



# DUNGEON MASTER'S SCREEN

## ELEMENTAL EVIL™

This screen is the perfect companion for those Dungeon Masters running the *Princes of the Apocalypse* adventure. The front is adorned with intimidating images of the Elemental Cults' leaders while the back provides quick reference to game conditions, random encounters tables and a map of the Dessarin Valley.



Product Code: 73702







YAN-C-BIN  
PRINCE OF EVIL AIR

OGREMOC  
PRINCE OF EVIL EARTH



IMIX  
PRINCE OF EVIL FIRE

OLHYDRA  
PRINCE OF EVIL WATER

#### BLINDED

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

#### CHARMED

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

#### DEAFENED

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

#### FRIGHTENED

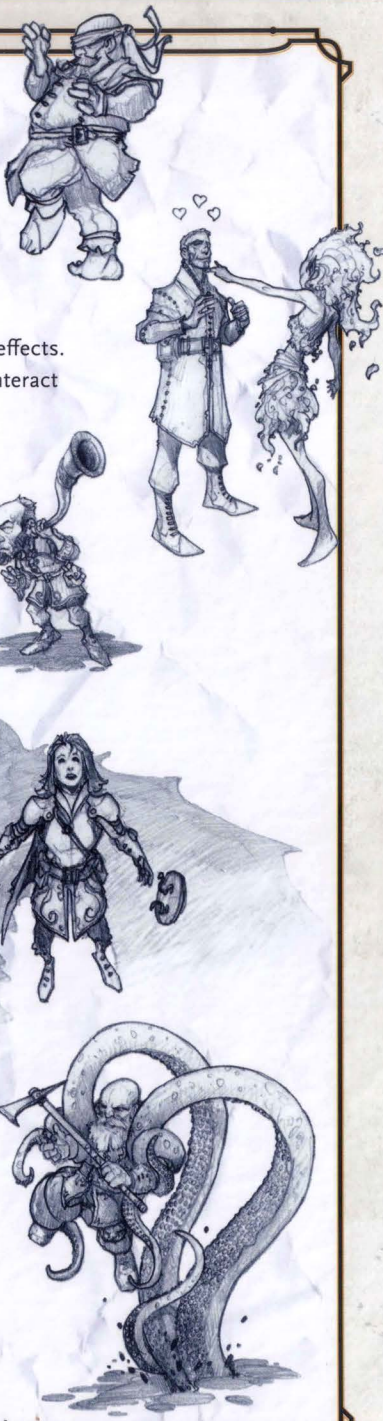
- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

#### GRAPPLED

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated (see the condition).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the *thunderwave* spell.

#### INCAPACITATED

- An incapacitated creature can't take actions or reactions.



### CONDITIONS

#### 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

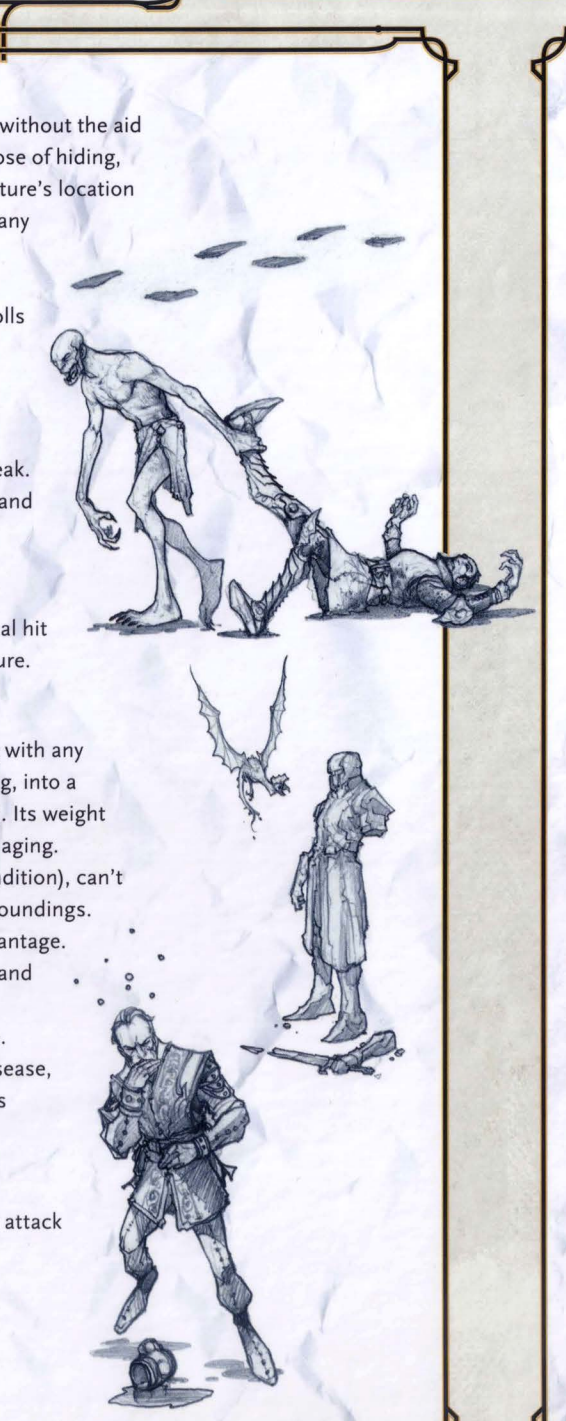
- A paralyzed creature is incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the 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



EARLY TRAVELS		
Day	Night	Encounter
2	—	Aarakocra scouts*
—	2	1d4 + 1 jackalweres
3	—	Knights of Samular*
4	3	Pilgrims*
—	4	1d2 owlbears
5	5	Elk tribe hunters*
6	6	1d3 ankhegs
7	7	1d3 + 1 bugbears
8	8	1d4 + 1 orcs
9	—	Dwarf miners*
10	—	Caravan*
11	—	Homestead*
12	9	Air cult scouts*
13	10	Water cult marauders*
14	11	Earth cult robbers*
15	12	Fire cult raiders*
16	13	1d4 + 1 gnolls
17	—	Shepherds*
18	14	1d6 + 2 wolves
19	15	1d3 ogres
—	16	1d2 gargoyles
—	17	1d3 + 1 ghouls
20	18	1d2 perytons
—	19	1d3 wights
—	20	The Watchful Knight*

Encounters marked with an asterisk (\*) have explanations that appear on page 30 of Princes of the Apocalypse.

RIVER TRAVELS	
Roll	Encounter
2-3	Aarakocra scouts*
4-5	Air cult skyriders*
6-9	River pirates*
10-14	Keelboat*
15-16	1d4 merrow
17-18	2d4 ghouls
19-20	1 water elemental

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LATER TRAVELS		
Day	Night	Encounter
2	—	Aarakocra war band*
—	2	2d6 jackalweres
3	3	1d3 manticores
4	4	1d3 + 1 trolls
5	5	Elk tribe hunters*
—	6	1d8 will-o'-wisps
6	—	Knights of Samular*
7	—	Homestead*
—	7	1d2 ghosts and 1d4 + 2 ghouls
8	8	1d4 + 1 gargoyles
9	9	Air cult skyriders*
10	10	Water cult raiders*
11	11	1d6 + 2 bugbears
12	12	Fire cult war band*
13	13	Earth cult marauders*
14	14	2d4 ogres
15	—	Caravan*
—	15	1d4 + 1 wights
16	16	2d4 mephits*
17	—	Dwarf miners*
—	17	1d3 vampire spawn
18	18	1d3 elementals*
19	19	1 bulette
20	20	1d2 hill giants



GENASI  
Left to right: Earth, Water, Fire, and Air Genasi.

