WILDERNESS SURVIVAL GUIDE

New options to survive in the wilderness with this supplement
for the world's greatest roleplaying game

GUILD

Credits

- **Designed** by AeronDrake
- Made with "The Homebrewery", created by /u/stolksdorf.
- Special thanks to /u/calculuschild, since he gave me permission to use his "Alchemist's Supplies" as base for the alchemy system on this guide.
- Also thanks to everyone who helped with the typos, suggestions, new ideas and making all of this mechanics and rules more clear and balanced.

Art Used

- "BookVileDarkness elf"
- "WotC-Draconomicon-dragonskull"
- "Dried Herbs" by Caitlin Regan
- "WotC-Draconomicon-dragoon"
- "Blacksmiths" by Steve Slater
- "MonsterManual2_heros"
- "Clint Bellanger's Mana Potion" by Iwan Gabovitch
- "WotC-Draconomicon-dragonfootprint"
- "ElderEvils_desert elf"

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ON THE COVER

A lonely elf ranger is ready to ambush a troll in a forgotten forest after several weeks of tracking and searching the creature.

Disclaimer: I'm not responsible for the consequences of trying to hunt down an ancient red dragon without proper equipment. Some side effects by creating a healing potion using strange materials may include hallucinations, paranoia, sudden changes in behavior and glowing eyes.

Part 1: Collecting Materials

YOU CAN COLLECT MATERIALS DURING your travels, which are used to craft new equipment, create alchemical concoctions and gemstones. To get new materials, you must expend the whole process without major interruptions (like a combat). There're three material categories, and each one has a special way to collect them: **Creatures**, **Minerals and others** and **Plants and herbs.**

Also, depending of the type of material and the place where it is, they might be modifiers to the skill check made for collecting the materials. The DM can add more than one of the modifiers (for example, if you're traveling at normal pace in a rainy day, the DC will be +11).

Special conditions	DC
Rain, fog, low visibility areas	+3
Storm, snowfall, no visibility areas	+5
Traveling at slow pace	+5
Traveling at normal pace	+8
Traveling at fast pace	+11

Material Sources

Creatures

Creature parts are used as alchemical materials and for creating armor and weapons for the adventurers, which some of them gives special features. Others take some of the creature parts as trophies and decorations for their armor and houses.

If you want to extract parts of animals and creatures, you must make an Intelligence (Nature) check for common creatures, Intelligence (Arcana) or an Intelligence (Religion) check for rarer creatures. You can also make a Wisdom (Survival) instead an Intelligence check when harvesting parts. On a failed check, the part is destroyed or damaged. It's up to the DM to determine which check is made depending on the creature type and how common is that creature in the world.

DC: 15 + 1/2 of the creature's CR *(Creatures with a CR less than 2 don't add the CR to the DC)*

The number of checks you can make and the time used for harvesting all the parts of a creature depends of the size of the creature as shown in the following table. For example, if you harvest a medium sized creature it will take one hour for the whole process, even if you only make 1 check.

Creature Size	Max. harvest checks	Total time to harvest
Tiny	1	Two hours
Small	1	30 minutes
Medium	2	One hour
Large	3	One hour
Huge	4	Two hours
Gargantuan	5	Two hours (minimum)

Each successful check gives you a number of units depending on the creature size as shown in the following table, which can be used for creating new pieces of equipment or as alchemical materials.

Creature size	Units collected per check
Tiny	1/4 unit
Small	1/2 unit
Medium	1 unit
Large	2 units
Huge	3 units
Gargantuan	4 units

You can only make one check for each part you want to harvest. For example, a character can make 3 checks for harvesting a large sized dragon, but he can only use one of the checks to harvest the scales, and the other two checks can be used for other parts of the dragon (like an essential organ and the horns)

For alchemical uses, the DM determines the essence type of the harvested parts. You can read more information about the essences in the alchemy section.

When you use the parts for crafting armors and weapons, you need a number of units of the same material depending of the size for the object. You can read more about crafting and the materials in the crafting section.

In the following table are examples of creature parts and their uses. Some parts deals damage if you fail to extract it. The elemental damage can be any type of damage, and it's defined by the DM (for example, a character takes fire damage on a failed check to extract the essential organ of a red dragon). You can determine the damage using the same guidelines for traps damage found in the chapter 5 of the *Dungeon Master's Guide.*

Part	Uses	Damage on a failure
Sting	Alchemy, equipment	Deals poison damage on a failed check
Wings, feathers	Alchemy, equipment	—
Fins	Alchemy, equipment	—
Chitin	Equipment	—
Tail	Alchemy	—
Fangs, teeth	Alchemy, equipment	Deals piercing damage on a failed check
Organ	Alchemy	—
Horns	Equipment	Deals piercing damage on a failed check
Ectoplasm	Alchemy	Deals necrotic damage on a failed check
Scales	Alchemy, equipment	—
Elemental essence	Alchemy	Deals elemental damage on a failed check
Claws	Alchemy, equipment	Deals slashing damage on a failed check
Bones	Alchemy, equipment	—
Slime, mucus	Alchemy	Deals elemental or poison damage on a failed check
Essential Organ	Alchemy	Deals elemental damage on a failed check
Fur, hide	Equipment	—
Blood	Alchemy	—

Parts Values

The value of each harvested unit goes from 1% to 50% of the experience of the creature. The harvested parts of common creatures have a value of 1% of the creature's experience, while the rarer creature's parts value is close to 50% of the creature's experience. You can determine the values of each extracted part in the following table.

Units Value

CR	Creature rarity	Unit value
6 or less	Common	1% of the creature exp.
7-12	Uncommon	5% of the creature exp.
13-18	Rare	10% of the creature exp.
19-24	Very Rare	25% of the creature exp.
25+	Legendary	50% of the creature exp.

For example, if you harvest some feathers from a hippogriff (CR 1), the value of the feather unit will be 1% of the base experience (200 exp), which is 2 gp.

As other examples: A unit of pseudodragon's scales is worth 5 sp (CR 1/4), and a unit of an adult blue dragon's scales is worth 1,500 gp (CR 16).

Getting Meat (Foraging Variant)

While the characters can forage to survive on the wilderness, they also can hunt down and kill a creature to harvest the meat and use it as food. The meat they yield spoils after a single day if uneaten. Eating spoiled meat might require a Constitution saving throw to avoid throwing up the food or getting diseased.

A character can make a Wisdom (Survival) check to try to collect meat as food. The DC for the check is typically 15, but it's up to the DM to modify the DC. The amount of meat harvested is determined by the creature size, as shown in the creature food yield table below.

Getting meat does not count on the maximum harvest checks you can make to harvest a creature.

Creature Food Yield

Creature Size	Food Gained
Tiny	1 lb.
Small	4 lb.
Medium	16 lb.
Large	32 lb.

Minerals and others

Minerals are earthen materials used for making armor, weapons, and gaining special effects for those armors and weapons. Minerals can be divided in two types and each type has a unique way to acquire them.

- **Ores** are extracted with the use of a Miner's Pick and a Strength (athletics) check.
- **Gemstones** are extracted with the use of Gem Extraction Tools (worth 25 gp) and Dexterity check.

The check for extracting either mineral type is always DC 15. If needed, the character must make an Intelligence (Nature) check first to find a vein or a place where the ores or gemstones are.

- If the character is extracting ores, on a success they collects a number of ore units equal to 2d4 + your Constitution modifier.
- If the character is extracting gemstones, the DM determines the amount of the gemstones found, or he can roll a d20 and compare the result with the following table. You can determine the kind of gemstones found using the tables in the page 134 of the *Dungeon Master's Guide.*

d20	Gemstones found
1-15	1 gemstone (10 gp)
16-17	1d4 gemstones (10 gp)
18	1 gemstone (50 gp)
19	1d4 gemstones (50 gp)
20	Roll twice

Non-Mineral Materials

There're also other materials which are not ores or gemstones, such as wood, stone and coral that can be also used to craft weapons or pieces of armor.

For collecting those materials, you need to make a Strength (Athletics) or a Dexterity check, depending on the material (DC 15). On a success you collect a number of units equal to 2d4 + your Constitution modifier. For example, if a character wants to collect some units of darkwood for an armor, he must make a Strength (Athletics) check to cut down the tree with an axe and get the material. On a success, he collects a number of Darkwood units equals to 2d4 + his Constitution modifier.

The time used for extracting minerals and other materials equals to 1 day of downtime activity. This represents all the time the character uses to find and extract the materials.

Materials Values

Minerals and other materials can be sold (and in some cases, bought), and the value of each unit depends of the material. For more information see the crafting section.

Plants and Herbs

Plants are used for creating alchemical potions and mixtures, and they are divided in four levels of rarity.

- **Common plants**, which have one essence
- **Uncommon plants**, which have two different essences
- **Rare plants**, which have two essences of the same type
- **Very Rare plants**, which have two essences of the same type and one extra essence

To gather plants, herbs and other similar resources the character must make an Intelligence (Nature) check **(DC 15)**.

If the character success the check, the DM rolls a d20 to determine the number of resources gathered.

d20	Number of plants gathered
1-10	1
11-15	1d4
16-18	1d4+1
19	1d4+2
20	Roll twice

The time used for gathering equals to 1 hour for each check, and you can make a number of checks per day equal to your Intelligence modifier (minimum 1).

Plants Values

You can buy and sell the plants and herbs in the market as shown in the following table.

Plant Rarity	Market Value
Common	5 gp
Uncommon	10 gp
Rare	20 gp
Very Rare	40 gp

Plants and Herbs by Areas

In the following tables you can see examples of plants and their alchemical essence for various environments. You can read more information about the essences properties in the alchemy section.

Arctic

1d20	Name	Rarity	Essences
1-5	Blue herb	Common	💧
6-10	Drojos ivy	Common	🔺
11-15	Ucre bramble	Common	☀
16-18	White poppy	Uncommon	〰 ☀
19	Kreet paste	Rare	💧 💧
20	Angel flower	Very Rare	〰 ☀ ☀

Caves

1d20	Name	Rarity	Essences
1-5	Twilight wormwood	Common	🌙
6-10	Blue herb	Common	💧
11-15	Mandrake root	Common	〰
16-18	Abyss flower	Uncommon	🔺 🌙
19	Kasuni juice	Rare	🔺 🔺
20	Blackleaf Rose	Very Rare	🔥 🌙 🌙

Desert

1d20	Name	Rarity	Essences
1-5	Drojos ivy	Common	🔺
6-10	Ellond scrub	Common	🔥
11-15	Ucre bramble	Common	☀
16-18	Dried Ephedra	Uncommon	🔥 🔺
19	Olina petals	Rare	🔥 🔥
20	Ebrium fungus	Very Rare	🔺 🔺 🌙

Forests

1d20	Name	Rarity	Essences
1-5	Twilight wormwood	Common	🌙
6-10	Drojos ivy	Common	🔺
11-15	Ellond scrub	Common	🔥
16-18	Blood herb	Uncommon	💧 🌙
19	Thunderleaf	Rare	〰 〰
20	Wisp stems	Very Rare	🔺 ☀ ☀

Lakes, rivers and ocean

1d20	Name	Rarity	Essences
1-5	Twilight wormwood	Common	🌙
6-10	Blue herb	Common	💧
11-15	Mandrake root	Common	〰
16-18	Aniseed sap	Uncommon	💧 🔺
19	Kreet paste	Rare	💧 💧
20	Chromatic mud	Very Rare	💧 💧 〰

Mountains

1d20	Name	Rarity	Essences
1-5	Drojos ivy	Common	🔺
6-10	Ellond scrub	Common	🔥
11-15	Mandrake root	Common	〰
16-18	Ash chives	Uncommon	〰 🔥
19	Kasuni juice	Rare	🔺 🔺
20	Dragontongue petals	Very Rare	🔥 🔥 〰

Plains

1d20	Name	Rarity	Essences
1-5	Ellond scrub	Common	🔥
6-10	Mandrake root	Common	〰
11-15	Ucre bramble	Common	☀
16-18	Aniseed sap	Uncommon	💧 🔺
19	Lunar nectar	Rare	🌙 🌙
20	Dragontongue petals	Very Rare	🔥 🔥 〰

Swamps

1d20	Name	Rarity	Essences
1-5	Twilight wormwood	Common	🌙
6-10	Blue herb	Common	💧
11-15	Ucre bramble	Common	☀
16-18	Frenn moss	Uncommon	〰 🌙
19	Ecire laurel	Rare	☀ ☀
20	Spineflower berries	Very Rare	💧 🔺 🔺

Part 2: Alchemy

EACH INGREDIENT USED IN ALCHEMY has one or more essences which are extracted and used to create mixtures with alchemical properties: Water (💧), Air (≋), Fire (🔥), Earth (▲), Positive (☀) and Negative (🌙).

Alchemy Basics

- You can create **bombs** and **potions** using up to six ingredients to craft them.
- The **ingredients** are any resource which have one or more essences you use to create the mixture (such as blue herbs or a Mandrake root).
- You need a glass bottle worth 2 gp for each bomb or potion you craft.
- The value of bombs and potions equals to 10 gp plus 15 gp for each extra ingredient after the first.
- Bombs have a range of (20/60).
- If a bomb requires a saving throw, the DC is 8 + your proficiency bonus + your Intelligence modifier.

Creating a Mixture

After determining the number of ingredients and the value of the mixture, you can start the process of crafting the bomb or potion.

- The character can distribute the essences to choose the effects for the bomb or potion at the beginning of the creation process.
- The creation process must be made in sessions of 4 uninterrupted hours for each 25 gp of the object you're trying to create. When you start the first session, all ingredients are consumed.
- Bombs and potions which have a value of 25 gp or less can be crafted anywhere, while an expensive mixture will require a place for crafting due the amount of ingredients and the required tools for creating it.
- At the end of the last session, the character must make an Intelligence check, adding the proficiency bonus if he's proficient with the alchemist's supplies. **The DC for the check is 6 + twice the number of ingredients used**. If the character passes the check, the mixture is created. On a fail, the mixture is not created and all the ingredients are lost.

Example of Creating a Mixture

A character can create a potion that heals 1d4 + 1 using two common ingredients with 1 water essence each (DC 10) and it will take 1 session of 4 hours for creating it, since its value is 25 gp (10 gp as base, plus 15 gp for using two ingredients). They can also create the same healing potion using a rare ingredient which has 2 water essences (DC 8) and it will take 1 session of 4 hours to create it.

On the other hand, if they use two rare ingredients (2 water essences each) they can create a better potion. The DC and the time will be the same as the first case, but the healing is doubled (2d4+2).

Combination Effect

	Effect
💧 + 💧	Heals 1d4 + 1.
≋ + ≋	Deals 1d4 lightning damage on contact. The damage is doubled if the target is wearing a metallic armor or a metallic weapon.
🔥 + 🔥	Deals 1d4 fire damage of contact. The damage is doubled if the target is wearing clothes, leather or something inflammable.
▲ + ▲	A series of small fragments are released and deals 1d4 piercing damage to all creatures in a 10-feet radius who failed a Dexterity saving throw.
💧 + ≋	When you chew this crystal you can breathe in places without oxygen for 1 minute.
💧 + 🔥	A dense fog appears in a 15-feet sphere, blocking the vision for 1d4 turns.
💧 + ▲	On an impact, the targets are covered with a sticky gel. Any effect that deals fire, cold or lightning damage to them while covered in the gel occurs again at the start of each of their turns. A creature can try to remove the gel spending its action to make a Dexterity saving throw.
💧 + ☀	Releases slippery oil on the ground in a 10-feet area, and the creatures in the area must make a Dexterity saving throw. On a fail, the creature falls prone.
💧 + 🌙	Deals 1d4 poison damage on contact and the creature must make a Constitution saving throw. On a failed save, the creature is poisoned for 1 minute.
≋ + 🔥	Deals 1d6 force damage on contact.
≋ + ▲	A series of small ice shards are released from the bomb in a 5-feet radius. All creatures within range must make a Dexterity saving throw. On a failed save, the creature takes 1d4 cold damage.
≋ + ☀	A bright light explosion is released in a 10-feet sphere, and all creatures in the area must make a Dexterity saving throw or be blinded for 2 turns.
≋ + 🌙	A soundwave that deals 1d4 thunder damage to all creatures within 10 feet. The affected creatures must make a Constitution saving throw or be deafened for 1d4 turns.
🔥 + ▲	Deals 1d6 acid damage on contact.
🔥 + ☀	Deals 1d6 radiant damage on contact.
🔥 + 🌙	Deals 1d6 necrotic damage on contact.
▲ + ☀	You have resistance to bludgeoning, piercing or slashing damage for 1 minute (The damage type is chosen when the potion is created).
▲ + 🌙	You have resistance to cold, fire or lightning damage for 1 minute (The damage type is chosen when the potion is created).

PART 3: CRAFTING

URING YOUR ADVENTURES AND TRAVELS, you can collect a series of elements and materials to craft special equipment. This section expands the crafting system found in the *Player's Handbook* and modifies some parts of it.

You can craft nonmagical objects, including adventuring equipment. You must be proficient with tools related to the object you are trying to create (typically artisan's tools). You might also need access to special locations to create it. For example, someone proficient with smith's tools needs a forge in order to craft a sword or suit of armor.

For every day of downtime you spend crafting, you can craft one or more items with a total market value not exceeding 25 gp, and you must expend raw materials worth half the total market value. If something you want to craft has a market value greater than 25 gp, you make progress every day in 25-gp increments until you reach the market value of the item. For example, a suit of plate armor (market value of 1,500 gp) takes 60 days to craft by you.

Multiple characters can combine their efforts toward the crafting of single item, provided that the characters all have proficiency with the requisite tools and are working together in the same place. Each character contributes 25 gp worth of effort for every day spent helping to craft the item. For example, three characters with the requisite tool proficiency and the proper facilities can craft a suit of plate armor in 20 days, at a total cost of 750 gp.

While crafting, you can maintain a modest lifestyle without having to pay 1 gp per day, or a comfortable lifestyle at half the normal cost (see chapter 5 of the *Player's Handbook* for more information on lifestyle expenses).

OBJECT TYPES

There're three types of objects you can craft:

Common objects are the objects you can easily find in a store, dungeons and most of the artisans makes them regularly, like a longsword or a leather armor.

Special objects are the pieces of equipment crafted with special materials, like a darksteel longsword.

Unique objects are completely new creations, with custom forms, qualities and benefits, like a greatsword with a mechanism to transform it in two scimitars.

SKILL CHECKS

When you craft an object, you must make a skill check at the end of the process to see if you succeed on the creation of the object. The skill check has the following rules:

- You need to make an Ability check (d20 + ability modifier)
- You can add the proficiency bonus if you are proficient with the artisan tools you need.
- If you are in a place without the tools needed or you dont have the artisan tools, the check is made with disadvantage and without your proficiency bonus.

DC for crafting objects: **Normal objects: 10; Special objects: 15; Unique objects: 20.**

If you fail the check, you must finish a long rest to make the check again. After 3 consecutive failures, you need to start the process again and all the materials you used are lost.

HIRING ARTISANS

You can hire one or more artisans to help you creating the object or to create the object completely by themselves. When using special materials, you need to hire an artisan which knows how to work that material.

The cost for hiring an artisan depends of the object type you want to create. In general, for rarer objects you will need an artisan who knows how to work the material, have a crafting guide or similar. You can see the cost of hiring an artisan in the following table. If you hire an artisan to create a unique object with special materials, the cost per day is 15 gp.

HIRING AN ARTISAN

Object type	Cost per day
Normal (common labors of the artisan)	2 gp
Special (special materials)	5 gp
Unique (completely new object)	10+ gp

SPECIAL MATERIALS

To create an object with special materials, you need an amount of material units: For a medium-sized creature, when you use the materials for crafting armors and clothing, you need 3 units of the same material, for weapons and shields you need 2 units of the same material and for 10 units of ammunition you need 1 unit of the same material. If you want to craft something for a bigger sized creature, you need to use twice the amount of materials used for each size increment, and for smaller sized creatures you need only half materials per each size smaller than medium.

As an example, if you want to create an adamantine plate armor for a medium sized character, it will take 60 days to craft it, at a cost of 750 gp and three units of adamantine. If you hire two artisans to work with you in the crafting, it will take 20 days, at a total cost of 950 gp and three units of adamantine.

In case of the creature parts, you gain an extra benefit depending on the creature Challenge Rating, as shown in the following table.

Creature CR	Armor Class	Weapons (attack and damage)
6 or less	none	none
7-12	none	+1
13-18	+1	+2
19-24	+2	+3
25+	+3	+4

For example, a scale mail created with scales from an adult blue dragon (CR 16) will give you an extra +1 to your armor class, for a total of 15 + dex modifier (max. +2).

Material Descriptions

In the following section you can find a list of special materials, their unit value and their properties to armors or weapons. Some of this materials might have other special features (for example, an armor made with dragon bones could grant you resistance to the dragon type damage)

Adamantine
Uncommon Material

A shiny black metal, known as one of the hardest substances in existence.
Unit value: 250 gp.
Armor: While wearing a medium or heavy armor (non hide) made with adamantine, any critical hit against you becomes a normal hit.
Weapons: When you hit a creature with an adamantine weapon, the damage overcomes the non-magic immunity and resistance.

Aerocrystal
Rare Material

A light blue, glass-like crystal known for creating quick, precise weapons.
Unit value: 500 gp
Weapon: You can use your Dexterity modifier for attacks and damage made with an aerocrystal weapon.

Asmoroch wood
Rare Material

A black scorched wood which is cold to touch.
Unit value: 500 gp
Weapon: A weapon completely made of asmoroch wood deals necrotic damage instead its normal damage type. Aditionally, when you hit a creature you deal an extra 1d4 necrotic damage.

Beast feathers
Rarity Varies

Hippogriffs, Rocs, giant eagles and other flying creatures have beautiful feathers used to show their majesty.
Unit value: Determined by the creature's CR.
Armor: While wearing clothing or any non-metallic armor made with beast feathers, you have advantage on any animal handling checks.

Bone
Rarity Varies

A series of bones joined together, mostly used by shamans and wildlings.
Unit value: Determined by the creature's CR.
Armor: Replaces the metal. While wearing a medium or heavy armor (non hide) made with bones, you have advantage on Intimidation checks.
Weapon: Replaces the metal and wood.

Chitin
Rarity Varies

Flexible shells of chitinous creatures such as giant crabs or remorhaz, known to be lighter than metallic armors.
Unit value: Determined by the creature's CR.
Armor: Replaces the metal. While wearing a medium armor (non hide) made with chitin, the armor's dexterity bonus increases by 1. Heavy armors made with chitin reduces the Strength requirement by 1.

Cold Iron
Common Material

This iron is worked entirely while cold, known for its effectiveness against fey creatures.
Unit value: 100 gp
Weapons: When you hit a fey with a cold iron weapon, you can roll the damage again and use either result.

Coral
Common Material

Mostly used by sea and waterborne creatures to create their weapons and armors.
Unit value: 100 gp
Armor: Replaces the metal. While wearing a medium or heavy armor (non hide) made with coral, you speed while swimming increases by 10 feet.
Weapons: Any melee weapon made with coral doesn't have disadvantage on the attacks rolls while underwater.

Darksteel
Uncommon Material

A darkened blue metal that only forms in areas affected by thunderstorms, known for having that energy inside of it.
   Unit value: 250 gp.
   Armor: While wearing a medium or heavy armor (non hide) made with darksteel, lightning damage that you take from non magical attacks is reduced by 3.
   Weapons: When you hit a creature with a darksteel weapon, you deal an extra 1d4 lightning damage.

Darkwood
Common Material

This piece of wood is as hard as normal wood but very light.
   Unit value: 100 gp
   Armor: Replaces the metal of any medium or heavy armor.

Dwarvenstone
Rare Material

This marble-like stones are used by dwarves to create a ceremonial armor for the defenders of their cities, even though is heavier and bulkier than metallic armors.
   Unit value: 500 gp
   Armor: While wearing a heavy armor made with dwarvenstone, you have a +1 to your armor class, but the strength requirement increases by 2 and your speed is reduced in 10 feet.

Ellond hide
Rarity Varies

This brown-orange hide is harvested from desert and dry areas creatures.
   Unit value: Determined by the creature's CR.
   Armor: While wearing clothing or any non-metallic armor made with ellond hide, fire damage that you take from non magical attacks is reduced by 3.

Eternal Ice
Rare Material

This cold white-blue block of ice resist high temperatures, making it unable to melt in normal conditions.
   Unit value: 500 gp
   Weapon: A weapon completely made of eternal ice deals cold damage instead its normal damage type. Aditionally, when you hit a creature you deal an extra 1d4 cold damage.

Ignum
Rare Material

This black semi-translucent stone have some lava-like glowing and flowing inside of it.
   Unit value: 500 gp
   Weapon: A weapon completely made of ignum deals fire damage instead its normal damage type. Aditionally, when you hit a creature you deal an extra 1d4 fire damage.

Infernal Leather
Very Rare Material

A reddish hard leather created in the infernal planes.
   Unit value: 750 gp
   Armor: While wearing clothing or any non-metallic armor made with infernal leather, you have a +1 bonus to your Armor Class and you have resistance against fire damage.

Infernal Steel
Very Rare Material

A blood red metal found in the infernal planes which is very resistant and captures the hot and flames.
   Unit value: 750 gp
   Armor: While wearing a medium or heavy armor (non hide) made with infernal steel, you have a +1 bonus to your Armor Class and you have resistance against fire damage.
   Weapon: A weapon completely made of infernal steel deals fire damage instead its normal damage type. Aditionally, when you hit a creature you deal an extra 1d4+2 fire damage.

Leafweave
Common Material

Alchemically processed leaves that are hard as leather, used also as camouflage.
   Unit value: 100 gp
   Armor: While wearing clothing or any non-metallic armor made with leafweave, you have advantage on stealth checks in woodlands and forests.

Mitrhil
Uncommon Material

This white-silver metal is lighter and flexible than common steel.
   Unit value: 250 gp
   Armor: Metallic heavy armors made with mithril are considered medium, and medium metallic armors made with mithril are considered light. If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, mithril version of the armor doesn't.
   Weapon: Two handed weapons made with mithril lose the heavy property and all the other weapons gain the light feature.

Monster Scales
Rarity Varies

Big scales harvested from a creature, with a variety of colors, shapes and sizes.
   Unit value: Determined by the creature's CR.
   Armor: Replaces the metal. If the armor normally imposes disadvantage on Dexterity (Stealth) checks, a monster scales version of the armor doesn't.

Obsidian
Uncommon Material

This black to deep purple glass-like stone is known to be very sharp.
Unit value: 250 gp
Armor: While wearing a medium or heavy armor (non hide) made with obsidian, when an enemy tries to grapple you, it takes 1d4 piercing damage.
Weapons: Any piercing or slashing damage made with an obsidian weapon deals an extra 1d4 of damage.

Orichalcum
Rare Material

This bronze orange metal is used to absorb the essence of magic.
Unit value: 500 gp
Armor: While wearing a medium or heavy armor (non hide) made with orichalcum, you have advantage against Strength and Constitution saving throws against spells and magic effects.
Weapon: A weapon completely made of orichalcum deals force damage instead its normal damage type. Aditionally, when you hit a creature you deal an extra 1d4 force damage.

Plague wood
Uncommon Material

This ancient mossy-like wood has small spores floating around it.
Unit value: 250 gp
Weapon: When you hit a creature with a weapon made completely with plague wood, you deal an extra 1d4 poison damage.

Shadowsilk
Rarity Varies

This black semi-transparent silk is carefully made by underground spiders and spider-like creatures.
Unit value: Determined by the creature's CR.
Armor: While wearing clothing or any non-metallic armor made with shadowsilk, you have advantage on stealth checks in lightly obscured areas (such as tree shadows).

Shadowfell Linen
Very Rare Material

A dark and purple linen found in the shadowfell.
Unit value: 750 gp
Armor: While wearing clothing or any non-metallic armor made with shadowfell linen, you have a +1 bonus to your Armor Class and you have resistance against psychic damage.

Spiritual wood
Uncommon Material

This cyan-like wood has a natural connection with the magic.
Unit value: 250 gp
Armor: Replaces the metal of any medium or heavy armor. While wearing an spiritual wood armor, you have advantage on concentration checks to maintain a spell.
Weapon: When you hit a creature with a weapon made completely with spiritual wood, you deal an extra 1d4 force damage. You can use a spiritual wood weapon as an arcane focus.

Stellar Iron
Very Rare Material

A white bright metal, soft on touch but very resistant, known for being used by celestial beings.
Unit value: 750 gp
Armor: While wearing a medium or heavy armor (non hide) made with stellar iron, you have a +1 bonus to your Armor Class and you have resistance against necrotic and radiant damage.
Weapon: A weapon completely made of stellar iron deals radiant damage instead its normal damage type. Aditionally, when you hit a creature you deal an extra 1d4+2 radiant damage.

Optional Rule: Material Resistance

Every armor or weapon made with special materials have a number of **resistance points**. If the points are reduced to 0, the piece of equipment is broken and you need to repair it to use it again.

The points are reduced in the following events:

- When you make an attack with a weapon made with a special material and you roll a 1, the resistance points of the weapon are reduced by 1 point.
- When you take a critical hit from an opponent, it reduces your armor resistance points by 1.

Each reduced point also reduces the damage dealt for weapons and the AC for armors.

In the following table you can see how many resistance points have a special material depending on the material value. A material that replaces any of the materials mentioned in the table uses the resistance of the replaced material (for example, a coral armor uses the metal resistance points)

Resistance Points by Value

Material Value	Clothing, non-metallic	Wood	Metal
100 or less	2	3	4
101 - 500	3	4	5
501 - 1.000	4	5	6
1.001 or more	5	6	7

Repairing Equipment

If you want to repair a piece of equipment made with a special material, you need to make a tools check using the required artisan tools. **The DC equals to 8 + total amount of reduced points**.

Depending on what you're trying to repair, you need to use a number of units of the same material, as shown in the following table.

Equipment type	Number of Material Units
Armor	2 units
Weapon	1 unit

If you pass the check, the equipment is repaired completely. If you fail the check, you can make another check when you finish a long rest.

Common Items Resistance

You can also apply this rules to common materials like iron and wood. Determine the resistance points using the market value of the items, and for repairing them you will need units of iron, wood, or any other common material.

Part 4: Expanded Equipment

Armor and Shields

Here you can find a new cloak to use without having any armor proficiency and two shield options for your adventures.

Dueling cloak. Although worn, the wearer can hold the cloak in his/her off-hand to use it for defense. You can spend a bonus action to hold the cloak with one of your hands to gain the AC bonus (you can't use a shield, a two-handed weapon or any object with that hand while holding the cloak). You can only wear it with light or no armor.

Buckler. A small metal shield is worn strapped to your forearm. You can wield a weapon in the same hand of the buckler, but you have a -1 penalty on attack rolls with the weapon in that hand.

Tower shield. A massive shield nearly as tall as a human. It provides the indicated bonus to your AC, and you can spend an action to use it as total cover until you make another action. The shield does not provide cover against targeted spells, and you can't use your shield hand for anything else. Due its weight, your speed is reduced by 10 feet. If you are also wearing heavy armor, you have a -2 on attack rolls.

Armor

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Clothing					
Dueling cloak	10 gp	+1	—	—	3 lb.
Shield					
Buckler	8 gp	+1	—	—	4 lb.
Tower shield	15 gp	+3	Str 13	Disadvantage	30 lb.

Weapon

New Weapon Properties

Some of the weapons listed here have special properties, which are explained below.

Covert. You have advantage on Dexterity (Sleight on Hands) checks to conceal this weapon.

Switch. This weapon have a mechanism to transform one weapon to another. You can use your bonus action to change the weapon form to another.

Firearms Properties

Firearms are a new and volatile technology, and as such bring their own unique set of weapon properties.

Close-Combat. You have advantage on attack rolls made against targets within 20 feet or less from you.

Reload. The weapon can be fired a number of times equal to its Reload score before you must spend 1 action or 1 bonus action to reload. You must have one free hand to reload a firearm.

Weapons Descriptions

Gauntlet. A metal glove that allows you to punch and damage your enemies. When you make an unarmed strike, you deal the gauntlet damage instead. You can't use the gauntlet to attack if you're holding something in that hand. The prize is for only one gauntlet.

Gauntlet, spiked. This gauntlet have some metallic spikes in the knuckles. When you make an unarmed strike with this gauntlet, you deal the gauntlet damage instead. You can't use the gauntlet to attack if you're holding something in that hand. The prize is for only one gauntlet.

Scythe. When you make an attack with the Scythe, you can choose to attack up to three creatures that are in line and at 5 feet of you. If you do so, you need to roll for each creature, and all the rolls are made with disadvantage.

Dart, sleeping. A dart with a small glass vial filled with sleeping liquid that is released when it enters into a creature's body. When you hit a creature with this dart, roll 4d4. This is the total hit points you affect. After dealing the dart damage, if the creature has equal or less hit points than the total, the creature falls unconscious for 1 hour or until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. You must keep the dart in the creature's body, otherwise it awakes after 1 minute. When you hit a creature, the glass vial is shattered to release the liquid.

Khopesh. On a critical hit, the creature must make a Dexterity Saving throw (DC 10) or be knocked prone.

Kukri. This weapon deals an extra 1d4 slashing damage on a critical hit.

Switch axe. This weapon has two variants:

- *Axe form.* While using the weapon in this form, you deal 1d12 slashing damage on a hit.
- *Lance form.* While using the weapon in this form, you deal 1d12 piercing damage on a hit.

Weapon

Name	Cost	Damage	Weight	Properties
Simple Melee Weapons				
Gauntlet	1 gp	1d2 bludgeoning	1 lb.	Special
Gauntlet, spiked	2 gp	1d4 piercing	2 lb.	Special
Mace, heavy	6 gp	1d8 bludgeoning	6 lb.	Heavy, two-handed
Scythe	8 gp	1d6 slashing	5 lb.	Two-handed, special
Simple Ranged Weapons				
Dart, sleeping	5 sp	1d4 piercing	1/2 lb.	Finesse, thrown (range 20/60)
Flintlock Pistol	250 gp	1d8 piercing	3 lb.	Ammunition (range 30/90), light, reload 1
Martial Melee Weapons				
Claw	5 gp	1d6 slashing	2 lb.	Finesse
Katana	25 gp	1d6 slashing	3 lb.	Finesse, versatile (1d8)
Khopesh	10 gp	1d6 slashing	3 lb.	Special
Kukri	4 gp	1d4 slashing	1 lb.	Finesse, light, special, thrown (range 20/60)
Longspear	5 gp	1d8 piercing	5 lb.	Two-handed, reach
Pick, light	2 gp	1d6 piercing	1 lb.	Light
Switch axe	100 gp	1d12 slashing	18 lb.	Heavy, switch, two-handed
Martial Ranged Weapons				
Crossbow, bladed	75 gp	1d8 piercing	18 lb.	Ammunition (range 80/320), loading, switch, two-handed
Crossbow, wrist	100 gp	1d6 piercing	3 lb.	Ammunition (range 30/120), covert, light, loading
Musket	500 gp	1d12 piercing	10 lb.	Ammunition (range 70/200), reload 1, two-handed
Pepperbox	450 gp	1d10 piercing	5 lb.	Ammunition (range 40/150), light, reload 4
Scattergun	500 gp	1d10 piercing	10 lb.	Ammunition (range 30/60), close-combat, reload 2

Crossbow, bladed. This weapon has two variants:

- *Crossbow form (ranged).* While using the weapon in this form, you deal 1d8 piercing damage on a hit.
- *Sword form (melee).* While using the weapon in this form, you deal 1d6 piercing damage on a hit.

Adventuring Gear

This section describes items that have special rules or require further explanation.

Alchemical ammunition. Each of these projectiles carries a load of some alchemical essence in its hollow shaft. When it hits a target, the projectile's shaft shatters, releasing the alchemical essence directly onto the target. When you hit a creature with an alchemical ammunition, you deal an extra 1d4 damage. The damage type depends on the type of the ammunition.

When you hit a fiend or undead creature with a holy ammunition deals an extra 1d6 radiant damage instead.

The ammunition can be arrows, blowgun needles, crossbow bolts, firearms bullets or scattergun shells.

Alchemical bullets. These hollow glass sling bullets are filled with some alchemical essence. When you hit a creature with any of these bullets, you deal an extra 1d4 damage. The damage type depends on the type of the bullet.

When you hit a fiend or undead creature with a holy bullet deals an extra 1d6 radiant damage instead.

Antidote. When you drink this vial of liquid, you end one disease affecting you.

Barbed wire. This is a roll of barbed steel wire designed to keep things in or out. A creature trying to cross barbed wire must make a Dexterity saving throw (DC 10) or take 1d4 piercing damage and be restrained by the wire. A creature restrained by the barbed wire can use its action to make a Strength or Dexterity check (its choice) against the DC. On a success, it frees itself, on a failure, it takes 1d4 piercing damage. For setting up the barbed wire, it comes with a pair of thick gloves and anchor posts.

Dictionary. Inside this book you have the list of words and translations from one standard language to common. When you're reading something in the dictionary's language, you can spend 10 minutes for each page of text to translate it.

Ice axe. The ice axe has a sharp metal head that is perpendicular to the shaft and has a spiked handle. You have advantage on Strength (Athletics) checks you make to climb in mountainous and/or icy terrain.

Money belt. This cloth pouch is designed to be worn under clothing and can hold up to 50 coins. Any Dexterity (Sleight of Hand) check to steal the coins inside of the pouch is made with disadvantage.

Nutrients. A creature that drinks this vial of liquid gains a number of temporary hit points for 1 hour. The number of temporary hit points depends on the Nutrient's quality, as shown in the Nutrients table. If you want to use another nutrient, you must wait until the effect of the previous one ends first.

NUTRIENTS

Quality	Temporary Hit Points
Normal	1d4 + 4
Greater	1d4 + 9
Superior	1d4 + 14
Supreme	1d4 + 19

Portal scroll. Using an action to read the scroll allows the reader to teleport to the linked permanent teleportation circle. You must be on the same plane of existence as the teleportation circle. The scroll is consumed and you instantly appears within 5 feet of the destination circle or in the nearest unoccupied space if that space is occupied. In general, the portal scroll contains a brief description of where the teleportation circle is located (city, location) and if it's owned by a faction or an organization.

Potion of restoration. When you drink this vial of liquid, you end one condition affecting you. The condition can be blinded, deafened, paralyzed or poisoned.

Purification kit. This kit is a leather pouch containing herbs and liquids. The kit has ten uses. As an action, you can expend one use of the kit to purify one pound of food or one gallon of drink, removing any poison and diseases.

Quiver scabbard. This quiver (for either arrows or bolts) has a hidden scabbard that can hold a small flat weapon, such a shortsword or dagger. A creature can use its action to inspect the quiver and must succeed on an Intelligence (Investigation) check to discover the scabbard (DC 12).

Skis and poles. While traveling, skis allow you to move across snow and icy surfaces without reducing your speed. It takes an action to don and to remove the skis.

Speed juice. When you drink this vial of liquid, your speed increases by 10 feet for 1 hour.

Tent, pavilion. A huge open-air canopy, plus stakes, poles and ropes. It can comfortably fit twenty Medium-size humanoids underneath.

ADVENTURING GEAR

Item	Cost	Weight
Alchemical ammunition		
Ammunition, acid (5)	5 gp	1/2 lb.
Ammunition, cold (5)	5 gp	1/2 lb.
Ammunition, fire (5)	5 gp	1/2 lb.
Ammunition, holy (5)	5 gp	1/2 lb.
Bullet, acid (5)	1 gp	1/2 lb.
Bullet, cold (5)	1 gp	1/2 lb.
Bullet, fire (5)	1 gp	1/2 lb.
Bullet, holy (5)	1 gp	1/2 lb.
Ammunition		
Firearm Bullets (20)	3 gp	1 lb.
Scattergun Shells (20)	3 gp	2 lb.
Antidote	40 gp	—
Barbed wire (50 ft.)	75 gp	35 lb.
Dictionary	10 gp	2 lb.
Gem extraction tools	25 gp	2 lb.
Hammock	5 gp	1 lb.
Ice axe	10 gp	5 lb.
Money belt	4 gp	—
Nutrients	10 gp	—
Nutrients, Greater	40 gp	—
Nutrients, Superior	90 gp	—
Nutrients, Supreme	160 gp	—
Portal scroll	350 gp	—
Potion of restoration	40 gp	—
Purification kit	5 gp	3 lb.
Quiver scabbard	10 gp	2 lb.
Skis and poles	15 gp	6 lb.
Speed juice	10 gp	—
Tent, four-person	4 gp	40 lb.
Tent, pavilion	20 gp	200 lb.

Magic Items

Alfan's Tinderbox
Wondrous Item, Rare

This small metallic box has a campfire image engraved and is warm to the touch. As an action, you can put the box on the ground and open it to create a magic campfire next to it. This fire is warm and magical, and you can to use an action to close the box and douse the campfire.

Arrow of Tracking
Weapon (Arrow), uncommon

This magical arrows are created for tracing and hunting down creatures. When you hit a creature with this arrow, you know the exact location of the creature and the direction of movement if it's moving. The creature must be on the same plane of existence. The arrow effect last for eight hours.

Bag of Colding
Wondrous item, rare

This white leather bag is a variant of the *Bag of Holding*. The bag itself it's imbued magically to keep everything inside of it at 40 degrees Fahrenheit, allowing keeping any perishable chilled and freshed.

Elven Watchtower
Wondrous item, uncommon

As an action, you can open the bag next to a tree to create a portable platform in one of the tree sides, giving a stable surface. The platform is created up to 20 feet high, and the bag also creates a rope ladder to climb up and down. The surface has space for one medium sized creature, and when a creature use its action to close the bag, the ladder and the platform disappears until the bag is opened again.

Everlasting Quiver
Wondrous item, rare (requires attunement)

This brown and green leather quiver has a silvered brooch on the strap. You can use a bonus action to click the brooch, and with that a set of 20 pieces of non-magical ammunition (arrows or bolts) appears inside of the quiver. The quiver can hold up to 20 pieces of ammunition, and the arrows or bolts can only be used by the character attuned to the quiver.

The quiver has 3 charges and each click of the brooch expend 1 charge. The quiver regains 1d3 expended charges daily at dawn.

Guardian Figurine
Wondrous item, uncommon

This stone figurine, small enough to fit on a pocket resembles a humanoid with a spyglass and a bell. When you place it on the ground and use a command word, you can cast the *alarm* spell on it. You must wait until the next dawn to use the figurine again.

Mana Potion
Potion, rarity varies

This blue liquid is created using the essence of magic. When you drink this potion, you gain a number of points you can use to regain spell slots you already used. The number of points depends on the potion's rarity, as shown in the mana potions table.

Mana Potions

Potion of...	Rarity	Points
Mana	Uncommon	1d4+1
Greater mana	Rare	2d4 + 2
Superior mana	Very Rare	3d4 + 4

In the following table you can see how many points you need to spend for recovering a spell slot. When you use the potion, you must distribute the points immediately. You can recover any number of used spell slots if you have enough points to do so, and every point left is lost.

Spell Slot	Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7
6th	9
7th	10
8th	11
9th	13

Part 5: Customization Options

Feats

The following feats are focused on improving your skills and abilities for collecting materials, crafting, creating mixtures and surviving on the wilderness.

Alchemist

You've discovered efficient ways to use the ingredients for potions and bombs. You gain the following benefits:

- When creating a mixture, you can double the essence of the first common ingredient you use.
- The maximum DC check when you are creating a mixture cannot exceed 15.

Crafting Expertise

You know faster ways to craft new pieces of equipment.

- When you're crafting a nonmagical object, the time you use to create it is halved.
- You have a +2 bonus when you make an Ability check when crafting a nonmagical object.

Forager

You know the best ways to collect food while traveling through the wilderness. You gain the following benefits:

- You have advantage on Wisdom (Survival) checks made for gather food and water.
- When determining how much food (in pounds) and water (in gallons) you find, you roll 1d8 + your Wisdom modifier.

Herbalist

You've learned the physical description of plants and herbs used for alchemy. You gain the following benefits:

- You have advantage on Intelligence (Nature) checks made to gather plants and herbs for alchemy.
- The time you use to gather plants and herbs for alchemy is halved.

Master Extractor

You know how to carefully extract and harvest creature's parts, gaining the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- The time you use to harvest creature's parts is halved.
- When you fail a check when harvesting a creature part that deals damage, you take no damage instead.

Survivalist

You know how to survive in the wilderness, even in harsh environment conditions. You gain the following benefits:

- You have advantage on Wisdom (Perception) checks you make to detect natural hazards.
- You have advantage on saving throws that you make to resist extreme temperatures.
- When you gather food and water, you can choose to use any pounds of food or gallons of water you found to refill one use of a purification kit.

Part 6: Dangers of the Wild

Environmental Hazards

In this section you can find new environmental hazards, which follows similar rules as traps or lair actions. To determine the DC and damage, use the following tables.

Hazards Save DCs and Attack Bonuses

Hazard Danger Level	Save DC
Setback	10-11
Dangerous	12-15
Deadly	16-20

Damage Severity by Level

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

Hazard Examples

In the following section you can find a series of new hazards ready to use in your campaigns. Each hazard has one or more hazard danger levels which determine the DC for the checks and the damaged they deal.

Avalanches, Rockfalls and Mudslides
Any Level of Hazard

Any character in the area where the hazard occurs must make a Dexterity saving throw. On a failed save, a creature takes bludgeoning damage and is buried by the hazard, or half as much damage on a successful one. The area is filled with snow, rubble or mud and becomes difficult terrain.

Any buried creature is considered suffocated, and it can dig through to free itself. To do so, the creature must succeed a number of Strength (Athletics) checks, as shown in the following table.

Hazard Level	Number of Checks
Setback	2
Dangerous	3
Deadly	4

You can read more about suffocating rules in the chapter 8 of the *Player's Handbook*.

Blizzard
Setback Hazard

The area affected by a blizzard is considered difficult terrain. When a creature without proper shelter is in the area affected by the blizzard for one hour, it must make a Constitution saving throw, taking cold damage on a failed save or half as much damage on a successful one. If a creature is wearing warm clothing, it has advantage on the saving throw.

Earthquakes
Any Level of Hazard

A tremor shakes the area; each creature on the ground in that area must make a Dexterity saving throw or be knocked prone.

The hazard level is determined by the proximity to the epicenter or the intensity of the earth tremor:

- **Setback.** Far from the epicenter or light earthquake.
- **Dangerous.** Near the epicenter or moderate earthquake.
- **Deadly.** Very close to the epicenter or severe earthquake.

Elemental Cloud
Any Level of Hazard

This cloud is made with elemental essence. When a creature enters the cloud, it must make an appropriate saving throw, taking damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud must roll another saving throw.

Cloud Color	Damage Type	Saving Throw
Black	Necrotic	Constitution
Cyan	Cold	Constitution
Gray and Yellow	Lightning	Dexterity
Light Green	Acid	Constitution
Purple	Psychic	Wisdom
Red	Fire	Constitution
White	Force	Intelligence

Hailstorm
Dangerous Hazard

Similar to a blizzard, the terrain affected by the hailstorm is considered difficult terrain. When a creature without proper shelter is in the area affected by the hailstorm for one hour, it must make a Constitution saving throw, taking cold damage on a failed save or half as much damage on a successful one.

Insect Swarm
Setback Hazard

A cloud of swarming insects fills a 20-foot-radius sphere. The swarm moves at 20 feet on each round. When a creature enters the cloud, it must make a Constitution saving throw. On a failed save, it takes piercing damage, or half as much damage on a successful one. A creature that ends its turn in the cloud must roll another saving throw. A creature cannot be damaged by the insect swarm if it's wielding a torch or if it is at least 5 feet from a fire.

Lava
Deadly Hazard

The lava is considered difficult terrain. Any creature that enters the lava takes fire damage. A creature that ends its turn in the lava takes fire damage.

Lightning Storms
Dangerous or Deadly Hazard

The DM rolls a d100 to determine if any creature is hit by a lightning.

This check can be made at the beginning of each turn during a combat or in any time while the party is not in combat.

d100	Number of Creatures
1-50	0
51-70	1d4
71-80	1d6
81-90	1d8
91-100	1d10

The creatures hit by a lightning are determined by the DM, and any creature in the area under total cover from above cannot take damage.

Magma Eruptions
Dangerous Hazard

Magma erupts from a point on the ground, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a Dexterity saving throw, taking fire damage on a failed save, or half as much on a successful one.

Poison Clouds and Spores
Setback Hazard

When a creature enters the cloud, it must make a Constitution saving throw, taking poison damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud must make another saving throw.

Rapids
Setback Hazard

When a creature enters the rapids, it must succeed on a Strength saving throw or take bludgeoning damage, or half as much damage on a successful one. The creatures in the rapids are pushed 30 feet in the direction of the water flow, and any Large or smaller creature inside the rapids must succeed on a Strength saving throw or take damage.

Any creature caught by the rapids can move by swimming and it can make a Strength (Athletics) check to swim out of the rapids.

Rogue Wave
Dangerous Hazard

A large and unexpected wave that can be extremely dangerous. When a creature is hit by the rogue wave, it must succeed on a Strength saving throw or take bludgeoning damage, or half as much damage on a successful save. The rogue wave, along with any creatures in it, moves in a straight line at a speed of 50 feet per turn, and any Huge or smaller creature inside the wall must succeed on a Strength saving throw or take damage. The wave damage is reduced by 1d10 on each subsequent round. When the damage is reduced to 0, the wave ends.

A creature caught by the wave can move by swimming and it can make a Strength (Athletics) check to swim out of the wave.

Sandstorms
Dangerous Hazard

Any creature in the sandstorm must make a Constitution saving throw or be blinded until the sandstorm ends. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature cannot be blinded by the sandstorm if it's wearing goggles or something that protects its eyes.

Any check that relies on sight is made with disadvantage for the duration of the sandstorm.

Unsteady Ground
Setback Hazard

The floor in the area is considered difficult terrain. Any creature on the ground that starts moving on its turn while in the area must succeed on a Dexterity (Acrobatics) check or fall prone. If a creature uses a Dash action or bonus action, it must make another check.

Dangerous Terrains

In the following section you can find survival considerations and hazards for various terrains. You can combine different terrains to create a more dynamic (and probably more deadly) environment.

Arctic

Cold and Extreme Cold. The temperatures in this environment are lower than other places, and you need proper gear for resisting this temperatures. Whenever the temperature is at or below 0 degrees Fahrenheit, you must follow the rules of extreme cold.

Extreme Cold (DMG, P.110)

Whenever the temperature is at or below 0 degrees Fahrenheit, a creature exposed to the cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates.

Food Scarcity. It's hard to find food like plants and creatures due the low temperatures. All the checks for foraging and hunting have a DC equal to 20.

Shelter. In general, the arctic areas are vast frozen plains with big glaciers and rocks, making it difficult to find a natural shelter.

Environmental Hazards

Hazard	Source	Notes
Avalanches	WSG, P.18	Only near mountains
Blizzard	WSG, P.18	
Elemental Cloud	WSG. P18	Cyan clouds only
Frigid Water	DMG, P.110	
Hailstorm	WSG, P.18	
Chasms and Ice Cracks	DMG, P.122	Use the pits trap
Slippery Ice	DMG, P.110	
Thin Ice	DMG, P.111	

Caves

Darkness and Light. Most of the natural caves don't have light sources, so anyone who enters must bring their sources of light and fire for warmth, cooking and in some cases, defense. A caves might have some light sources, such as groups of fluorescent fungus or other dangerous light sources, like lava.

Orientation and tracking. Inside a cave it's almost impossible to determine where's North: lots of caves are just tunnels connected, making it more difficult to create an accurate map of it.

Flooding. Some parts of the caves might be close to a water source or any other liquid that can quickly fill a room.

Environmental Hazards

Hazard	Source	Notes
Earthquakes	WSG, P.18	Might cause rockfalls
Elemental Cloud	WSG, P.18	
Lava	WSG, P.18	
Pits	DMG, P.122	
Rockfalls	WSG, P.18	
Unsteady Ground	WSG, P.19	

Desert

Heat and Extreme Heat. The oposite of the arctic terrain, temperatures in this environment are higher than other places, and you need enough water supplies for resisting the heat. Whenever the temperature is at or above 100 degrees Fahrenheit, you must follow the rules of extreme heat.

Extreme Heat (DMG, P.110)

When the temperature is at or above 100 degrees Fahrenheit, a creature exposed to the heat and without access to drinkable water must succeed on a Constitution saving throw at the end of each hour or gain one level of exhaustion. The DC is 5 for the first hour and increases by 1 for each additional hour. Creatures wearing medium or heavy armor, or who are clad in heavy clothing, have disadvantage on the saving throw. Creatures with resistance or immunity to fire damage automatically succeed on the saving throw, as do creatures naturally adapted to hot climates.

Shelter. In general, the desert areas are just sand and rocks (in some areas they might be some scattered shrubs), making it difficult to find a safe campsite.

Strong Wind. A strong wind imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames, disperses fog, and makes flying by nonmagical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall.

A strong wind in a desert can create a sandstorm that imposes disadvantage on Wisdom (Perception) checks that rely on sight.

Water Scarcity. Finding water in a desert is extremely difficult, unless you're near an Oasis. All checks made for getting water have a DC equal to 20.

Environmental Hazards

Hazard	Source	Notes
Earthquakes	WSG, P.18	
Elemental Cloud	WSG, P.18	Mostly red clouds
Lightning Storms	WSG, P.19	
Sandstorms	WSG, P.19	

Forests and Jungles

Density. Sometimes is hard to walk through a forest due the great number of plants, trees and vegetation. In most of the cases, you can't walk in a straight line through the forest.

Orientation and tracking. Inside a forest, the trees covers the sky, making it hard to determine where's North, and depending the density of the forest it might be harder to keep a track.

Sight and hearing. It might be more difficult to see or hear your surroundings because the density of the forest, the tree shadows, obstacles (such a fallen tree) and the sound of the trees and vegetation moving with the wind.

Environmental Hazards

Hazard	Source	Notes
Earthquakes	WSG, P.18	Might cause trees to fall
Elemental Cloud	WSG, P.18	
Insect Swarms	WSG, P.18	
Lightning Storms	WSG, P.19	Might cause a forest fire
Poison Clouds and Spores	WSG, P.19	
Razorvine	DMG, P.110	

Lakes, rivers and ocean

Orientation and tracking. In the middle of the ocean or under a storm, it's difficult to determine the cardinal points without the proper tools.

Shipwrecks. In the ocean, lakes and even in rivers there're rocks, icebergs, and more that can damage or destroy a ship or boat.

Water streams. The river streams can change drastically depending on the terrain around the rivers, like the terrain elevation, inclination and waterfalls.

Environmental Hazards

Hazard	Source	Notes
Elemental Cloud	WSG, P.18	
Hailstorm	WSG, P.18	Only near arctic zones
Frigid Water	DMG, P.110	Ocean only
Lightning Storms	WSG, P.19	
Rapids	WSG, P.19	Rivers only
Rogue Wave	WSG, P.19	Ocean only

Mountains

Altitude. When you're traveling at altitudes of 10,000 feet or higher above sea level, you must follow the high altitude rules.

High Altitude (DMG, P.110)

Traveling at altitudes of 10,000 feet or higher above sea level is taxing for a creature that needs to breathe, because of the reduced amount of oxygen in the air. Each hour such a creature spends traveling at high altitude counts as 2 hours for the purpose of determining how long that creature can travel.

Breathing creatures can become acclimated to a high altitude by spending 30 days or more at this elevation. Breathing creatures can't become acclimated to elevations above 20,000 feet unless they are native to such environments.

Strong wind. A strong wind imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames, disperses fog, and makes flying by nonmagical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall.

A strong wind in a desert can create a sandstorm that imposes disadvantage on Wisdom (Perception) checks that rely on sight.

Environmental Hazards

Hazard	Source	Notes
Avalanches, rockfalls and mudslides	WSG, P.18	
Blizzard	WSG, P.18	
Hailstorm	WSG, P.18	
Lava	WSG, P.18	Near volcanoes
Lightning Storms	WSG, P.19	Rivers only
Magma Eruptions	WSG, P.19	Near Volcanoes
Unsteady Ground	WSG, P.19	

Swamps

Clean water. Swamps are characterized by having slow-moving water and stagnant waters, making a bit difficult to find drinkable water. Drinking stagnant water might cause diseases.

Warmth. The swamps are wet and soggy, so finding dry resources for making a fire it's almost impossible.

Low visibility. Mist, fog and lowlands are common in this terrain and they reduce the visibility of any creature.

Environmental Hazards

Hazard	Source	Notes
Elemental Cloud	WSG, P.18	
Insect Swarms	WSG, P.18	
Mudslides	WSG, P.18	
Poison Clouds and Spores	WSG, P.18	
Quicksand	DMG, P.110	
Razorvine	DMG, P.110	
Unsteady Ground	WSG, P.19	

Appendix A: List of Essences

Common

1. 💧 (Water)
2. 💨 (Air)
3. 🔥 (Fire)
4. ⛰ (Earth)
5. ☀ (Positive)
6. ☾ (Negative)

Uncommon

1. 💧 💨 (Water Air)
2. 💧 🔥 (Water Fire)
3. 💧 ⛰ (Water Earth)
4. 💧 ☀ (Water Positive)
5. 💧 ☾ (Water Negative)
6. 💨 🔥 (Air Fire)
7. 💨 ⛰ (Air Earth)
8. 💨 ☀ (Air Positive)
9. 💨 ☾ (Air Negative)
10. 🔥 ⛰ (Fire Earth)
11. 🔥 ☀ (Fire Positive)
12. 🔥 ☾ (Fire Negative)
13. ⛰ ☀ (Earth Positive)
14. ⛰ ☾ (Earth Negative)

Rare

1. 💧 💧 (Water Water)
2. 💨 💨 (Air Air)
3. 🔥 🔥 (Fire Fire)
4. ⛰ ⛰ (Earth Earth)
5. ☀ ☀ (Positive Positive)
6. ☾ ☾ (Negative Negative)

Very Rare

1. 💧 💧 💨 (Water Water Air)
2. 💧 💧 🔥 (Water Water Fire)
3. 💧 💧 ⛰ (Water Water Earth)
4. 💧 💧 ☀ (Water Water Positive)
5. 💧 💧 ☾ (Water Water Negative)
6. 💨 💨 💧 (Air Air Water)
7. 💨 💨 🔥 (Air Air Fire)
8. 💨 💨 ⛰ (Air Air Earth)
9. 💨 💨 ☀ (Air Air Positive)
10. 💨 💨 ☾ (Air Air Negative)
11. 🔥 🔥 💧 (Fire Fire Water)
12. 🔥 🔥 💨 (Fire Fire Air)
13. 🔥 🔥 ⛰ (Fire Fire Earth)
14. 🔥 🔥 ☀ (Fire Fire Positive)
15. 🔥 🔥 ☾ (Fire Fire Negative)
16. ⛰ ⛰ 💧 (Earth Earth Water)
17. ⛰ ⛰ 💨 (Earth Earth Air)
18. ⛰ ⛰ 🔥 (Earth Earth Fire)
19. ⛰ ⛰ ☀ (Earth Earth Positive)
20. ⛰ ⛰ ☾ (Earth Earth Negative)
21. ☀ ☀ 💧 (Positive Positive Water)
22. ☀ ☀ 💨 (Positive Positive Air)
23. ☀ ☀ 🔥 (Positive Positive Fire)
24. ☀ ☀ ⛰ (Positive Positive Earth)
25. ☾ ☾ 💧 (Negative Negative Water)
26. ☾ ☾ 💨 (Negative Negative Air)
27. ☾ ☾ 🔥 (Negative Negative Fire)
28. ☾ ☾ ⛰ (Negative Negative Earth)

Useful Information

Here you can find a list of references to the *Dungeon Master's Guild* related to adventuring and surviving on the wilderness.

- **Wilderness:** pages 106-108
- **Mapping a Wilderness:** pages 108-109
- **Wilderness Survival:** pages 109-112
- **Unusual Environments:** pages 116-120

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