

DRAGONFLIGHT – DM Screen Contents

COMBAT

Actions in Combat

Attack	With this action, you make one melee or ranged Attack. Certain features, allow you to make more than one Attack with this action.
Cast a Spell	Each spell has a Casting Time, which specifies the amount of time a caster must use to cast the spell. Most Spells do have a Casting Time of 1 action, so a Spellcaster often uses his or her action in combat to cast such a spell.
Dash	You gain extra Movement for the current turn equal to your speed, after applying any modifiers.
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	<p>The creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn.</p> <p>Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. If your ally attacks the target before your next turn, the first Attack roll is made with advantage.</p>
Hide	You make a Dexterity (Stealth) check in an attempt to hide, following the rules for Hiding.
Ready	<p>The Ready action lets you act using your Reaction before the start of your next turn. First, you decide what perceivable circumstance will trigger your Reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it.</p> <p>When you ready a spell, you cast it as normal but hold its energy, which you release with your Reaction when the trigger occurs. To be readied, a spell must have a Casting Time of 1 action and holding onto the spell's magic requires Concentration. If your Concentration is broken, the spell dissipates without taking Effect.</p>
Search	Depending on the Nature of your Search, the creature may make a Wisdom (Perception) check or an Intelligence (Investigation) check (GM's choice)
Use an Object	You normally interact with an object while doing something else, such as when you draw a sword as part of an Attack. When an object requires your action for its use, you take the Use an Object action. This action is also useful when you want to interact with more than one object on Your Turn.

Using Magic

Concentrating on a Spell	<p>Some spells require concentration, as noted in their duration. Concentration doesn't interfere with moving, attack, or casting other spells that don't require concentration. Your concentration can be broken by:</p> <ul style="list-style-type: none"> - Casting another spell that requires concentration (the first spell ends immediately). - If you take damage you must immediately succeed on a Constitution saving throw against a DC of 10 or half the damage taken, whichever is higher, or the spell ends. - Being incapacitated or killed ends a spell you are concentrating on.
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Spell Area of Effect	Description
Cone	Extends in a direction up to a maximum distance, the width at any given point is equal to the distance from its origin.
Cube	Select a point of origin, which falls on one side of the cube, the cube projects forward from that point in one direction. The point of origin is not the middle of the cube.
Cylinder	The point of origin is the center of a circle of a particular radius, which then extends up or down as you see fit, up to a total height determined by the spell.
Line	Extends from a point of origin in a straight path up to its length, with a defined width.
Sphere	The point of origin is the exact center, the sphere extends outward in three dimensions up to its radius.

Spell Component	Details
Verbal	Must be able to speak clearly and enunciate.
Somatic	Must be able to gesture freely with at least one hand.
Material	<p>For components without a listed cost you must have the component, a component pouch, or an arcane focus, holy symbol, druidic focus, or other item depending on your class.</p> <p>For components with a listed cost, you must have the exact component specified. Components are not consumed when casting spells unless the spell explicitly says a component is "consumed when casting the spell."</p>

Conditions Table

Blinded	You can't see and automatically fail ability checks that require sight. Attack rolls have advantage against you and your attack rolls have disadvantage.
Charmed	You 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 you.
Deafened	You can't hear and automatically fail any ability check that requires hearing.
Frightened	You have disadvantage on Ability Checks and Attack Rolls while you can see the source of your fear. You can't willingly move closer to the source of its fear.

Grappled	Your speed becomes 0 and can't increase. The condition ends if the Grappler is incapacitated or an effect removes you from the reach of the Grappler or Grappling effect.
Hidden	You can't hide from a creature that can see you, and if you make noise, you give away your position. You have advantage on attack rolls against creatures that can't see you. When you make an attack, you give away your location whether the attack hits or misses.
Incapacitated	You can't take actions or reactions.
Invisible	You are impossible to see without the aid of magic or a Special sense. For the purpose of Hiding, you are heavily obscured. Your location can be detected by noise or tracks you make. Attack rolls against you have disadvantage, and your Attack rolls have advantage.
Paralyzed	You are incapacitated and can't move or speak. You automatically fails Strength and Dexterity saving throws. Attack rolls against you have advantage. Any attack that hits you is a critical hit if the attacker is within 5 feet of you.
Petrified	You are transformed, along with any nonmagical objects worn or carried, into a solid inanimate substance. You are incapacitated, can't move or speak, and are unaware of your surroundings. Attack rolls against you have advantage. You automatically fail Strength and Dexterity Saving Throws. You have Resistance to all damage. You are immune to poison and disease, ongoing poisons and diseases are suspended, not neutralized.
Poisoned	You have disadvantage on Attack Rolls and Ability Checks.
Prone	Your only movement option is to crawl, unless you stand up by spending half your movement. You have disadvantage on Attack rolls. Attack rolls against you have advantage if the attacker is within 5 feet. Otherwise, the Attack roll has disadvantage.
Restrained	Your speed becomes 0 and can't increase. Attack rolls against you have advantage, and your Attack rolls have disadvantage. You have disadvantage on Dexterity Saving Throws.
Squeezing	You are considered one size category smaller for moving through tight areas. Every 1 ft. you travel costs 2 ft. of movement. You have disadvantage on Attack Rolls and Dexterity saving throws. Attack Rolls against you have advantage.
Stunned	You are incapacitated, can't move, and can speak only falteringly. You automatically fail Strength and Dexterity Saving Throws. Attack rolls against you have advantage.
Unconscious	You are incapacitated, can't move or speak, and are unaware of your surroundings. You drop whatever you are holding and fall prone. You automatically fail Strength and Dexterity Saving Throws. Attack rolls against you have advantage. Any Attack that hits you is a critical hit if the attacker is within 5 feet of you.

Exhaustion

Exhaustion Level	Effects
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

EXPLORATION

Improvising Challenges

Difficulty	DC
Trivial	5
Easy	10
Moderate	15
Hard	20
Very Hard	25
Nearly Impossible	30
Epic	31+

Exploration Encounters by CR

Challenge Rating	DC	Perils	XP
½	8	1d4 environment damage, 1 level of exhaustion, or a CR ½ creature	50
1	11	1d6 environment damage, 1 level of exhaustion, or a CR 1 creature	200
2	12	2d6 environment damage, 1 level of exhaustion, or a CR 2 creature	450
3	13	3d6 environment damage, 1 level of exhaustion, or a CR 3 creature	700
4	14	4d8 environment damage, 1 level of exhaustion, or a CR 4 creature	1,100
5	15	6d6 environment damage, 2 levels of exhaustion, or a CR 5 creature	1,800
6	16	7d6 environment damage, 2 levels of exhaustion, or a CR 6 creature	2,300
7	17	8d6 environment damage, 2 levels of exhaustion, or a CR 7 creature	2,900
8	18	9d6 environment damage, 2 levels of exhaustion, or a CR 8 creature	3,900
9	19	10d6 environment damage, 2 levels of exhaustion, or a CR 9 creature	5,000
10	20	12d6 environment damage, 2 levels of exhaustion, or a CR 10 creature	5,900
11	21	13d6 environment damage, 2 levels of exhaustion, or a CR 11 creature	7,200
12	22	14d6 environment damage, 2 levels of exhaustion, or a CR 12 creature	8,400
13	23	15d6 environment damage, 3 levels of exhaustion, or a CR 13 creature	10,000
14	24	16d6 environment damage, 3 levels of exhaustion, or a CR 14 creature	11,500
15	25	18d6 environment damage, 3 levels of exhaustion, or a CR 15 creature	13,000
16	26	19d6 environment damage, 3 levels of exhaustion, or a CR 16 creature	15,000
17	27	20d6 environment damage, 3 levels of exhaustion, or a CR 17 creature	18,000
18	28	21d6 environment damage, 3 levels of exhaustion, or a CR 18 creature	20,000
19	29	22d6 environment damage, 3 levels of exhaustion, or a CR 19 creature	22,000
20	30	24d6 environment damage, 4 levels of exhaustion, or a CR 20 creature	25,000
21	31	25d6 environment damage, 4 levels of exhaustion, or a CR 21 creature	33,000

22	32	26d6 environment damage, 4 levels of exhaustion, or a CR 22 creature	41,000
23	33	27d6 environment damage, 4 levels of exhaustion, or a CR 23 creature	50,000
24	34	28d6 environment damage, 4 levels of exhaustion, or a CR 24 creature	62,000
25	35	30d6 environment damage, 5 levels of exhaustion, or a CR 25 creature	75,000
26	36	31d6 environment damage, 5 levels of exhaustion, or a CR 26 creature	90,000
27	37	32d6 environment damage, 5 levels of exhaustion, or a CR 27 creature	105,000
28	38	33d6 environment damage, 5 levels of exhaustion, or a CR 28 creature	120,000
29	39	34d6 environment damage, 5 levels of exhaustion, or a CR 29 creature	135,000
30	40	40d6 environment damage, 6 levels of exhaustion, or a CR 30 creature	155,000

Cover

Cover	Effects
Half Cover	+2 to AC and Dexterity saving throws
Three-Quarters Cover	+5 to AC and Dexterity saving throws
Total Cover	Can't be targeted directly by attacks or spells

Illumination

Illumination	Examples	Effects
Lightly Obscured	Dim light, patchy fog, foliage	Disadvantage on Perception checks that rely on sight
Heavily Obscured	Darkness, thick fog, dense foliage	Considered Blinded when trying to see within the area

Overland Travel

Pace	Per Minute	Per Hour	Per Day	Effects
Fast	400 ft.	4 miles	30 miles	-5 penalty to passive Perception
Normal	300 ft.	3 miles	24 miles	-
Slow	200 ft.	2 miles	18 miles	Able to use Stealth

Miscellaneous Environment Interactions

Long Jump	If you move 10 ft. before jumping, travel a number of feet equal to your Strength score. Otherwise, you can leap half that distance.
High Jump	If you move 10 ft. before jumping, leap a number of feet equal to your height + 20 + your Strength score. Otherwise, you jump half that distance.

Holding your Breath	A number of hours equal to 1 + your Constitution modifier (minimum of 1 hour)
Suffocating	A number of rounds equal to your Constitution modifier (minimum 1 round), after which you drop to 0 hit points and are dying. You can't regain hit points until you can breathe again.

Falling Damage	1d6 per 10 ft. fallen (maximum of 20d6), if you take any damage from falling you land prone, otherwise you land standing up.
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Special Senses

Special Senses	Details
Blindsight	You can see without using your eyes, allowing vision in heavily obscured areas and providing immunity to the blinded condition. May include (blind beyond this radius), indicating a limit to the Blindsight.
Darkvision	You can see in dim light as though it were bright light, and darkness as though it were dim light.
Tremorsense	You can sense vibrations in physical surfaces within a specified radius, as long as you and the source are in contact with the same ground or substance.
Truesight	You can, within a certain range, see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceive the original form of a shapechanger or a creature that is transformed by magic. You can see into the ethereal plane as well.