



DUNGEON MASTER[®] Screen & Master Index

Advanced
Dungeons & Dragons[®]
Official Game Accessory



Advanced Dungeons & Dragons®

Master Index

by Jim Butler

A complete reference for:

Player's Handbook

DUNGEON MASTER® *Guide*

Tome of Magic

Book of Artifacts

PLAYER'S OPTION™: *Combat & Tactics*

PLAYER'S OPTION: *Skills & Powers*

DUNGEON MASTER Option: *High-Level Campaigns*

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Special Thanks to:

Mike Breault, Anne Brown, Thomas M. Reid, Jean Rabe, Steven Schend, Warren Spector, Ray Vallese, Skip Williams, and David Wise (whose hard editing work on all the above projects gave me something to steal and then claim as my own).

How To Use This Index:

Numbers preceded by a symbol indicate the book in which the page numbers are relevant. Numerical entries in red are located in the DUNGEON MASTER *Guide*. For example:

Scrolls ... **195**, ○ 144, ● 52, 55

General information on scrolls can be found on page 195 of the DUNGEON MASTER *Guide*, page 144 of the *Player's Handbook*, and pages 52 and 55 of *Skills & Powers*.

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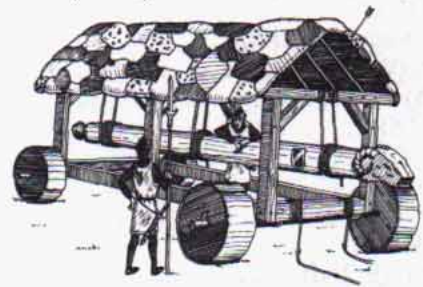
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Wolf Spirits (P Q)	122
Word of Recall (P 6th)	292
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Yunni's Herald (TD)	141
Zone of Sweet Air (P 3rd)	73
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Critical Hits: Piercing vs. Humanoids

Location: Legs (Right 1–2, Left 3–4)

Severity	Effect
1–3	No unusual effect
4	Leg grazed, victim knocked down
5	Leg struck, minor bleeding
6	Leg injured, minor bleeding, $\frac{2}{3}$ move
7	Armor damaged; leg injured if target has no leg armor, $\frac{1}{2}$ move, major bleeding
8	Knee broken, minor bleeding, $\frac{1}{2}$ move, –4 penalty to any attacks
9	Armor damaged, leg struck, minor bleeding, $\frac{2}{3}$ move; if target has no leg armor, leg broken, major bleeding, $\frac{1}{2}$ move, –4 penalty to attack rolls
10	Hip broken, no move or attack, major bleeding
11	Leg broken, severe bleeding, no move or attack
12	Leg destroyed, no move or attack, severe bleeding
13+	As 12 above with tripled damage dice

Abdomen (5)

Severity	Effect
1–3	No unusual effect
4	Abdomen grazed, minor bleeding
5	Abdomen struck, victim stunned 1 round and reduced to $\frac{2}{3}$ move with minor bleeding
6	Armor damaged; victim stunned 1d4 rounds, minor bleeding, $\frac{2}{3}$ move if no armor
7	Abdomen injured, major bleeding, $\frac{1}{2}$ move, –2 penalty to attacks
8	Abdomen injured, severe bleeding, $\frac{1}{2}$ move, –4 penalty to attacks
9	Armor damage, abdomen injured, minor bleeding, $\frac{1}{2}$ move and –2 penalty to attack rolls; if no armor, victim at 0 hit points, major bleeding
10	Abdomen injured, $\frac{1}{3}$ move, no attack, severe bleeding
11	Abdomen injured, victim at 0 hp, severe bleeding
12	Abdomen destroyed, victim killed
13+	As 12 above with tripled damage dice

Location: Torso (6–7)

Severity	Effect
1–3	No unusual effect
4	Torso grazed, minor bleeding
5	Torso struck, $\frac{2}{3}$ move with minor bleeding
6	Shield damage, torso struck, $\frac{2}{3}$ move & minor bleeding
7	Armor damage, torso struck, $\frac{2}{3}$ move, –2 penalty to attack rolls; if no armor, torso injured, no move or attack, severe bleeding
8	Torso injured, major bleeding, $\frac{1}{2}$ move, –4 penalty to attack rolls
9	Shield damage; torso struck, –2 penalty to attack rolls; if no shield, ribs broken, severe bleeding, no move or attack
10	Ribs broken, severe bleeding, no move or attack
11	Torso destroyed, victim reduced to 0 hit points with severe bleeding
12	Torso destroyed, victim killed
13+	As 12 above with tripled damage dice

Location: Arms (Left 8, Right 9)

Severity	Effect
1–3	No unusual effect
4	Hand struck, weapon dropped, minor bleeding; no effect on shield arm
5	Arm struck, shield damage/weapon dropped, minor bleeding
6	Hand injured, –2 penalty to attack rolls/shield dropped
7	Armor damage, arm struck, minor bleeding; if no armor, arm injured, minor bleeding
8	Arm broken, victim stunned 1 round, minor bleeding, shield or weapon dropped
9	Armor damage, arm injured, –2 penalty to attack rolls or shield dropped; if no armor, arm broken, stunned 1d6 rounds, major bleeding
10	Shoulder injured, no attacks, major bleeding
11	Arm destroyed, major bleeding, $\frac{2}{3}$ move
12	Arm destroyed, no move/attack, major bleeding
13+	As 12 above with tripled damage dice

Location: Head (10)

Severity	Effect
1–3	No unusual effect
4	Head grazed, stunned 1d3 rounds, minor bleeding
5	Head struck, helm removed, victim stunned 1 round; –2 penalty to attack rolls, minor bleeding if victim had no helm
6	Eye injured, –4 penalty to all attacks; if helmed, victim is only stunned 1 round instead
7	Helm damaged, face injured, stunned 1d6 rounds, minor bleeding, $\frac{2}{3}$ move, –4 penalty to attack rolls
8	Skull broken, helm damaged, victim reduced to 0 hit points, major bleeding
9	Throat injured, severe bleeding
10	Skull broken, victim reduced to 0 hp, major bleeding, Int, Wis, and Cha all drop by $\frac{1}{2}$ permanently
11	Throat destroyed, victim killed
12	Head destroyed, immediate death
13+	As 12 above with tripled damage dice

Specific Injuries

Note: Specific injuries are only inflicted if the victim fails his saving throw versus death magic.

Result	Effect
Broken	Penalties persist until a <i>cure serious wounds</i> or greater spell is applied to the wound (which provides no additional healing benefits, it simply mends the fracture). It can be healed normally as a 20d6 hit point loss.
Crushed	A <i>cure critical wounds</i> spell or similar magic capable of restoring 20 hit points of damage can repair these injuries. Damaged limbs are useless for the rest of the creature's life unless healed magically.
Grazed	Nothing additional unless bleeding occurs. Heals normally.
Injured	Penalties remain until a <i>cure serious wounds</i> or similar spell capable of healing at least 10 hit points of damage is applied. Heals normally as a hit point loss of 10d6.
Severed	Only a <i>regeneration</i> spell can undo this type of damage. A character who loses a hand or foot in battle is stunned for 1d6 rounds if he makes a successful System Shock roll.
Struck	Penalties remain until <i>cure light wounds</i> or similar spell capable of healing at least 5 hit points of damage is applied. Heals normally as a hit point loss of 2d6.

Saving Throws by Caster Level or Hit Dice

Target's Caster Group	Target's Level	Paralyzation or Death Magic	Petrification or Polymorph	Spell*
C	-7 or more	10	13	15
	-4 to -6	9	12	14
	-1 to -3	7	10	12
	0	6	9	11
	+1 to +3	5	8	10
	+4 to +6	4	7	9
	+7 or more	2	5	7
D	-9 or more	13	12	15
	-5 to -8	12	11	13
	-1 to -4	11	10	11
	0	10	9	9
	+1 to +4	9	8	7
E	+5 or more	8	7	5
	-7 or more	16	17	19
	-5 to -6	14	15	17
	-3 to -4	13	14	16
	-1 to -2	11	12	14
	0	10	11	13
	+1 to +2	8	9	11
	+3 to +4	7	8	10
	+5 to +6	5	6	8
F	+7 to +8	4	5	7
	+9 or more	3	4	6
	-6 or more	14	13	12
G	-1 to -5	13	11	10
	0	11	9	8
	+1 to +5	10	7	6
H	+6 or more	8	5	4

*Including those that cause death, petrification, or polymorph.

MTHACOs

Psionicist's Level																				
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20*
THACO	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

Wild Talent's Level																				
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20*
THACO	20	20	19	19	18	18	17	17	16	16	15	15	14	14	13	13	12	12	11	11

Critical Events Table

Roll	Result	Effect
2	Armor Trouble	Roll 1d6: 1-2=helm lost, 3-5=shield lost, 6=plate lost (+2 on AC)
4	Battlefield Damaged	Something in or near the battlefield gets broken
5	Battlefield Shifts	Tide carries all figures 1d6 squares in a random direction
6	Close Quarters	Two enemies that Threaten each other find themselves grappled
7	Item Damaged	Random combatant has something damaged by a wild swing
8	Item Dropped	As above, but the item is knocked from the owner's possession
11	Knock Down	Random combatant is knocked down
12	Lucky Break	Random combatant gains a +4 bonus to AC and saving throws
13	Lucky Opening	Random combatant gains a +4 on attacks this round
15	Mount Trouble	Roll 1d6: 1-3=Mount sprints for 1d10 rounds or until rider makes a successful riding proficiency check, 4-5=make a riding proficiency check or be thrown from mount, 6=rider is dismounted and must make a successful saving throw vs. death magic or be stunned for 1d6 rounds
16	Reinforcements	Allies of the DM's choice show up for one side or the other
17	Retreat	The press drives back all threatened figures of one side
18	Slip	A random combatant slips and falls
20	Weapon Trouble	Roll 1d6: 1-2=weapon knocked out of hands (saving throw vs. death magic to avoid), 3-5=weapon must save vs. crushing blow or be destroyed, 6=weapon is stuck in opponent's body

Spell Interactions in Duels

Type	A	D	AD	L	M
A	-	C	C	A	-
D	C	-	C	A	G
AD	C	C	C	A	A
L	A	A	A	C	-
M	-	G	A	-	-

A = The opponent with the advantage decides if the spells fight or pass each other with no effect.

C = Combat must take place between the spells when they meet.

G = Generally, these types of spells ignore each other, but there are some defense spells that conduct combat with missiles; see the **Special Dueling Characteristics for Spells** section (*High-Level Campaigns*) for details.

- = The spells pass each other with no effect.

MTHACO Modifiers

Intelligence Score	MTHACO Modifier
15 or less	0
16-17	+1
18-19	+2
20-22	+3
23+	+4

Base MAC and PSP Bonuses

Ability Score	Base MAC	MAC Modifier	PSP Bonus
15 or less	10	0	0
16	9	-1	+1
17	8	-1	+2
18	7	-2	+3
19	6	-2	+4
20	5	-3	+5
21	4	-3	+6
22	3	-3	+7
23	2	-4	+8
24	1	-4	+9
25	0	-4	+10

Combat Adjustments

Target's Condition	Missile Adjustment*	Melee Adjustment*
Sitting or kneeling	-1	+2
Prone	-2	+4
Flank attack	+1	+1
Rear attack	+2	+2
Backstab	n/a	+4

* Adjustments are applied to the attacker's THACO.

Movement & Footing

Condition	Reduces Movement By
Heavy brush or thicket	½
Light brush or forest	¼
Ice or slippery footing	½
Steep slope or rough ground	¼
Knee-deep snow or water	¼
Waist-deep snow or water	½
Shoulder-deep snow or water	¾

Critical Hits: Piercing vs. Humanoids

Location: Legs (Right 1–2, Left 3–4)

Severity	Effect
1–3	No unusual effect
4	Leg grazed, victim knocked down
5	Leg struck, minor bleeding
6	Leg injured, minor bleeding, $\frac{2}{3}$ move
7	Armor damaged; leg injured if target has no leg armor, $\frac{1}{2}$ move, major bleeding
8	Knee broken, minor bleeding, $\frac{1}{3}$ move, –4 penalty to any attacks
9	Armor damaged, leg struck, minor bleeding, $\frac{2}{3}$ move; if target has no leg armor, leg broken, major bleeding, $\frac{1}{3}$ move, –4 penalty to attack rolls
10	Hip broken, no move or attack, major bleeding
11	Leg broken, severe bleeding, no move or attack
12	Leg destroyed, no move or attack, severe bleeding
13+	As 12 above with tripled damage dice

Abdomen (5)

Severity	Effect
1–3	No unusual effect
4	Abdomen grazed, minor bleeding
5	Abdomen struck, victim stunned 1 round and reduced to $\frac{2}{3}$ move with minor bleeding
6	Armor damaged; victim stunned 1d4 rounds, minor bleeding, $\frac{2}{3}$ move if no armor
7	Abdomen injured, major bleeding, $\frac{1}{2}$ move, –2 penalty to attacks
8	Abdomen injured, severe bleeding, $\frac{1}{3}$ move, –4 penalty to attacks
9	Armor damage, abdomen injured, minor bleeding, $\frac{1}{2}$ move and –2 penalty to attack rolls; if no armor, victim at 0 hit points, major bleeding
10	Abdomen injured, $\frac{1}{3}$ move, no attack, severe bleeding
11	Abdomen injured, victim at 0 hp, severe bleeding
12	Abdomen destroyed, victim killed
13+	As 12 above with tripled damage dice

Location: Torso (6–7)

Severity	Effect
1–3	No unusual effect
4	Torso grazed, minor bleeding
5	Torso struck, $\frac{2}{3}$ move with minor bleeding
6	Shield damage, torso struck, $\frac{2}{3}$ move & minor bleeding
7	Armor damage, torso struck, $\frac{2}{3}$ move, –2 penalty to attack rolls; if no armor, torso injured, no move or attack, severe bleeding
8	Torso injured, major bleeding, $\frac{1}{2}$ move, –4 penalty to attack rolls
9	Shield damage; torso struck, –2 penalty to attack rolls; if no shield, ribs broken, severe bleeding, no move or attack
10	Ribs broken, severe bleeding, no move or attack
11	Torso destroyed, victim reduced to 0 hit points with severe bleeding
12	Torso destroyed, victim killed
13+	As 12 above with tripled damage dice

Location: Arms (Left 8, Right 9)

Severity	Effect
1–3	No unusual effect
4	Hand struck, weapon dropped, minor bleeding; no effect on shield arm
5	Arm struck, shield damage/weapon dropped, minor bleeding
6	Hand injured, –2 penalty to attack rolls/shield dropped
7	Armor damage, arm struck, minor bleeding; if no armor, arm injured, minor bleeding
8	Arm broken, victim stunned 1 round, minor bleeding, shield or weapon dropped
9	Armor damage, arm injured, –2 penalty to attack rolls or shield dropped; if no armor, arm broken, stunned 1d6 rounds, major bleeding
10	Shoulder injured, no attacks, major bleeding
11	Arm destroyed, major bleeding, $\frac{2}{3}$ move
12	Arm destroyed, no move/attack, major bleeding
13+	As 12 above with tripled damage dice

Location: Head (10)

Severity	Effect
1–3	No unusual effect
4	Head grazed, stunned 1d3 rounds, minor bleeding
5	Head struck, helm removed, victim stunned 1 round; –2 penalty to attack rolls, minor bleeding if victim had no helm
6	Eye injured, –4 penalty to all attacks; if helmed, victim is only stunned 1 round instead
7	Helm damaged, face injured, stunned 1d6 rounds, minor bleeding, $\frac{2}{3}$ move, –4 penalty to attack rolls
8	Skull broken, helm damaged, victim reduced to 0 hit points, major bleeding
9	Throat injured, severe bleeding
10	Skull broken, victim reduced to 0 hp, major bleeding, Int, Wis, and Cha all drop by $\frac{1}{2}$ permanently
11	Throat destroyed, victim killed
12	Head destroyed, immediate death
13+	As 12 above with tripled damage dice

Specific Injuries

Note: Specific injuries are only inflicted if the victim fails his saving throw versus death magic.

Result	Effect
Broken	Penalties persist until a <i>cure serious wounds</i> or greater spell is applied to the wound (which provides no additional healing benefits, it simply mends the fracture). It can be healed normally as a 20d6 hit point loss.
Crushed	A <i>cure critical wounds</i> spell or similar magic capable of restoring 20 hit points of damage can repair these injuries. Damaged limbs are useless for the rest of the creature's life unless healed magically.
Grazed/Injured	Nothing additional unless bleeding occurs. Heals normally. Penalties remain until a <i>cure serious wounds</i> or similar spell capable of healing at least 10 hit points of damage is applied. Heals normally as a hit point loss of 10d6.
Severed	Only a <i>regeneration</i> spell can undo this type of damage. A character who loses a hand or foot in battle is stunned for 1d6 rounds if he makes a successful System Shock roll.
Struck	Penalties remain until <i>cure light wounds</i> or similar spell capable of healing at least 5 hit points of damage is applied. Heals normally as a hit point loss of 2d6.

Critical Hits: Slashing vs. Humanoids

Location: Legs (Right 1-2, Left 3-4)

Severity	Effect
1-3	No unusual effect
4	Leg struck, minor bleeding
5	Leg struck, minor bleeding; ½ move
6	Leg injured, major bleeding, ½ move
7	Armor damaged; leg injured if target has no leg armor, ½ move, major bleeding
8	Knee shattered, major bleeding, no move, -4 penalty to any attack rolls
9	Armor damaged, leg struck, minor bleeding, ½ move; if target has no leg armor, leg severed at knee, severe bleeding, no move or attack
10	Hip shattered, no move or attack, severe bleeding
11	Leg severed, severe bleeding, no move or attack
12	Leg severed at thigh, no move or attack, victim reduced to 0 hit points with severe bleeding
13+	As 12 above with tripled damage dice

Location: Abdomen (5)

Severity	Effect
1-3	No unusual effect
4	Abdomen grazed, minor bleeding
5	Abdomen struck, victim stunned 1 round and reduced to ½ move with minor bleeding
6	Armor damaged; victim stunned 1d6 rounds, major bleeding, ½ move if no armor
7	Abdomen injured, major bleeding, ½ move, -2 penalty to attack rolls
8	Abdomen injured, severe bleeding, ½ move, -4 penalty to attack rolls
9	Armor damage, abdomen injured, minor bleeding, ½ move and -2 penalty to attack rolls; if no armor, victim at 0 hit points, major bleeding
10	Abdomen injured, no move or attack, severe bleeding
11	Abdomen injured, victim at 0 hp, severe bleeding
12	Abdomen destroyed, victim killed
13+	As 12 above with tripled damage dice

Location: Torso (6-7)

Severity	Effect
1-3	No unusual effect
4	Torso grazed, minor bleeding
5	Torso struck, victim stunned 1 round, reduced to ½ move with minor bleeding
6	Shield damage, torso struck, ½ move & minor bleeding
7	Armor damage, torso struck, ½ move, -2 penalty to attacks; if no armor, torso injured, no move or attack, severe bleeding
8	Torso injured, major bleeding, ½ move, -4 penalty to attack rolls
9	Shield damage; torso struck, -2 penalty to attack rolls; if no shield, torso injured, severe bleeding, no move or attack
10	Torso injured, severe bleeding, no move or attack
11	Torso destroyed, victim reduced to 0 hit points with severe bleeding
12	Torso destroyed, victim killed
13+	As 12 above with tripled damage dice

Location: Arms (Left 8, Right 9)

Severity	Effect
1-3	No unusual effect
4	Hand struck, weapon dropped, minor bleeding; no effect on shield arm
5	Arm struck, shield damage/weapon dropped, minor bleeding
6	Hand injured, -2 penalty to attacks/shield dropped
7	Armor damage, arm struck, minor bleeding; if no armor, arm injured, major bleeding
8	Hand severed, stunned 1 round, major bleeding, shield or weapon dropped
9	Armor damage, arm broken; if no armor, arm severed, stunned 1d6 rounds, major bleeding
10	Shoulder injured, no attacks, major bleeding
11	Arm severed, severe bleeding, ½ move
12	Arm severed, no move or attacks, severe bleeding
13+	As 12 above with tripled damage dice

Location: Head (10)

Severity	Effect
1-3	No unusual effect
4	Head grazed, stunned 1-3 rounds, minor bleeding
5	Head struck, helm removed, victim stunned 1 round; -2 penalty to attack rolls, minor bleeding if victim had no helm
6	Head struck, minor bleeding, victim blinded for 2d4 rounds by blood in eyes
7	Helm damaged, face injured, stunned 1d6 rounds, minor bleeding, ½ move, -4 penalty to attack rolls
8	Skull broken, helm damaged, victim reduced to 0 hit points, major bleeding
9	Throat injured, severe bleeding
10	Skull destroyed, victim reduced to 0 hp, severe bleeding, Int, Wis, Cha all drop by ½ permanently
11	Throat destroyed, victim killed
12	Head severed, immediate death
13+	As 12 above with tripled damage dice

Critical Hit Effects

Result	Effect
Armor/Shield Damage	The character is still entitled to a saving throw vs. death magic to avoid the effects entirely. Even if the initial saving throw is failed, the equipment is still entitled to a saving throw. If this result is rolled against a character not wearing armor, the blow is usually assumed to have more severe effects (either re-roll or adjust the category by one place).
Attack Penalty	If a critical hit prevents a character from making an attack, it also prevents spellcasting and other combat actions. Movement and the use of magical items can be accomplished.
Movement Penalties	Any reduction in base movement eliminates the possibility of a character performing a sprint, charge, or run. He may pull himself onto a mount or drag himself across the ground at an effective movement rate of 1.

Shield Proficiency

Shield Type	Normal AC Bonus	Proficient AC Bonus	Number of Attackers*
Buckler	+1	+1	One
Small	+1	+2	Two
Medium	+1	+3	Three
Body vs. missiles	+1/+2 vs. missiles	+3/+4	Four

* is the maximum number of times in one combat round that the shield can be used to protect character.

Battle Tactics

Armor Class Bonus:

	Armor Class Bonus:		Penalties
	Melee	Missile	
Wall	-1	-4	Can only use one-handed weapons. Piercing weapons are preferred. Slashing & bludgeoning weapons impose a -2 penalty on attack rolls.

Attack Bonus:

	Attack Bonus:		Penalties
	Melee	Missile	
ed Charge	+3	n/a	Mount susceptible to missile fire during the charge.
from Horseback (move)	n/a	-2	Rate of Fire reduced by one category.
from Horseback (no-move)	n/a	-4	Rate of Fire reduced by one category.

Specialist Attacks Per Round

Weapon	Level of Specialist		
	1-6	7-12	13+
Blowgun	2/1	5/2	3/1
Bolas	1/1	3/2	2/1
Bows	2/1	3/1	4/1
Crossbows			
Hand	1/1	3/2	2/1
Heavy	1/2	1/1	3/2
Light	1/1	3/2	2/1
Repeating	2/1	5/2	3/1
Stonebow	1/1	3/2	2/1
Dagger or knife, thrown	3/1	4/1	5/1
Dart, thrown	4/1	5/1	6/1
Firearms (optional)			
Arquebus	1/3	1/2	1/1
Matchlocks	1/2	1/1	3/2
Snaplocks	1/1	3/2	2/1
Wheellock belt pistol	1/1	3/2	2/1
Wheellock horse pistol	1/2	1/1	3/2
Javelin	3/2	2/1	5/2
Melee weapons	3/2	2/1	5/2
Shuriken	3/1	4/1	5/1
Sling	3/2	2/1	5/2
Staff sling	1/1	3/2	2/1
Thrown weapons, not listed	1/1	3/2	2/1

Psionic Attacks vs. Psionic Defenses

	Mind blank	Thought shield	Mental barrier	Intellect fortress	Tower of iron will
Thrust	+5	+3	-2	-3	-5
Tip	+3	+4	+2	-4	-3
Stun	-5	-3	-1	+2	+5
Crush	+1	-4	+4	-1	-2
Bludgeon	-7	+2	-5	+4	+3

The Five Basic Steps of Combat

Step 1: The DM secretly decides on the actions of the monsters.

Step 2: Players announce the actions of their characters.

- Attack
- Cast a spell
- Charge!
- Cover
- Fire missiles
- Guard
- Move
- Parry
- Run
- Sprint
- Use a magical item

Step 3: Roll Initiative.

- Adjustments are made based on character actions.
- An initiative roll of 1 accelerates each character's action phase.
- If both sides tie, a *critical event* occurs.

Step 4: Resolve Actions

Initiative Phase*	Base Initiative for:
• Very Fast	Tiny or Small creatures
• Fast	Man-sized creatures
• Average	Large creatures
• Slow	Huge creatures
• Very Slow	Gargantuan creatures

*The initiative phase is adjusted by character actions and weapon size. A character attacks at his base initiative or weapon speed, whichever is worse.

Step 5: End of Round

- Fatigue
- Morale
- Retreats
- Status

Actions and Initiative Penalties

No-move actions do not incur an initiative penalty:

- Attack with a melee weapon
- Cast a spell
- Fire/Throw missile weapons at the full rate of fire
- Guard, cover, or parry
- Unarmed combat
- Use a magical item

Half-move actions incur a one-phase initiative penalty:

- Attack with a melee weapon
- Declare a charge
- Fire/Throw missile weapons at 1/2 the rate of fire
- Guard
- Unarmed combat
- Withdraw

Full-move actions incur a two-phase initiative penalty:

- Declare a charge, adding an extra 50% to your normal movement rate and gaining an attack at the end of the round
- Move to the normal limit of your movement rate
- Run, doubling your normal movement
- Sprint, tripling your normal movement by making a successful Strength check

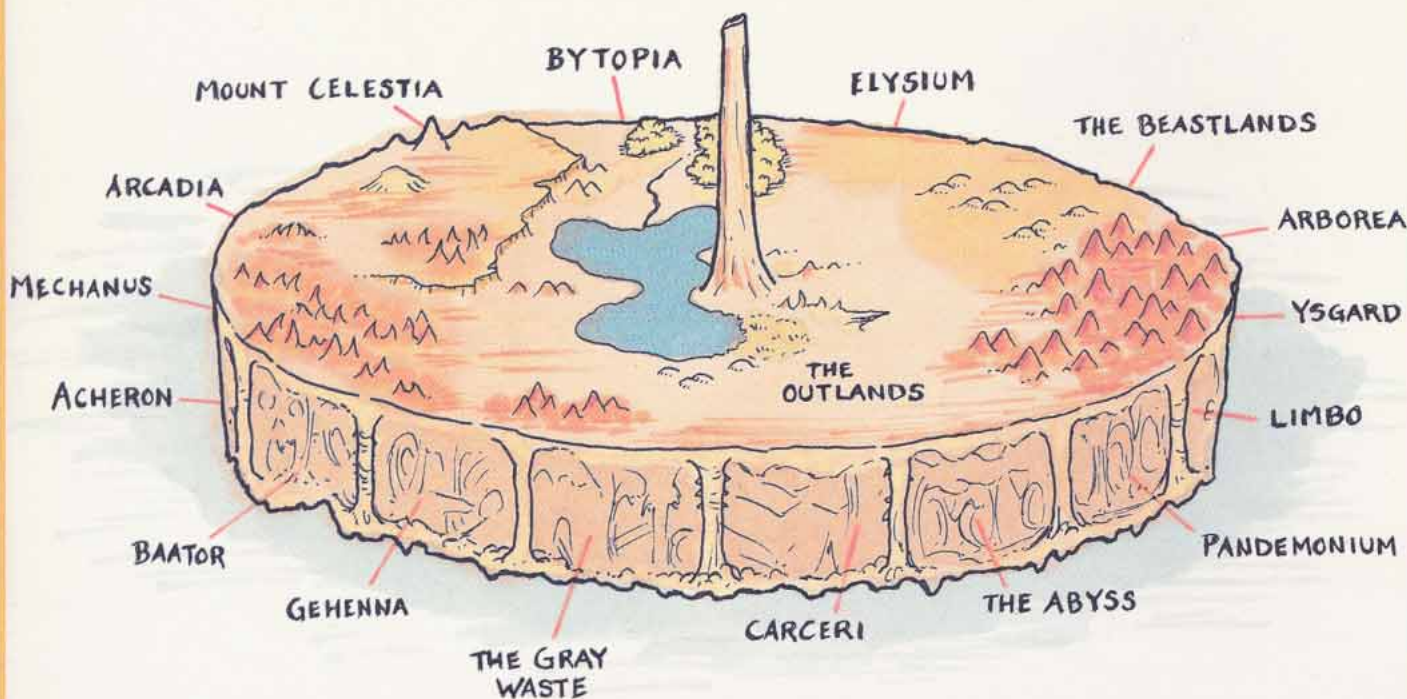
Knockdowns

Size	Knockdown Roll	Die Type*	Modifier**
Tiny	3	d4	-2
Small	5	d6	-1
Medium	7	d8	-
Large	9	d10	+1
Huge	11	d12	+2

* These are the default die types used by creatures employing natural weaponry.

** Modifiers are applied to base weapon knockdown dice. For example, a bugbear wielding a morning star has a knockdown

The Outer Planes



Miscellaneous Equipment

Item	Cost	Weight
Backpack	2 gp	2 lbs.
Barrel, small	2 gp	30 lbs.
Basket	—	—
Large	3 sp	1 lb.
Small	5 cp	*
Bell	1 gp	—
Belt pouch	—	—
Large	1 gp	1 lb.
Small	7 sp	1/2 lb.
Block and tackle	5 gp	5 lbs.
Bolt case	1 gp	1 lb.
Bucket	5 sp	3 lbs.
Chain (per ft.)	—	—
Heavy	4 gp	3 lbs.
Light	3 gp	1 lb.
Chest	—	—
Large	2 gp	25 lbs.
Small	1 gp	10 lbs.
Cloth (per 10 sq. yds.)	—	—
Common	7 gp	10 lbs.
Fine	50 gp	10 lbs.
Rich	100 gp	10 lbs.
Candle	1 cp	*
Canvas (per sq. yard)	4 sp	1 lb.
Chalk	1 cp	*
Crampons	4 gp	2 lbs.
Fishhook	1 sp	**
Fishing net, 10 ft. sq.	4 gp	5 lbs.
Flint and steel	5 sp	*
Glass bottle	10 gp	*
Grappling hook	8 sp	4 lbs.
Holy symbol/water	25 gp	*
Hourglass	25 gp	1 lb.
Iron pot	5 sp	2 lbs.
Ladder, 10 ft.	5 cp	20 lbs.

Item	Cost	Weight
Lantern, Beacon	150 gp	50 lbs.
Bullseye	12 gp	3 lbs.
Hooded	7 gp	2 lbs.
Lock	—	—
Good	100 gp	1 lb.
Poor	20 gp	1 lb.
Magnifying glass	100 gp	*
Map or scroll case	8 sp	1/2 lb.
Merchant's scale	2 gp	1 lb.
Mirror, small metal	10 gp	*
Musical instrument	5–100 gp	1/2–3 lbs.
Oil, Greek fire	—	—
(per vial)	10 gp	2 lbs.
Oil, lamp (per vial)	6 cp	1 lb.
Paper (per sheet)	2 gp	**
Papyrus (per sheet)	8 sp	**
Parchment (per sheet)	1 gp	**
Perfume (per vial)	5 gp	*
Piton	3 cp	1/2 lb.
Quiver	8 sp	1 lb.
Rope (per 50 ft.)	—	—
Hemp	1 gp	20 lbs.
Silk	10 gp	8 lbs.
Sack, large	2 sp	1/2 lb.
Sack, small	5 cp	*
Sealing/candle wax	1 gp	1 lb.
Sewing needle	5 sp*	*
Signal whistle	8 sp	*
Signet ring	5 gp	*
Soap (per lb.)	5 sp	1 lb.
Spyglass	1,000 gp	1 lb.
Tent	—	—
Large	25 gp	20 lbs.
Pavilion	100 gp	50 lbs.
Small	5 gp	10 lbs.

Item	Cost	Weight
Thieves' picks	30 gp	1 lb.
Torch	1 cp	1 lb.
Water clock	1,000 gp	200 lbs.
Whetstone	2 cp	1 lb.
Wineskin	8 sp	1 lb.
Winter blanket	5 sp	3 lbs.
Writing ink (per vial)	8 gp	*

* Ten of these items weigh one pound.

** These items have no appreciable weight and should not be considered for encumbrance unless hundreds are carried.

Capacity

Container	Max. Weight/Coins	Volume
Backpack	50 lbs./2,500	3'x2'x1'
Bag of holding		
gargantuan	1,500 lbs./75,000	250 cu. ft.
large	1,000 lbs./50,000	150 cu. ft.
medium	500 lbs./25,000	70 cu. ft.
small	250 lbs./12,500	30 cu. ft.
Basket, large	20 lbs./1,000	2'x2'x2'
Basket, small	10 lbs./500	1'x1'x1'
Belt pouch, large	8 lbs./400	6"x8"x2"
Belt pouch, small	5 lbs./250	4"x6"x2"
Chest, large	100 lbs./5,000	3'x2'x2'
Chest, small	40 lbs./2,000	2'x1'x1'
Flatbox	500 lbs./25,000	3'x2'x6'
Heward's haversack	20 lbs./1,000	2 cu. ft.
Portable hole	None/100,000	6'x7'x7'
Sack, large	30 lbs./1,500	2'x2'x1'
Sack, small	15 lbs./750	1'x1'x8"
Saddle bags, large	30 lbs./1,500	18"x1'x6"
Saddle bags, small	20 lbs./1,000	1'x1'x6"

Gems and Base Values

Ornamental Stones (10 gp)

Azurite	Hematite	Obsidian
Banded Agate	Lapis Lazuli	Rhodochrosite
Blue Quartz	Malachite	Tiger Eye Agate
Eye Agate	Moss Agate	Turquoise

Semiprecious Stones (50 gp)

Bloodstone	Jasper	Sardonyx
Carnelian	Moonstone	Smoky Quartz
Chalcedony	Onyx	Star Rose Quartz
Chrysoptase	Rock Crystal	Zircon
Citrine		

Fancy to Precious (100–500 gp)

Amber (100 gp)	Jade (100 gp)
Alexandrite (100 gp)	Jet (100 gp)
Amethyst (100 gp)	Pearl (100–500 gp)
Aquamarine (500 gp)	Peridot (500 gp)
Chrysoberyl (100 gp)	Spinel (100–500 gp)
Coral (100 gp)	Topaz (500 gp)
Garnet (100–500 gp)	Tourmaline (100 gp)

Gems and Jewels (1,000–5,000 gp)

Black Opal (1,000 gp)	Oriental Amethyst (1,000 gp)
Black Sapphire (5,000 gp)	Oriental Emerald (5,000 gp)
Diamond (5,000 gp)	Oriental Topaz (1,000 gp)
Emerald (5,000 gp)	Ruby (5,000 gp)
Fire Opal (1,000 gp)	Sapphire (1,000 gp)
Jacinth (5,000 gp)	Star Ruby (5,000 gp)
Opal (1,000 gp)	Star Sapphire (5,000 gp)

Calculated THACO Charts

Group	Level																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20*
Priest	20	20	20	18	18	18	16	16	16	14	14	14	12	12	12	10	10	10	8	8
Rogue	20	20	19	18	18	17	17	16	16	15	15	14	14	13	13	12	12	11	11	11
Warrior	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Wizard	20	20	20	19	19	19	18	18	18	17	17	17	16	16	16	15	15	15	14	14

*THACOs no longer decrease once a character achieves 20th level.

Armor Class Ratings

Type of Armor	AC	Cost	Weight
Padded	8	4 gp	10 lbs.
Leather	8	5 gp	15 lbs.
Studded leather	7	20 gp	25 lbs.
Chain mail	5	75 gp	40 lbs.
Splint mail	4	80 gp	40 lbs.
Ring mail	7	100 gp	30 lbs.
Brigandine	6	120 gp	35 lbs.
Scale mail	6	120 gp	40 lbs.
Banded	3	200 gp	35 lbs.
Bronze plate mail	4	400 gp	45 lbs.
Plate mail	3	600 gp	50 lbs.
Field plate*	2	2,000 gp	60 lbs.
Full plate*	1	4,000+ gp	70 lbs.

*Field and full plate armor are optional.

Shields*

Type	Cost	Weight
Body shield ¹	10 gp	15 lbs.
Buckler ²	1 gp	3 lbs.
Medium shield ³	7 gp	10 lbs.
Small shield ⁴	3 gp	5 lbs.

*All shields provide a +1 bonus to Armor Class.

¹ Protects against all melee attacks and provides a +2 bonus vs. missile attacks.

² Protects against one melee attack.

³ Protects against all frontal and flank attacks.

⁴ Protects against two frontal attacks.

Armor Modifiers for Wrestling

Armor	Modifier
Studded leather	-1
Chain, ring, and scale mail	-2
Banded, splint, and plate mail	-5
Field plate armor	-8
Full plate armor	-10

What You Can Do in One Combat Round

- Attack
- Cast one spell
- Drink a potion
- Light a torch
- Use a magical item
- Move to the limit of his movement rate
- Attempt to open a stuck or secret door
- Bind a character's wounds
- Search a body
- Hammer in a spike
- Recover a dropped weapon

Time Required for Noncombat Activities

Action	Time Required
Open locks	1d10 rounds
Find/remove traps	1d10 rounds
Search for secret/concealed door (20' section of wall)	1 turn
Rememberize spells	1 turn/spell level
Inspire companions (bard ability)	3 rounds
Detect noise	1 round

Punching and Wrestling

Attack Roll	Punch	Damage	% KO	Wrestle
20+	Haymaker	2	10	Bear Hug*
19	Wild swing	0	1	Arm twist
18	Rabbit punch	1	3	Kick
17	Kidney punch	1	5	Trip
16	Glancing blow	1	2	Elbow smash
15	Jab	2	6	Arm lock*
14	Uppercut	1	8	Leg Twist
13	Hook	2	9	Leg lock
12	Kidney punch	1	5	Throw
11	Hook	2	10	Gouge
10	Glancing blow	1	3	Elbow smash
9	Combination	1	10	Leg lock*
8	Uppercut	1	9	Headlock*
7	Combination	2	10	Throw
6	Jab	2	8	Gouge
5	Glancing blow	1	3	Kick
4	Rabbit punch	2	5	Arm lock*
3	Hook	2	12	Gouge
2	Uppercut	2	15	Headlock*
1	Wild swing	0	2	Leg twist
Less than 1	Haymaker	2	25	Bearhug*

*A hold can be maintained from round to round until broken. A hold is broken by a throw, a gouge, the assistance of another person, or the successful use of a weapon.

Punch: This is the type of blow landed. Using the names adds spice to the battle and makes the job of describing the action easier.

Damage: Only 25% of the damage caused by a bare-handed attack is lasting damage. The remaining 75% is temporary. A character who reaches zero hit points due to punching damage falls unconscious.

KO: If the indicated percentage chance or less is rolled on percentile dice, the victim is stunned for 1d10 rounds.

Wrestle: All wrestling moves inflict 1 point of damage plus Strength bonus (if the attacker desires).

Weapons

Item	Weight (lb.)	Size	Type ⁶	Speed Factor	Damage S-M/L
Arquebus ³	10	M	P	15	1d10/1d10
Battle axe	7	M	S	7	1d8/1d8
Blowgun	2	L	—	5	—
Barbed Dart	*	S	P	—	1d3/1d2
Needle	*	S	P	—	1/1
Bow	—	—	—	—	—
Short bow	2	M	—	7	—
Long bow	3	L	—	8	—
Composite short bow	2	M	—	6	—
Composite long bow	3	L	—	7	—
Flight arrow	*	S	P	—	1d6/1d6
Sheaf arrow	*	S	P	—	1d8/1d8
Club	3	M	B	4	1d6/1d3
Crossbow	—	—	—	—	—
Hand crossbow	3	S	—	5	—
Light crossbow	7	M	—	7	—
Heavy crossbow	14	M	—	10	—
Hand quarrel	*	S	P	—	1d3/1d2
Light quarrel	*	S	P	—	1d4/1d4
Heavy quarrel	*	S	P	—	1d4+1/1d6+1
Dagger or dirk	1	S	P	2	1d4/1d3
Dart	½	S	P	2	1d3/1d2
Footman's flail	15	M	B	7	1d6+1/2d4
Footman's mace	10	M	B	7	1d6+1/1d6
Footman's pick	6	M	P	7	1d6+1/2d4
Hand or throwing axe	5	M	S	4	1d6/1d4
Harpoon	6	L	P	7	2d4/2d6
Horseman's flail	5	M	B	6	1d4+1/1d4+1
Horseman's mace	6	M	B	6	1d6/1d4
Horseman's pick	4	M	P	5	1d4+1/1d4
Javelin	2	M	P	4	1d6/1d6
Knife	½	S	P/S	2	1d3/1d2
Lance ⁴	—	—	—	—	—
Heavy horse lance	15	L	P	8	1d8+1/3d6
Light horse lance	5	L	P	6	1d6/1d8
Jousting lance	20	L	P	10	1d3-1/1d2-1
Medium horse lance	10	L	P	7	1d6+1/2d6
Mancatcher ²	8	L	—	7	—
Morning star	12	M	P/B	7	2d4/1d6+1
Polearm	—	—	—	—	—
Axl pike ⁵	12	L	P	13	1d6/1d12
Bardiche	12	L	S	9	2d4/2d6
Bec de corbin	10	L	P/B	9	1d8/1d6
Bill-guisarme	15	L	P/S	10	2d4/1d10
Fauchard	7	L	P/S	8	1d6/1d8
Fauchard-fork	9	L	P/S	8	1d8/1d10
Glaive ¹	8	L	S	8	1d6/1d10
Glaive-guisarme ¹	10	L	P/S	9	2d4/2d6
Guisarme	8	L	S	8	2d4/1d8
Guisarme-voulge	15	L	P/S	10	2d4/2d4
Halberd	15	L	P/S	9	1d10/2d6
Hook fauchard	8	L	P/S	9	1d4/1d4
Lucern hammer ⁵	15	L	P/B	9	2d4/1d6
Military fork ¹	7	L	P	7	1d8/2d4
Partisan ⁵	8	L	P	9	1d6/1d6+1
Ranseur ⁵	7	L	P	8	2d4/2d4
Spetum ⁵	7	L	P	8	1d6+1/2d6
Voulge	12	L	S	10	2d4
Quarterstaff	4	L	B	4	1d6/1d6
Scourge	2	S	—	5	1d4/1d2
Sickle	3	S	S	4	1d4+1/1d4
Sling	*	S	—	6	—
Sling bullet	½	S	B	—	1d4+1/1d6+1
Sling stone	½	S	B	—	1d4/1d4
Spear	5	M	P	6	1d6/1d8
Staff sling	2	M	—	11	—

Item	Weight (lb.)	Size	Type ⁶	Speed Factor	Damage S-M/L
Sword	—	—	—	—	—
Bastard sword	10	M	S	—	—
One-handed	—	—	—	6	1d8/1d12
Two-handed	—	—	—	8	2d4/2d8
Broad sword	4	M	S	5	2d4/1d6+1
Khopesh	7	M	S	9	2d4/1d6
Long sword	4	M	S	5	1d8/1d12
Scimitar	4	M	S	5	1d8/1d8
Short sword	3	S	P	3	1d6/1d8
Two-handed sword	15	L	S	10	1d10/3d6
Trident	5	L	P	7	1d6+1/3d4
Warhammer	6	M	B	4	1d4+1/1d4
Whip	2	M	—	8	1d2/1

¹ This weapon inflicts double damage against charging creatures of L or greater size.

² This weapon can dismount a rider on a successful hit.

³ This weapon available only if allowed by DM. One charge costs 5 sp.

⁴ This weapon inflicts double damage when used from the back of a charging mount.

⁵ This weapon inflicts double damage when firmly set to receive a charge.

⁶ The "Type" category is divided into Bludgeoning (B), Piercing (P), and Slashing (S).

* These items weigh little individually. Ten of these weigh one pound.

Missile Weapons

Weapon	ROF	Range (yards)		
		S	M	L
Arquebus	1/3	50	150	210
Blowgun	2/1	10	20	30
Comp. long bow, flight arrow	2/1	60	120	210
Comp. long bow, sheaf arrow	2/1	40	80	170
Comp. short bow	2/1	50	100	180
Long bow, flight arrow	2/1	70	140	210
Long bow, sheaf arrow	2/1	50	100	170
Short bow	2/1	50	100	150
Club	1	10	20	30
Hand crossbow	1	20	40	60
Heavy crossbow	1/2	80	160	240
Light crossbow	1	60	120	180
Dagger	2/1	10	20	30
Dart	3/1	10	20	40
Hammer	1	10	20	30
Hand axe	1	10	20	30
Harpoon	1	10	20	30
Javelin	1	20	40	60
Knife	2/1	10	20	30
Sling bullet	1	50	100	200
Sling stone	1	40	80	160
Spear	1	10	20	30
Staff sling bullet	2/1	—	30-60	90
Staff sling stone	2/1	—	30-60	90

"ROF" is the rate of fire—how many shots that weapon can fire off in one round. This is independent of the number of melee attacks a character can make in a round.

Each range category (Short, Medium, or Long) includes attacks from distances equal to or less than the given range.

The attack roll modifiers for range are -2 for medium range and -5 for long range.

Arquebuses (if allowed) double all range modifiers.

Encounter Reactions

Modified Die Roll	Player Characters are:			
	F	I	T	H
2 or less	F	F	F	FI
3	F	F	F	FI
4	F	F	C	FI
5	F	F	C	FI
6	F	F	C	C
7	F	I	C	C
8	I	I	C	C
9	I	I	C	T
10	I	I	T	T
11	I	I	T	T
12	C	C	T	T
13	C	C	T	H
14	C	C	T	H
15	C	T	T	H
16-18	T	T	H	H
19-20	H	H	H	H

F = Friendly, I = Indifferent, T = Threatening,
H = Hostile, FI = Flight, C = Cautious.

Gaze Attacks

Action	Chance to Meet Gaze
Attacking or surprised	Automatic
Actively avoiding gaze	20%
Eyes closed or blindfolded	0%*
Backing up using mirror	0%**

* Character suffers -4 on attack rolls.

** Character suffers -2 on attack rolls.

Morale & Modifiers

Creature Type	Morale
Animal, normal, peaceful/predator	3/7
Henchmen	15
Human, average 0-level	7
Mobs/Militia	9/10
Monster, intelligent/nonintelligent	12/18
Monster, low-intelligence	10
Monster, semi-intelligent	11
Troops, green or disorganized	11
Soldiers, regular, and hirelings	12
Soldiers, elite	14

Situation	Modifier
Abandoned by friends	-6
Each 25% of hit points lost	-2
Creature is chaotic/lawful	-1/+1
Creature is fighting hated enemy	+4
Creature was surprised	-2
Creatures are fighting spellcasters	-2
Creatures with less than 1 HD	-1
Creatures with 4 to 8+ HD	+1
Creatures with 9 to 14+ HD	+2
Creatures with 15 HD or more	+3
Defending home	+3
Defensive terrain advantage	+1
Each additional check in round	-1
Most powerful ally killed	-4
NPC has been favored/ poorly treated	+2/-4
No enemy slain	-2
Outnumbered 3 (or more) to 1	-4
Outnumber opponents 3 to 1 or more	+2
Unable to affect opponent	-8
Spellcaster on same side	+2

Experience Points

Hit Dice or Level	XP Value
Less than 1-1	7
1-1 to 1	15
1+1 to 2	35
2+1 to 3	65
3+1 to 4	120
4+1 to 5	175
5+1 to 6	270
6+1 to 7	420
7+1 to 8	650
8+1 to 9	975
9+1 to 10+	1,400
11 to 12+	2,000
13 or more	2,000 + 1,000 per HD over 13

Ability	Hit Die Modifier
Armor Class 0 or lower	+1
Attacks, four or more a round	+1
Blood drain	+1
Breath weapon (max. damage of 20 hps or less)	+1
Defense form, unlisted	+1
Disease	+1
Flies or has other special movement power	+1
Hit points greater than normal (over 6 hp/HD)	+1
Immunity to any spell	+1
Intelligence High (13-14) or better	+1
Invisible at will	+1
Magic Resistance (0-50%/51%+)	+1/+2
Magical items usable against PCs	+1
Nonmagical attack form, unlisted	+1
Psionic devotions/sciences	+1/+2
Regeneration	+1
Spells, level 2 or lower	+1
Spells, level 3 or greater	+1
Weapon immunity, including 1/2 damage	+1
Weapons, missile	+1
Weapons, struck only by magical or silver	+1
Attack, single, causing 20+ points of damage	+2
Attacks, multiple, causing 30+ points of damage	+2
Breath weapon (max. damage over 20 hps)	+2
Magical attack mode, unlisted	+2
Paralysis	+2
Poison	+2
Swallows whole	+2
Weakness or fear	+2
Energy drain (level or ability draining)	+3
Petrification	+3

Tracking Modifiers

Terrain	Modifier	Terrain	Modifier
Soft or muddy ground	+4	Every two creatures in the group	+1
Thick brush, vines, or reeds	+3	Every 12 hours since trail was made	-1
Occasional signs of passage, dust	+2	Every hour of rain, snow, or sleet	-5
Normal ground, wood floor	0	Poor lighting (moon- or starlight)	-6
Rocky ground or shallow water	-10	Tracked party attempts to hide trail	-5

Item Saving Throws

Item	Crushing		Disinte- gration	Fall	Magical		Cold	Lightning	Electricity
	Acid	Blow			Fire	Fire			
Bone or Ivory	11	16	19	6	9	3	2	8	2
Cloth	12	-	19	-	16	13	2	18	2
Glass	5	20	19	14	7	4	6	17	2
Leather	10	3	19	2	6	4	3	13	2
Metal	13	7	17	3	6	2	2	12	2
Oils*	16**	-	19	-	19	17	5	19	16
Paper, etc.	16	7	19	-	19	19	2	19	2
Potions*	15**	-	19	-	17	14	13	18	15
Pottery	4	18	19	11	3	2	4	2	2
Rock, Crystal	3	17	18	8	3	2	2	14	2
Rope	12	2	19	-	10	6	2	9	2
Wood, thick	8	10	19	2	7	5	2	12	2
Wood, thin	9	13	19	2	11	9	2	10	2

*This save does not include the container, only the liquid contents.

**Of course, even though the save is made, the item is probably hopelessly mixed with the acid.

Calculated THACO Charts

Group	Level																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20*
Priest	20	20	20	18	18	18	16	16	16	14	14	14	12	12	12	10	10	10	8	8
Rogue	20	20	19	19	18	18	17	17	16	16	15	15	14	14	13	13	12	12	11	11
Warrior	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Wizard	20	20	20	19	19	19	18	18	18	17	17	17	16	16	16	15	15	15	14	14

Creature THACO Charts

½ or less	Hit Dice																
	1-1	1+	2+	3+	4+	5+	6+	7+	8+	9+	10+	11+	12+	13+	14+	15+	16+**
20	20	19	19	17	17	15	15	13	13	11	11	9	9	7	7	5	5

* THACOs no longer decrease once a character achieves 20th level.

** The THACO of creatures continues to decrease by 2 points per 2 Hit Dice beyond 16.

Armor Class Ratings

Type of Armor	AC Rating
None	10
Shield only	9
Leather or padded armor	8
Leather or padded armor + shield, studded leather, or ring mail	7
Studded leather or ring mail + shield, brigandine, scale mail, or hide armor	6
Scale mail or hide + shield, chain mail	5
Chain mail + shield, splint mail, banded mail, or bronze plate mail	4
Splint mail, banded mail, or bronze plate mail + shield, plate mail	3
Plate mail + shield, field plate	2
Field plate + shield, full plate	1
Full plate + shield	0

Character Saving Throws

Character Group and Experience Level	Attack to be Saved Against					
	Paralyzation, Poison, or Death Magic	Rod, Staff, or Wand	Petrification or Polymorph*	Breath Weapon†	Spell‡	
Priests	1-3	10	14	13	16	15
	4-6	9	13	12	15	14
	7-9	7	11	10	13	12
	10-12	6	10	9	12	11
	13-15	5	9	8	11	10
	16-18	4	8	7	10	9
Rogues	1-4	13	14	12	16	15
	5-8	12	12	11	15	13
	9-12	11	10	10	14	11
	13-16	10	8	9	13	9
	17-20	9	6	8	12	7
	21+	8	4	7	11	5
Warriors	0	16	18	17	20	19
	1-2	14	16	15	17	17
	3-4	13	15	14	16	16
	5-6	11	13	12	13	14
	7-8	10	12	11	12	13
	9-10	8	10	9	9	11
	11-12	7	9	8	8	10
	13-14	5	7	6	5	8
Wizards	1-5	14	11	13	15	12
	6-10	13	9	11	13	10
	11-15	11	7	9	11	8
	16-20	10	5	7	9	6
	21+	8	3	5	7	4

* Excluding *polymorph wand* attacks.

† Excluding those that cause petrification or polymorph.

‡ Excluding those for which another saving throw type is specified, such as death magic, petrification, etc.

Initiative Modifiers

Specific Situation	Modifier
Foreign Environment	+6†
Hasted	-2
Hindered (tangled, climbing)	+3
Innate spell ability	+3*
Magical Items**	
Miscellaneous magic, rings, and wands	+3
Potions	+4
Rods	+1
Scroll	Casting Time
Staves	+2
On higher ground	-1
Set to receive a charge	-2
Slowed	+2
Wading in deep water	+4
Wading or slippery footing	+2
Waiting	+1

* These are optional modifiers.

† This applies to situations in which the party is in a different environment (swimming underwater without a *ring of free action*, for example).

** Unless the description for the item states otherwise.

Combat Modifiers

Situation	Attack Roll Modifier
Attacker on higher ground	+1
Defender invisible	-4
Defender off-balance	+2
Defender sleeping or held	Automatic*
Defender stunned or prone	+4
Defender surprised	+1
Missile fire, long range	-5
Missile fire, medium range	-2
Rear attack	+2

* Refer to Table 35 in the revised *DMG*.

Surprise Modifiers

Other Party is:	Group's Modifier	PC Party is:	Group's Modifier	Conditions are:	Surprise Modifier
Silenced	-2	Fleeing	-2	Rainy	-1
Invisible	-2	In poor light	-1	Heavy fog	-2
Distinctive odor (smoke, powerful stench, etc.)	+2	In darkness	-4	Extremely still	+2
Every 10 members	+1	Panicked	-2		
Camouflaged	-1 to -3	Anticipating attack*	+2		
		Suspicious*	+2		

* A party anticipates attack when they have good cause to expect immediate danger and know the likely direction of attack. A suspicious party is one that has grounds to believe another group might try to make a hostile move against them.

Turning Undead

Type or Hit Dice of Undead	Level of Priest†												
	1	2	3	4	5	6	7	8	9	10-11	12-13	14+	
Skeleton or 1 HD	10	7	4	T	T	D	D	D*	D*	D*	D*	D*	
Zombie	13	10	7	4	T	T	D	D	D*	D*	D*	D*	
Ghoul or 2 HD	16	13	10	7	4	T	T	D	D	D*	D*	D*	
Shadow or 3-4 HD	19	16	13	10	7	4	T	T	D	D	D*	D*	
Wight or 5 HD	20	19	16	13	10	7	4	T	T	D	D	D*	
Ghast	—	20	19	16	13	10	7	4	T	T	D	D	
Wraith or 6 HD	—	—	20	19	16	13	10	7	4	T	T	D	
Mummy or 7 HD	—	—	—	20	19	16	13	10	7	4	T	T	
Spectre or 8 HD	—	—	—	—	20	19	16	13	10	7	4	T	
Vampire or 9 HD	—	—	—	—	—	20	19	16	13	10	7	4	
Ghost or 10 HD	—	—	—	—	—	—	20	19	16	13	10	7	
Lich or 11+ HD	—	—	—	—	—	—	—	20	19	16	13	10	
Special**	—	—	—	—	—	—	—	—	20	19	16	13	

* An additional 2d4 creatures of this type are turned.

** Special creatures include unique undead, free-willed undead of the Negative Material Plane, certain Greater and Lesser Powers, and those undead that dwell in the Outer Planes.

† Paladins turn undead as priests who are two levels lower.

Warrior Melee Attacks per Round

Warrior Level	Attacks/Round
1-6	1/round
7-12	3/2 rounds
13+	2/round

Specialist Attacks per Round

Fighter Level	Melee Weapon	Light X-Bow	Heavy X-Bow
1-6	3/2	1/1	1/2
7-12	2/1	3/2	1/1
13+	5/2	2/1	3/2

Fighter Level	Thrown Dagger	Thrown Dart	(nonbow) Missiles
1-6	3/1	4/1	3/2
7-12	4/1	5/1	2/1
13+	5/1	6/1	5/2

Average Abilities for Thieves

Level of the Thief	Base Chance to							
	Pick Pockets	Open Locks	Find/Remove Traps	Move Silently	Hide in Shadows	Hear Noise	Climb Walls	Read Languages
1	30%	25%	20%	15%	10%	10%	85%	—
2	35%	29%	25%	21%	15%	10%	86%	—
3	40%	33%	30%	27%	20%	15%	87%	—
4	45%	37%	35%	33%	25%	15%	88%	20%
5	50%	42%	40%	40%	31%	20%	90%	25%
6	55%	47%	45%	47%	37%	20%	92%	30%
7	60%	52%	50%	55%	43%	25%	94%	35%
8	65%	57%	55%	62%	49%	25%	96%	40%
9	70%	62%	60%	70%	56%	30%	98%	45%
10	80%	67%	65%	78%	63%	30%	99%	50%
11	90%	72%	70%	86%	70%	35%	99%	55%
12	95%	77%	75%	94%	77%	35%	99%	60%
13	99%	82%	80%	99%	85%	40%	99%	65%
14	99%	87%	85%	99%	93%	40%	99%	70%
15	99%	92%	90%	99%	99%	50%	99%	75%
16	99%	97%	95%	99%	99%	50%	99%	80%
17	99%	99%	99%	99%	99%	55%	99%	80%

Lock Quality Adjustments

Quality	Modification
Wretched	+30%
Poor	+15%
Good	0%
Excellent	-20%
Superior	-40%
Masterful	-60%

Mounted Missile Fire

Mount's Current Movement	Modifier
Not moving	0
Less than 1/2 normal rate	-1
1/2 to 3/4 normal rate	-3
Greater than 3/4 normal rate	-5

Cover & Concealment

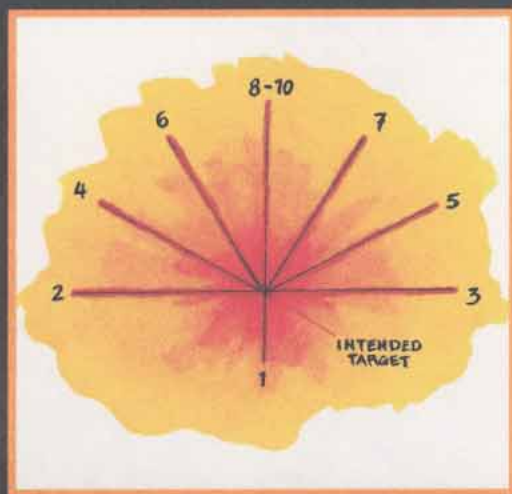
Target is:	Cover	Concealment
25%	-2	-1
50%	-4	-2
75%	-7	-3
90%	-10	-4

Cover: stone walls, corner of a building, tables, doors, earth embankments, etc.

Concealment: bushes, curtains, tapestries, smoke, fog, etc.

Encounter Distance

Situation or Terrain	Range in Feet
Both groups surprised	3d6
One group surprised	4d6
No surprise:	
Smoke or heavy fog	6d6
Jungle or dense forest	1d10 × 10
Light forest	2d6 × 10
Scrub, brush, or bush	2d12 × 10
Grassland, little cover	5d10 × 10
Nighttime or dungeon	Limit of sight



Grenadelike Missile Effects

Type of Missile	Area of Effect	Damage from Direct Hit	Splash Damage
Acid	1' diameter	2d4 hp	1 hit point
Holy water	1' diameter	1d6+1 hp	2 hit points
Oil (lit)	3' diameter	2d6/1d6 hp	1-3 hit points
Poison	1' diameter	special*	special*

* Refer to Table 51 in the DMG for more information concerning poison.

Grenadelike Missiles

Range*	Feet Off-Target
Short (10')	1d6
Medium (20')	1d10
Long (21'+)	2d10

* Unless noted otherwise in the item's description.

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