



DUNGEON MASTER'S SCREEN

DUNGEONS & DRAGONS®

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NPC CHARACTERISTICS

d20	Characteristic
1	Absentminded
2	Arrogant
3	Boorish
4	Chews something
5	Clumsy
6	Curious
7	Dim-witted
8	Fiddles and fidgets nervously
9	Frequently uses the wrong word
10	Friendly
11	Irritable
12	Prone to predictions of certain doom
13	Pronounced scar
14	Slurs words, lisps, or stutters
15	Speaks loudly or whispers
16	Squints
17	Stares into distance
18	Suspicious
19	Uses colorful oaths and exclamations
20	Uses flowery speech or long words

NPC IDEALS

d20	Ideal (Alignment)
1	Aspiration (any)
2	Charity (good)
3	Community (lawful)
4	Creativity (chaotic)
5	Discovery (any)
6	Fairness (lawful)
7	Freedom (chaotic)
8	Glory (any)
9	Greater good (good)
10	Greed (evil)
11	Honor (lawful)
12	Independence (chaotic)
13	Knowledge (neutral)
14	Life (good)
15	Live and let live (neutral)
16	Might (evil)
17	Nation (any)
18	People (neutral)
19	Power (evil)
20	Redemption (any)

NPC FLAWS

d12	Flaw
1	Forbidden love or romantic susceptibility
2	Decadence
3	Arrogance
4	Envy of another person's possessions or station
5	Overpowering greed
6	Prone to rage
7	Powerful enemy
8	Specific phobia
9	Shameful or scandalous history
10	Secret crime or misdeed
11	Possession of forbidden lore
12	Foolhardy bravery

NAME GENERATOR

d20	Beginning	Middle	End
1	—	bar	—
2	—	ched	-a
3	—	dell	-ac
4	—	far	-ai
5	A-	gran	-al
6	Be-	hal	-am
7	De-	jen	-an
8	El-	kel	-ar
9	Fa-	lim	-ea
10	Jo-	mor	-el
11	Ki-	net	-er
12	La-	penn	-ess
13	Ma-	quil	-ett
14	Na-	rond	-ic
15	O-	sark	-id
16	Pa-	shen	-il
17	Re-	tur	-in
18	Si-	vash	-is
19	Ta-	yor	-or
20	Va-	zen	-us

NPC BONDS

d10	Bond
1	Personal goal or achievement
2	Family members
3	Colleagues or compatriots
4	Benefactor, patron, or employer
5	Romantic interest
6	Special place
7	Keepsake
8	Valuable possession
9	Revenge
10	Roll twice, ignoring further rolls of 10

CONDITIONS

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 grappled creature 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 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 is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- The creature is incapacitated (see the condition), 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.

POISONED

- A poisoned creature has disadvantage on attack rolls and ability checks.

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.

EXHAUSTION

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

COVER

Cover	Effect
Half cover	+2 bonus to AC and Dexterity saving throws against attacks and effects that originate on the opposite side of the cover
Three-quarters cover	+5 bonus to AC and Dexterity saving throws against attacks and effects that originate on the opposite side of the cover
Total cover	Can't be targeted directly by an attack or a spell

OBSCURED AREAS

Obscureness	Effect	Examples
Lightly obscured	Creatures have disadvantage on Wisdom (Perception) checks that rely on sight.	Dim light, patchy fog, moderate foliage
Heavily obscured	Vision is blocked; creatures are effectively blinded.	Darkness, opaque fog, dense foliage

LIGHT

Source	Bright Light	Dim Light	Duration
Candle	5 ft.	+ 5 ft.	1 hour
Lamp	15 ft.	+ 30 ft.	6 hours
Lantern, bullseye	60 ft. cone	+ 60 ft.	6 hours
Lantern, hooded	30 ft.	+ 30 ft.	6 hours
Lowered hood	—	+ 5 ft.	—
Torch	20 ft.	+ 20 ft.	1 hour

SKILLS AND ASSOCIATED ABILITIES

Skill	Ability	Skill	Ability
Acrobatics	Dexterity	Medicine	Wisdom
Animal Handling	Wisdom	Nature	Intelligence
Arcana	Intelligence	Perception	Wisdom
Athletics	Strength	Performance	Charisma
Deception	Charisma	Persuasion	Charisma
History	Intelligence	Religion	Intelligence
Insight	Wisdom	Sleight of Hand	Dexterity
Intimidation	Charisma	Stealth	Dexterity
Investigation	Intelligence	Survival	Wisdom

SETTING A DC

Difficulty	DC
Very easy	5
Easy	10
Moderate	15
Hard	20
Very hard	25
Nearly impossible	30

TRAVEL PACE

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

ENCOUNTER DISTANCE

Terrain	Encounter Distance
Arctic, desert, farmland, or grassland	6d6 × 10 feet
Forest, swamp, or woodland	2d8 × 10 feet
Hills or wastelands	2d10 × 10 feet
Jungle	2d6 × 10 feet
Mountains	4d10 × 10 feet

Audible Distance

Trying to be quiet	2d6 × 5 feet
Normal noise level	2d6 × 10 feet
Very loud	2d6 × 50 feet

Visibility Outdoors

Clear day, no obstructions	2 miles
Rain	1 mile
Fog	100 to 300 feet
From a height	× 20

DAMAGE BY LEVEL AND SEVERITY

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

SOMETHING HAPPENS!

d20	Event
1	A door opens.
2	A fire starts.
3	A meteor shoots across the sky.
4	A monster appears.
5	A screech pierces the air.
6	A storm begins.
7	A strange star appears in the sky.
8	A strong gust of wind blows through.
9	A tremor shakes the ground.
10	Someone experiences déjà vu.
11	Someone gets angry.
12	Someone glimpses the future.
13	Someone has a sense of foreboding.
14	Someone has to go to the bathroom.
15	Something spills or falls to the ground.
16	Something isn't where it's supposed to be.
17	The lights go out.
18	The sun comes out.
19	There's a foul smell in the air.
20	Unexplained magic occurs.

QUICK FINDS

d12	Find
1	Artwork
2	Body
3	Food or drink
4	Jewelry
5	Key
6	Letter
7	Magic herbs
8	Map
9	Monster parts
10	Secret message
11	Signet or insignia
12	Tome



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This durable, four-panel Dungeon Master's screen, lavishly adorned with illustrations inside and out, will enchant and inspire players and Dungeon Masters alike.

The screen's landscape orientation allows the Dungeon Master to easily see beyond the screen and reach over it, even as it keeps die rolls and notes hidden from players. Tables on the inside provide essential support for the three pillars of play—combat, exploration, and social interaction—to Dungeon Masters of all skill levels.

The outside of the screen features an epic scene illustrated by Craig Spearing, depicting the red dragon Thraxata the Flamefiend and her kobold minions confronting a party of intrepid adventurers. The group's ranger tries to finish the fight with a legendary arrow of dragon slaying meant specifically for this wyrm.



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