

Object Armor Class		
Substance		
Cloth, Paper, Rope	█	11
Crystal, Glass, Ice	█	13
Wood, Bone	█	15
Stone	█	17
Iron, Steel	█	19
Mithral	█	21
Adamantine	█	23

Travel Paces		
Forced March	DC 10+ 1/hour past 8	+1Lvl Exhaustion
Mounts	Up to 1 Hour	2x Fast Pace
Vehicles	Choose a Pace <sup>2</sup>	Up to 24h.

2 - Waterborne has fixed speed, and no benefits or penalties.

Object Hit Points		
Size	Fragile	Resilient
Tiny	1d4	2d4
Small	1d6	3d6
Medium	1d8	4d8
Large	1d10	5d10

Huge and bigger\*

\*DM's discretion. Sections, Quarters, etc.

Damage Severity and Level			
1th-4th	1d10	2d10	4d10
5th-10th	2d10	4d10	10d10
11th-16th	4d10	10d10	18d10
17th-20th	10d10	18d10	24d10



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Foraging	
Food and Water Availability	DC
Abundant Food and Water Sources	10
Limited Food and Water Sources	15
Very little, if any, food and water sources	20

Wilderness Navigation	
Terrain	DC
Forest, jungle, swamp, mountains, or open sea with overcast skies and no land in sight	15
Arctic, desert, hills, or open sea with clear skies and no land in sight	10
Grassland, meadow, farmland	5

Wilderness Survival (DMG)		
Extreme Cold <sup>1</sup>	DC 10 Cons/ Hour	+1Lvl Exhaustion
Extreme Heat <sup>2</sup>	DC 5+h Cons/ Hour	+1Lvl Exhaustion
Strong Wind	Disadv. Ranged Weapon Atk.	Disadv. Perception Checks (Hearing)
Heavy Precipitation <sup>3</sup>	Lightly Obscured	Disadv. Perception Checks (Sight)

Wilderness Survival (DMG) (cont)		
Desecrated Ground	Undeads have Advantage on all Saving Throws	
Frigid Water	DC 10 Cons/min	+1Lvl Exhaustion, after Cons. Minutes.
Quicksand	p. 110	
Razorvine <sup>4</sup>	AC11 25HP, DC 10 Dex	1d10 slashing
Slippery Ice	DC 10 Dex (Acrobatics)	falls Prone
Thin Ice	3d10 x 10pounds	If exceeds, ice breaks

- 1- Resistance/Immunity/Cold Weather Gear/Naturally Adapted = Autosave.
- 2- Med./Heavy Armor = Disadv. | Resist./Immunity/Nat. Adapted = Autosave.
- 3- Heavy Rain = Disadv. Perception (Hearing)
- 4- Immunity to Piercing, Bludgeoning and Psychic.

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