

USEFUL STUFF IN D&D 5E CORE BOOKS

Building

Build encounters: DM 82

NPCs: MM 342–350

Build NPCs: DM 89–91

Custom NPC features: DM 282

Build villains: DM 94–96

Build dungeons: DM 99–101

Monuments: DM 108

Weird locales: DM 109

Dungeon & wilderness goals: DM 73

Important NPCs: DM 74

Framing events: DM 79

Twists: DM 80

Starting equipment: DM 38

Exploring

Foraging DCs: DM 111

Food & water needs: DM 111

Random settlements: DM 112–114

Random urban encounters: DM 114

Random undersea encounters: DM 116

Random encounters at sea: DM 118

Weather: DM 109

Carousing: DM 128

Travel pace: DM 242

Tracking DCs: DM 244

General DCs: DM 238

Dungeons

Random dungeons: DM 290–301

Trap save DCs & attack bonuses: DM 121

Trap effects: DM 297

Damage severity by level: DM 121

Traps: DM 122–123

Dungeon obstacles: DM 297

Trap triggers: DM 297

Stuff

Weapons: PH 149

Armor: PH 145

Potions of healing: DM 188

Spell scrolls: DM 200

Object AC & HP: DM 246–247

Gear: PH 150

Treasure: DM 134–139

Item features: DM 142–143

Random magic items: DM 144–149

Artifact properties: DM 219–221

Poisons: DM 257

Combat

Cover: PH 196

Damage improv: DM 249

Chase complications: DM 254

Combat actions: PH 192–193

Mob attacks: DM 250

Weapons: PH 149

Armor: PH 145

Spells

Spells by class: PH 207

Custom spell damage: DM 284

Conditions

Conditions: PH 290

Poisons: DM 257

Madness: DM 259–260

Injuries: DM 272

Monsters

Monster stats by CR: DM 274

Creatures: MM 317–341

NPCs: MM 342–350

XP by CR: DM 275

HD by size: DM 276

Custom monster features: DM 280–281

Monsters by environment: DM 302