



DUNGEON MASTER'S SCREEN

RAGE of DEMONS™

This screen is the perfect companion for those Dungeon Masters running the *Out of the Abyss*™ adventure, or any trek into the Underdark. The front includes ominous images of several demon lords while the back provides quick reference to maps, random encounter tables, and everything you need for an extended stay in the Underdark.



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RAGE of DEMONS

At various times in the adventure, characters will be called upon to make a saving throw to resist some madness-inducing effect. In addition, you can have one or more characters make a saving throw against madness whenever one of the following events occurs:

- The characters encounter or witness something particularly alien or disturbing (such as a demon lord).
- The characters stay in a *faerzress*-suffused area for a long time (eight or more consecutive hours).
- A character takes psychic damage, particularly in an area suffused with *faerzress*.

In *Out of the Abyss*, madness is measured in three levels:

MADNESS LEVELS	
Level	Effect
1	Bout of short-term madness (lasts 1d10 minutes)
2	Bout of long-term madness (lasts 1d10 x 10 hours)
3	Bout of indefinite madness (lasts until cured)

A creature's madness level starts at 0. When the creature fails a madness saving throw, its madness level increases by 1, and the creature immediately suffers the level's effect (as determined by rolling on the Short-Term Madness, Long-Term Madness, or Indefinite Madness table, as appropriate). When the effect ends, the creature's madness level doesn't change. Any time the creature's madness level increases, it suffers the effect of the new level.

If a creature with level 3 madness fails a madness saving throw, its madness level becomes 1. In this way, characters can potentially accumulate multiple forms of madness.

MADNESS

CURING MADNESS	
A <i>calm emotions</i> spell can suppress the effects of madness, while a <i>lesser restoration</i> spell can rid a character of a short-term or long-term madness. Given the demonic source of the madness, <i>remove curse</i> and <i>dispel evil</i> are also effective as cures. A <i>greater restoration</i> spell or more powerful magic is needed to cure indefinite madness and also resets a creature's madness level to 0.	
SHORT-TERM MADNESS	
d100	Effect (lasts 1d10 minutes)
01–20	The character retreats into his or her mind and becomes paralyzed. The effect ends if the character takes any damage.
21–30	The character becomes incapacitated and spends the duration screaming, laughing, or weeping.
31–40	The character becomes frightened and must use his or her action and movement each round to flee from the source of the fear.
41–50	The character begins babbling and is incapable of normal speech or spellcasting.
51–60	The character must use his or her action each round to attack the nearest creature.
61–70	The character experiences vivid hallucinations and has disadvantage on ability checks.
71–75	The character does whatever anyone tells him or her to do that isn't obviously self-destructive.
76–80	The character experiences an overpowering urge to eat something strange such as dirt, slime, or offal.
81–90	The character is stunned.
91–100	The character falls unconscious.

LONG-TERM MADNESS	
d100	Effects (last 1d10 x 10 hours)
01–10	The character feels compelled to repeat a specific activity over and over, such as washing hands, touching things, praying, or counting coins.
11–20	The character experiences vivid hallucinations and has disadvantage on ability checks.
21–30	The character suffers extreme paranoia. The character has disadvantage on Wisdom and Charisma checks.
31–40	The character regards something (usually the source of madness) with intense revulsion, as if affected by the antipathy effect of the <i>antipathy/sympathy</i> spell.
41–45	The character experiences a powerful delusion. Choose a potion. The character imagines that he or she is under it's effects.
46–55	The character becomes attached to a "lucky charm," such as a person or an object, and has disadvantage on attack rolls, ability checks, and saving throws while more than 30 feet from it.
56–65	The character is blinded (25%) or deafened (75%).
66–75	The character experiences uncontrollable tremors or tics, which impose disadvantage on attack rolls, ability checks, and saving throws that involve Strength or Dexterity.
76–85	The character suffers from partial amnesia. The character knows who he or she is and retains racial traits and class features, but doesn't recognize other people or remember anything that happened before the madness took effect.
86–90	Whenever the character takes damage, he or she must succeed on a DC 15 Wisdom saving throw or be affected as though he or she failed a saving throw against the <i>confusion</i> spell. The <i>confusion</i> effect lasts for 1 minute.
91–95	The character loses the ability to speak.
96–100	The character falls unconscious. No amount of jostling or damage can wake the characer.

INDEFINITE MADNESS	
d100	Flaw (lasts until cured)
01–15	"Being drunk keeps me sane."
16–25	"I keep whatever I find."
26–30	"I try to become more like someone I know- adopting his or her style of dress, mannerisms, and name."
31–35	"I must bend the truth, exaggerate, or outright lie to be interesting to other people."
36–45	"Achieving my goal is the only thing of interest to me, and i'll ignore everything else to pursue it."
46–50	"I find it hard to care about anything that goes on around me."
51–55	"I don't like the way people judge me all the time."
56–70	"I am the smartest, wisest, strongest, fastest, and most beautiful person I know."
71–80	"I am convinced that powerful enemies are hunting me, and their agents are everywhere I go. I am sure they're watching me all the time."
81–85	"There's only one person I can trust. And only I can see this special friend."
86–95	"I can't take anything seriously. The more serious the situation, the funnier I find it."
96–100	"I've discovered that I really like killing people."

UNDERDARK TRAVEL

TRAVEL TIMES						
Location	Velkynvelve	Sloobludop	Gracklstugh	Neverlight Grove	Blingdenstone	Menzoberranzan
Velkynvelve	—	8 days	28 days	36 days	30 days	26 days
Sloobludop	8 days	—	20 days	26 days	20 days	20 days
Gracklstugh	28 days	20 days	—	12 days	20 days	27 days
Neverlight Grove	36 days	26 days	12 days	—	16 days	24 days
Blingdenstone	30 days	20 days	20 days	16 days	—	8 days
Menzoberranzan	26 days	20 days	27 days	24 days	8 days	—

ENCOUNTER SETUP

SPACE AND MARCHING ORDER
Ask the players to establish two marching orders for the characters—one for moving single file and one for moving two abreast. Then when an encounter occurs, roll a d6. On a roll of 1–2, the party is traveling through a narrow passageway, so position the adventurers in the single-file marching order. On a roll of 3–4, the characters are traveling through a standard passageway and can use the two-abreast marching order. On a roll of 5–6, the encounter occurs in a large open area, so allow the players to position the characters wherever they like.

ILLUMINATION
Roll a d6 to determine how an encounter area is illuminated. On a roll of 1–3, the area is dimly lit by the phosphorescent moss and lichen common in the Underdark, or by *faerzress*. On a roll of 4–6, the area is dark except for whatever light sources the characters might have.

TIME-KEEPING

With no sunlight, visible sky, seasons, or weather in the Underdark, most characters can only track the passage of time based on their periods of rest. Most Underdark creatures do the same (if they care about timekeeping at all), unless there is a local means of keeping time.

NOTICING THREATS

The passive Wisdom (Perception) scores of characters in the party count toward noticing hidden threats only if both the following conditions are met:

- The characters are able to see the threat (due to illumination or darkvision) or otherwise perceive it.
- The characters aren't engaged in other activities, including navigating or foraging.

SURPRISE
When an encounter occurs, determine if the adventurers or their foes are surprised, as normal. The adventurers can achieve surprise only if all the following conditions are met:

- The encounter occurs while the party is moving (not stopped or camped).
- The party elected the stealth option while moving at a slow pace.
- At least one party member is capable of noticing the threat and communicating it to the rest of the group.

NAVIGATING

Creatures unfamiliar with a given region of the Underdark are automatically lost, wandering in a random direction for every 4 hours of travel until they encounter an area they are familiar with (which could be a very long time). Even creatures that know the routes of the Underdark aren't immune. For each day of travel, and any time the characters set out again after finishing a short or long rest, the party's navigator makes a DC 10 Wisdom (Survival) check. A failed check result means the characters become lost, wandering in a random direction for 1d6 hours before the navigator can make a new check to find the right path.

MAPPING

A character not focused on any other task—including watching for danger while traveling—can record the group's progress through the Underdark and create a map of the route. Having a map allows the party to navigate that area without any chance of becoming lost.

TRAVEL PACE			Effect
Pace	Miles	Per Day	
Fast	8		–5 penalty to passive Wisdom (Perception) scores; no foraging; -5 to Wisdom (Survival) checks to navigate
Normal	6		—
Slow	4		Improved foraging, or able to use Stealth; +5 to Wisdom (Survival) checks to navigate

FORAGING

Characters can gather food and water if the party travels at a normal or slow pace. A foraging character makes a Wisdom (Survival) check. The DC is typically 15, but might be as high as 20 in some parts of the Underdark. Food and water requirements for characters are described in chapter 8, "Adventuring," of the *Player's Handbook*. In addition to foraging, spells such as create food and water and *goodberry* can help provision the party, and there's always a chance for the characters to encounter others from whom they can buy or steal provisions. Additionally, many creatures the adventurers might meet and kill can be butchered, but the meat they yield spoils after a single day if uneaten. Eating spoiled meat might require a Constitution saving throw to keep the meal down, a Wisdom saving throw to avoid acquiring a level of madness from the awful experience (see "Madness"), or both.

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

FAERZRESS

Areas suffused with *faerzress* can range in size from a few dozen feet across to several miles in diameter, and feature the following effects:

- Areas suffused with *faerzress* are always filled with dim light.
- A creature in an area suffused with *faerzress* has advantage on saving throws against any divination spells. If a divination spell doesn't allow a saving throw, the caster must succeed on a DC 15 Constitution saving throw to cast the spell. Failing this save means the spell is wasted and has no effect.
- Any creature attempting to teleport into, within, or out of a *faerzress*-suffused area must succeed on a DC 15 Constitution saving throw. On a failed save, the creature takes 1d10 force damage and the teleportation attempt fails. Even if the save succeeds, the teleportation attempt can suffer a mishap as if the destination was known only by description, regardless of how familiar the destination actually is. See the table in the *teleport* spell for more information.
- Areas suffused with *faerzress* have become tainted by the chaos of the demon lords. When a spell is cast in a *faerzress*-suffused area, the caster rolls a d20. On a roll of 1, the spell has an additional effect, determined by rolling on the Wild Magic Surge table in chapter 3, "Classes," of the *Player's Handbook*. Though *faerzress* can't be dispelled, its effects are temporarily suppressed in the area of an *antimagic field*.

RANDOM ENCOUNTERS AND EVENTS

RANDOM ENCOUNTERS		RANDOM EVENTS (PAGE 146*)	
d20	Encounter	d20	Event
1–13	No encounter	1–2	Battle aftermath
14–15	Terrain (roll once on the Terrain Encounters table)	3–6	Creature encounter
16–17	One or more creatures (roll once on the Creature Encounters table)	7–9	Demon encounter
18–20	Terrain encounter featuring one or more creatures (roll once on the Terrain Encounters table, then roll once on the Creature Encounter table)	10–11	Discipline problem
		12–13	Disease
		14–15	Madness
		16–17	Poisoned NPCs
		18–19	Spoiled supplies
		20	Vanishing NPCs

TERRAIN ENCOUNTERS			CREATURE ENCOUNTERS		
d20	Encounter	Page*	d20	Encounter	Page*
1	Boneyard	25	1–2	Ambushers; reroll this encounter if the characters are resting	27
2	Cliff and ladder	26	3	Carrion crawler	28
3	Crystal clusters	26	4–5	Escaped slaves	28
4	Fungus cavern	26	6–7	Fungi	28
5	Gas leak	26	8–9	Giant fire beetles	28
6	Gorge	26	10–11	Giant "rocktopus"	28
7	High ledge	26	12	Mad creature	28
8	Horrid sounds	26	13	Ochre jelly	29
9	Lava swell	26	14–15	Raiders	29
10	Muck pit	26	16	Scouts	29
11	Rockfall	26	17	Society of Brilliance	29
12	Rope bridge	26	18	Spore servants	30
13	Ruins	27	19–20	Traders	30
14	Shelter	27			
15	Sinkhole	27			
16	Slime or mold	27			
17	Steam vent	27			
18	Underground stream	27			
19	Warning sign	27			
20	Webs	27			

*Page references are for *Out of the Abyss*.