles	18 miles	Able to use stealth

RESTING

Short rest (At least 1 hour)
- You can spend Hit Dice during a short rest.

Long rest (At least 8 hours) Only once per 24-hour period.
- Sleep or perform light activity; reading, talking, eating, or standing watch for no more than 2 hours of the rest. If the sleep is interrupted, you must start over unless the interruption lasted less than 1 hour. You must have at least 1 hit point to gain a long rest.
- At the end of the rest, regain all your hit points and half your maximum Hit Dice.
- You can remove 1 Level of Exhaustion if you had enough Food and Water for last 24 Hours.

Hero Points

1 Hero Point may be spent to:
- Gain advantage on attack, ability check or save.
- Impose a disadvantage on an enemy attack against one of your spells or abilities.
- Impose a disadvantage on an enemy attack or ability check used against you.
- Re-roll the damage of an attack, variable numeric effect of a spell or ability or other effect caused by you. You may choose which of the results to use.
- Any other effect in-line with these uses, at the GMs discretion.

3 Hero Points may be spent to:
- Automatically stabilize or prevent Instant Death.
- Add your proficiency bonus to a roll it wouldn't normally apply to (so long as the roll does not require being proficient to attempt).
- Gain 1 free use of an ability that requires a short rest to regain.
- Any other effect in-line with these uses, at the GMs discretion.

5 Hero Points may be spent to:
- Regain the uses of abilities as though you had taken a short rest. You don't gain any other benefits of a short rest.
- Get 1 free use of an ability that requires a long rest to regain.
- Any other effect in-line with these uses, at the GMs discretion.

5 Hero Points may be spent to:
- Take an additional turn.
- Regain the uses of abilities as though you had taken a long rest. You don't gain any other benefits of a long rest.
- Any other effect in-line with these uses, at the GMs discretion

WEAPON PROPERTIES

Finesse • Choose STR. or DEX. for attack and damage rolls.
Reach • This weapon adds 5 ft. to your reach.
Thrown • You can make a ranged attack by throwing this weapon for normal damage.
Weapon without Thrown property deals 1d4 damage and has Range (20/60).
Versatile • Can be used with one or with two hands for increased damage.

FORAGING DCS

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

FOOD AND WATER

Food
- 1 lb. Per character per day.
- Half ration: Half day of starvation per full day.
- After 3+CON. Mod. Days of starvation, one level of exhaustion per full day without food, or CON. Save (DC 10) vs. exhaustion per full day on half rations.

Water
- 1 Gal. (1 Waterskins) Per character per day.
- Half ration: CON. Save (DC 15)
- No water for 1 day, one level of exhaustion at the end of the day, if character drank has one or more levels of exhaustion, it takes two levels in either case.

POTIONS

Potion of Healing	Common	Heal 2d4+2
Potion of Greater Healing	Uncommon	Heal 4d4+4
Potion of Superior Healing	Rare	Heal 8d4+8
Potion of Climbing	Common	Gain Climb speed
Poison (looks like healing)	Uncommon	3d6 poison damage

DONNING AND DOFFING ARMOR

Category	Don	Doff
Light	1 min	1 min
Medium	5 mins	1 min
Heavy	10 mins	5 mins
Shield	1 action	1 action

DAMAGE AND DYING

Unconscious At 0 hit points, you fall unconscious.
You become conscious if you regain any hit points.

Death Saves You must make a DEATH save (DC10).
Third success, you become stable; third failure, you die.
Natural 1: Counts as two failures.
Natural 20: You regain 1 hit point.

Damage at 0 HP Each time a creature with 0 HP takes damage, it suffers a death fail, two from a critical hit.
If the damage equals the creatures HP max, it dies.

Stabilizing Creature You can use your action to administer first aid to an unconscious creature and attempt to stabilize it.
DC 10 Medicine Check. It regains 1 hit point after 1d4 hours.
No longer stable if hit again.

Instant Death You die if the remaining damage after 0 equals or exceeds your hit point maximum.

STRENGTH CHECKS

ATHLETICS CLIMB
ATHLETICS JUMP
ATHLETICS SWIM
IMPROVISED TASKS BREAK AN OBJECT
IMPROVISED TASKS MIGHTY STRENGTH

DEXTERITY CHECKS

ACROBATICS BALANCE
ACROBATICS TUMBLE
SLEIGH OF HAND CONCEAL AN OBJECT
STEALTH HIDING FROM SIGHT
IMPROVISED TASKS ROLL A DIE "Thieves' Tools "
IMPROVISED TASKS DISARM A TRAP

CONSTITUTION CHECKS

HOLD YOUR BREATH
MARCH OR LABOR FOR HOURS WITHOUT REST
GO WITHOUT SLEEP
SURVIVE WITHOUT FOOD OR WATER
QUAFF AN ENTIRE STEIN OF ALE IN ONE GO

INTELLIGENCE CHECKS

ARCANA, HISTORY, NATURE, RELIGION RECALL LORE
INVESTIGATION SEARCHING FOR CLUES
IMPROVISED TASKS CLEVER SOLUTIONS

WISDOM CHECKS

ANIMAL HANDLING CALM OR BEFRIEND AN ANIMAL
INSIGHT SENSE MOTIVE
MEDICINE ADMINISTER A FIRST AID
PERCEPTION LISTEN
PERCEPTION SPOT
SURVIVAL TRACK
SURVIVAL WILDERNESS SURVIVAL

CHARISMA CHECKS

DECEPTION DECEIVE SOMEONE
INTIMIDATION
PERFORMANCE TASK OR PUBLIC ENTERTAINMENT
PERSUASION
IMPROVISED TASKS GATHER INFORMATION

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, bonus 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's wearing or carrying, into a solid inanimate substance. Its weight increases by a factor of ten, and it ceases aging.
The creature is incapacitated (see the condition's card), 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.

PRONE

A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
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.

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.

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.

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Dungeon Master's Screen

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This organized and comprehensive tool is a trusted ally for crafting and running immersive adventures. With its concise tables and valuable references, the Ultimate Odyssey streamlines gameplay and fuels creativity.

Prepare to embark on an epic journey as the Ultimate Odyssey DM's screen becomes your guide in shaping unforgettable narratives and captivating your players.

UNLEASH YOUR IMAGINATION AND TAKE YOUR ADVENTURES TO NEW HEIGHTS WITH THE ULTIMATE ODYSSEY.

THE ODYSSEY BEGINS NOW.

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