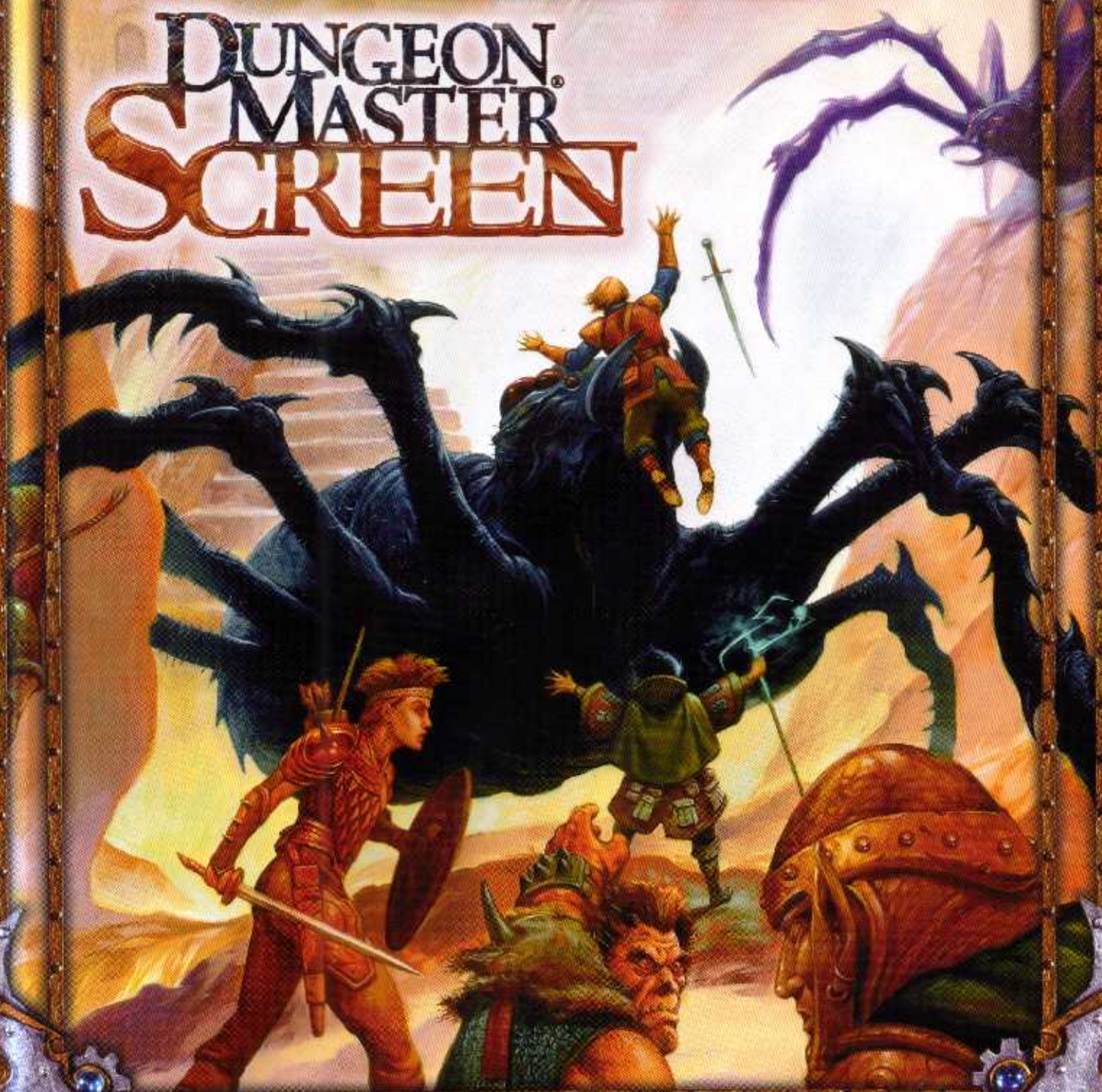


DUNGEONS & DRAGONS

DUNGEON MASTER SCREEN











BALANCE CHECK DCs

| Surface | DC | Surface | DC |
|-------------------------|----|------------------|-----|
| 7–12 inches wide | 10 | Uneven floor | 10 |
| 2–6 inches wide | 15 | Surface angled | +5* |
| Less than 2 inches wide | 20 | Surface slippery | +5* |

*Cumulative; if both apply, use both.

BLUFF CHECK DCs

| Example Circumstances | Sense Motive Modifier |
|--|-----------------------|
| The target wants to believe you. | –5 |
| The bluff is believable and doesn't affect the target much. | +0 |
| The bluff is a little hard to believe or puts the target at some risk. | +5 |
| The bluff is hard to believe or entails a large risk for the target. | +10 |
| The bluff is way out there; it's almost too incredible to consider. | +20 |

CLIMB CHECK DCs

| DC | Example Wall or Surface |
|------|--|
| 0 | A slope too steep to walk up. A knotted rope with a wall to brace against. |
| 5 | A rope with a wall to brace against, or a knotted rope, or a rope created by the <i>rope trick</i> spell. |
| 10 | A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging. |
| 15 | Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree. An unknotted rope. |
| 20 | An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins. |
| 25 | A rough surface, such as a natural rock wall or a brick wall. |
| 25 | Overhang or ceiling with handholds but no footholds. |
| ∞ | A perfectly smooth, flat, vertical surface cannot be climbed. |
| –10* | Climbing a chimney (artificial or natural) or other location where one can brace against two opposite walls (reduces DC by 10). |
| –5* | Climbing a corner where you can brace against perpendicular walls (reduces DC by 5). |
| +5* | Surface is slippery (increases DC by 5). |

*These modifiers are cumulative; use any that apply.

CONCENTRATION CHECK DCs

| DC | Distraction |
|---|---|
| 10 + damage dealt + spell level | Injury or failed saving throw during the casting of a spell (for spells with a casting time of 1 full round or more) or injury by an attack of opportunity or readied attack made in response to the spell being cast (for spells with a casting time of 1 action). |
| 10 + half of continuous damage last dealt + spell level | Suffering continuous damage (such as from <i>Melf's acid arrow</i>). |
| 10 + damage dealt + spell level | Damaged by spell. |
| Distracting spell's save DC + spell level | Distracted by nondamaging spell. (If the spell allows no save, use the save DC it would have if it did allow a save.) |
| 20 + spell level | Grappling or pinned. (Can only cast spells without somatic components and whose material component is in hand.) |
| 10 + spell level | Vigorous motion (on a moving mount, bouncy wagon ride, small boat in rough water, belowdecks in a storm-tossed ship). |
| 15 + spell level | Violent motion (galloping horse, very rough wagon ride, small boat in rapids, on deck of storm-tossed ship). |
| 20 + spell level | Affected by <i>earthquake</i> spell. |

CONCENTRATION CHECK DCs (CONT.)

| DC | Distraction |
|---|---|
| 5 + spell level | Weather is a high wind carrying blinding rain or sleet. |
| 10 + spell level | Weather is wind-driven hail, dust, or debris. |
| Distracting spell's save DC + spell level | Weather caused by spell, such as <i>storm of vengeance</i> (same as distracted by nondamaging spell). |
| 15 + spell level | Casting defensively (so as not to provoke attacks of opportunity). |
| 15 | Caster entangled by <i>animate rope</i> spell, <i>command plants</i> spell, <i>control plants</i> spell, <i>entangle</i> spell, <i>snare</i> spell, net, or tanglefoot bag. |

DISABLE DEVICE CHECK DCs

| Device | Time | DC* | Example |
|-----------|------------|-----|---|
| Simple | 1 round | 10 | Jam a lock |
| Tricky | 1d4 rounds | 15 | Sabotage a wagon wheel |
| Difficult | 2d4 rounds | 20 | Disarm a trap, reset a trap |
| Wicked | 2d4 rounds | 25 | Disarm a complex trap, cleverly sabotage a clockwork device |

*If the character attempts to leave behind no trace of the tampering, add 5 to the DC.

ESCAPE ARTIST CHECK DCs

| Restraint | DC |
|--|--------------------------------|
| Ropes | Binder's Use Rope check at +20 |
| Net, <i>animate rope</i> spell, <i>command plants</i> spell, <i>control plants</i> spell, or <i>entangle</i> spell | 20 |
| Snare spell | 23 |
| Manacles | 30 |
| Tight space | 30 |
| Masterwork manacles | 35 |
| Grappler | Grappler's grapple check |

LISTEN CHECK DCs

| DC | Sound |
|-----|--|
| 0 | People talking |
| 5 | A person in medium armor walking at a slow pace (10 ft./round) trying not to make noise. |
| 10 | An unarmored person walking at a slow pace (15 ft./round) trying not to make any noise |
| 15 | A 1st-level rogue using Move Silently within 10 ft. of the listener |
| 25 | A cat stalking |
| 30 | An owl gliding in for a kill |
| +1 | Per 10 ft. from the listener |
| +5 | Through a door |
| +15 | Through a stone wall |

OPEN LOCK CHECK DCs

| Lock | DC | Lock | DC |
|------------------|----|--------------|----|
| Very simple lock | 20 | Good lock | 30 |
| Average lock | 25 | Amazing lock | 40 |

SEARCH CHECK DCs

| Task | DC |
|---|-----|
| Ransack a chest full of junk to find a certain item | 10 |
| Notice a typical secret door or a simple trap | 20 |
| Find a difficult nonmagical trap not of stone (rogue only)* | 21+ |
| Find a magic trap (rogue only)* | 25+ |
| Notice a well-hidden secret door | 30 |

*Even dwarves who are not rogues can use Search to do this if the trap is built into or out of stone.

PH Table 8-1: FUNDAMENTAL ACTIONS IN COMBAT

| Action | Move | Attack of Opportunity* |
|------------------------------|---------------|------------------------|
| Attack Actions | | |
| Attack (melee) | Yes | No |
| Attack (ranged) | Yes | Yes |
| Attack (unarmed) | Yes | Maybe |
| Charge | x2 (special)† | No |
| Full attack | 5-ft. step | No |
| Magic Actions | | |
| Cast a spell | | |
| 1-action spell | Yes | Yes |
| Full-round spell | 5-ft. step | Yes |
| Concentrate to maintain | Yes | No |
| Activate magic item | Yes | Maybe |
| Use special ability | | |
| Use spell-like ability | Usually** | Yes |
| Use supernatural ability | Usually** | No |
| Use extraordinary ability†† | Usually** | No |
| Movement-Only Actions | | |
| Double move | x2 | Maybe |
| Run | x4 | Yes |
| Miscellaneous Actions | | |
| | Maybe | Maybe |

x2: You can move twice your normal speed.

x4: You can move quadruple your normal speed.

* Regardless of the action, if you move within or out of a threatened area, you usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.

** You can move unless the action is defined as a full-round action, in which case you normally get a 5-foot step.

† You can move up to twice your normal speed, but only before the attack, not after. You must move at least 10 feet, and the entire move must be in a straight line.

†† Most extraordinary abilities aren't actions. This applies to those that are.

PH Table 8-8: ATTACK ROLL MODIFIERS

| Circumstance | Melee | Ranged |
|---|----------------------------|--------|
| Attacker flanking defender* | +2 | — |
| Attacker on higher ground | +1 | +0 |
| Attacker prone | -4 | ** |
| Attacker invisible | +2† | +2† |
| Defender sitting or kneeling | +2 | -2 |
| Defender prone | +4 | -4 |
| Defender stunned, cowering, or off balance | +2† | +2† |
| Defender climbing (cannot use shield) | +2† | +2† |
| Defender surprised or flat-footed | +0† | +0† |
| Defender running | +0† | -2† |
| Defender grappling (attacker not) | +0† | +0†† |
| Defender pinned | +4† | -4† |
| Defender has cover | — See Cover — | |
| Defender concealed or invisible | — See Concealment — | |
| Defender helpless (such as paralyzed, sleeping, or bound) | — See Helpless Defenders — | |

* You flank a defender when you have an ally on the opposite side of the defender threatening him. Rogues can sneak attack defenders that they flank.

** Most ranged weapons can't be used while the attacker is prone, but you can use a crossbow while prone.

† The defender loses any Dexterity bonus to AC.

†† Roll randomly to see which grappling combatant you strike. That defender loses any Dexterity bonus to AC.

PH Table 8-3: PARTIAL ACTIONS

| Partial Actions | Move | Attack of Opportunity* |
|--|----------------|------------------------|
| Attack Partial Actions | | |
| Attack (melee) | 5-ft. step | No |
| Attack (ranged) | 5-ft. step | Yes |
| Attack (unarmed) | 5-ft. step | Maybe |
| Partial charge | Yes (special)† | No |
| Magic Partial Actions | | |
| Cast a spell‡ | 5-ft. step | Yes |
| Activate magic item | 5-ft. step | Maybe |
| Use special ability‡ | 5-ft. step | Maybe |
| Concentrate to maintain a spell | 5-ft. step | No |
| Dismiss a spell | 5-ft. step | No |
| Movement-Only Partial Actions | | |
| Single move | Yes | No |
| Partial run | x2 | Yes |
| Miscellaneous Partial Actions** | | |
| | 5-ft. step | Maybe |
| Special Partial Action | | |
| Start full-round action | No | Maybe |

* Regardless of the action, if you move within or out of a threatened area, you usually provoke an attack of opportunity. This column indicates whether the action itself (not the moving) provokes an attack of opportunity.

† You must move in a straight line before attacking and must move at least 10 feet.

‡ Unless doing so is a full-round action, in which case you could start a full-round action and then finish it the next round with a cast a spell action. Spells that take longer than 1 full round to cast take twice as long to cast.

** Those actions on Table 8-4: Miscellaneous Actions defined as standard or move-equivalent actions. Most allow a 5-foot step, though actions that are variant charge actions follow the move for partial charge.

PH Table 8-9: COVER

| Degree of Cover | Example | Cover AC Bonus | Cover Reflex Save Bonus |
|-----------------|---|----------------|-------------------------|
| One-quarter | A human standing behind a 3-ft. high wall | +2 | +1 |
| One-half | Fighting from around a corner or a tree; standing at an open window; behind a creature of same size | +4 | +2 |
| Three-quarters | Peering around a corner or a tree | +7 | +3 |
| Nine-tenths | Standing at an arrow slit; behind a door that's slightly ajar | +10 | +4* |
| Total | On the other side of a solid wall | — | — |

* Half damage if save is failed; no damage if successful.

PH Table 8-10: CONCEALMENT

| Concealment | Example | Miss Chance |
|----------------|---|--------------------------------------|
| One-quarter | Light fog; moderate darkness; light foliage | 10% |
| One-half | Blur spell; dense fog at 5 ft. (such as obscuring mist) | 20% |
| Three-quarters | Dense foliage | 30% |
| Nine-tenths | Near total darkness | 40% |
| Total | Invisibility; attacker blind; total darkness; dense fog at 10 ft. | 50% and must guess target's location |

PH TABLE 8-4: MISCELLANEOUS ACTIONS

| No Action | Attack of Opportunity* | Standard Actions | Attack of Opportunity* | Full-Round Actions (cont.) | Attack of Opportunity* |
|--|------------------------|---|------------------------|--|-------------------------------|
| Delay | No | Ready (triggers a partial action) | No | Use touch spell on up to six friends | Yes |
| | | Concentrate to maintain or redirect a spell | No | Refocus (no move) | No |
| Free Actions | | Dismiss a spell | No | Escape from a net, entangle spell, Otiluke's freezing sphere, etc. | Yes |
| Cast a quickened spell or feather fall spell | No | Aid another | No | | |
| Cease concentration on a spell | No | Bull rush (charge) | No | | |
| Prepare spell components to cast a spell** | No | Bull rush (attack) | No | | |
| Direct Bigby's clenched fist spell, rainbow pattern spell, or shield spell | No | Change form (shapeshifter) | No | | |
| Attack with eyebite spell | No | Use touch spell on self | No | | |
| Change form (shapechange) | No | Escape a grapple | No | Action Type Varies | Attack of Opportunity* |
| Dismiss tree shape spell | No | Evoke sunbeam spell | No | Disarm‡ | Yes |
| Drop an item | No | Feint | No | Grapple‡ | Yes |
| Drop to the floor | No | Issue command to animated rope | No | Trip an opponent‡ | No |
| Speak | No | Overrun (charge) | No | Use feat‡‡ | Varies |
| Make Spellcraft check on counterspell attempt | No | Heal a dying friend | Yes | | |
| | | Light a torch with a tindertwig | Yes | | |
| | | Use a skill that takes 1 action | Usually | | |
| | | Rebuke undead (use special ability) | No | | |
| | | Turn undead (use special ability) | No | | |
| | | Strike a weapon (attack) | Yes | | |
| | | Strike an object (attack) | Maybe†† | | |
| | | Total defense | No | | |
| Move-Equivalent Actions | | Full-Round Actions | | | |
| Climb (one-quarter your speed) | No | Climb (one-half your speed) | No | | |
| Draw a weapon† | No | Use a skill that takes 1 round | Usually | | |
| Sheathe a weapon | Yes | Coup de grace | Yes | | |
| Ready a shield† | No | Light a torch | Yes | | |
| Loose a shield† | No | Change form (polymorph self) | Yes | | |
| Open a door | No | Extinguish flames | No | | |
| Pick up an item | Yes | Load a heavy crossbow | Yes | | |
| Retrieve a stored item | Yes | Load a repeating crossbow | Yes | | |
| Move a heavy object | Yes | Lock or unlock weapon in locked gauntlet | Yes | | |
| Stand up from prone | No | Prepare to throw oil | Yes | | |
| Load a hand crossbow | Yes | Throw a two-handed weapon with one hand | Yes | | |
| Load a light crossbow | Yes | Transport (tree stride spell) | No | | |
| Control a frightened mount | Yes | | | | |
| Mount a horse or dismount | No | | | | |
| Direct the movement of a flaming sphere spell or the recipient of a levitate spell | No | | | | |

* Regardless of the action, if you move within or out of a threatened area, you usually provoke an attack of opportunity. This column indicates whether the action itself (not the moving) provokes an attack of opportunity.

** Unless the component is an extremely large or awkward item (DM's call).

† If you have a base attack bonus of +1 or higher, you can combine one of these actions with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

†† If the object is being held, carried, or worn by a creature, yes. If not, no.

‡ These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.

‡‡ The description of a feat defines its effect.

PH TABLE 8-7: CREATURE SIZE AND SCALE

| Creature Size | Example Creature | Natural Reach | Face (W × L) |
|--------------------|------------------------|---------------|-----------------------|
| Fine | Fly | 0 | 1/2 ft. × 1/2 ft. |
| Diminutive | Toad | 0 | 1 ft. × 1 ft. |
| Tiny | Cat | 0 | 2-1/2 ft. × 2-1/2 ft. |
| Small | Halfling | 5 ft. | 5 ft. × 5 ft. |
| Medium-size | Human | 5 ft. | 5 ft. × 5 ft. |
| Large (tall)* | Hill giant | 10 ft. | 5 ft. × 5 ft. |
| Large (long)* | Horse | 5 ft. | 5 ft. × 10 ft. |
| Huge (tall)* | Cloud giant | 15 ft. | 10 ft. × 10 ft. |
| Huge (long)* | Bulette | 10 ft. | 10 ft. × 20 ft. |
| | Retriever | 10 ft. | 15 ft. × 15 ft. |
| Gargantuan (tall)* | 50-ft. animated statue | 20 ft. | 20 ft. × 20 ft. |
| Gargantuan (long)* | Kraken | 10 ft. | 20 ft. × 40 ft. |
| | Purple worm (coiled) | 15 ft. | 30 ft. × 30 ft. |
| Colossal (tall)* | The tarrasque | 25 ft. | 40 ft. × 40 ft. |
| Colossal (long)* | Great red wyrm | 15 ft. | 40 ft. × 80 ft. |

*Tall creatures are upright. Long creatures are primarily horizontal. Big, long creatures may be in any of several shapes. See the *Monster Manual* for details.

PH TABLE 8-16: TURNING UNDEAD

| Turning Check Result | Max HD of Undead Affected | Turning Check Result | Max HD of Undead Affected |
|-------------------------|------------------------------|-------------------------|------------------------------|
| Up to 0 | Cleric's level - 4 | 13-15 | Cleric's level + 1 |
| 1-3 | Cleric's level - 3 | 16-18 | Cleric's level + 2 |
| 4-6 | Cleric's level - 2 | 19-21 | Cleric's level + 3 |
| 7-9 | Cleric's level - 1 | 22+ | Cleric's level + 4 |
| 10-12 | Cleric's level | | |

ACCESS TO SPELLS (BY CLASS LEVEL)

| Spell Level | Clr, Drd, Wiz | Sor Level | Brd Level | Pal, Rgr Level | Adp Level |
|-------------|---------------|-----------|-----------|----------------|-----------|
| 0 | 1 | 1 | 1 | — | 1 |
| 1 | 1 | 1 | 2 | 4 | 1 |
| 2 | 3 | 4 | 4 | 8 | 4 |
| 3 | 5 | 6 | 7 | 11 | 8 |
| 4 | 7 | 8 | 10 | 14 | 12 |
| 5 | 9 | 10 | 13 | — | 16 |
| 6 | 11 | 12 | 16 | — | — |
| 7 | 13 | 14 | — | — | — |
| 8 | 15 | 16 | — | — | — |
| 9 | 17 | 18 | — | — | — |

*Provided character has bonus spells.

PH TABLE 8-11: SIZE AND AC OF OBJECTS

| Size (Example) | AC Modifier | Size (Example) | AC Modifier |
|----------------------------------|-------------|-------------------------|-------------|
| Colossal (broad side of a barn) | -8 | Medium-size (barrel) | +0 |
| Gigantic (narrow side of a barn) | -4 | Small (chair) | +1 |
| Huge (wagon) | -2 | Tiny (tome) | +2 |
| Large (big door) | -1 | Diminutive (scroll) | +4 |
| | | Fine (potion in a vial) | +8 |

PH TABLE 8-12: SUBSTANCE HARDNESS AND HIT POINTS

| Substance | Hardness | Hit Points |
|------------|----------|----------------------|
| Paper | 0 | 2/inch of thickness |
| Rope | 0 | 2/inch of thickness |
| Glass | 1 | 1/inch of thickness |
| Ice | 0 | 3/inch of thickness |
| Wood | 5 | 10/inch of thickness |
| Stone | 8 | 15/inch of thickness |
| Iron | 10 | 30/inch of thickness |
| Mithral | 15 | 30/inch of thickness |
| Adamantite | 20 | 40/inch of thickness |

PH TABLE 8-13: COMMON WEAPON AND SHIELD HARDNESS AND HIT POINTS

| Weapon | Example | Hardness | HP |
|---------------------------------|-------------|----------|----|
| Tiny blade | Dagger | 10 | 1 |
| Small blade | Short sword | 10 | 2 |
| Medium-size blade | Longsword | 10 | 5 |
| Large blade | Greatsword | 10 | 10 |
| Small metal-hafted weapon | Light mace | 10 | 10 |
| Medium-size metal-hafted weapon | Heavy mace | 10 | 25 |
| Small hafted weapon | Handaxe | 5 | 2 |
| Medium-size hafted weapon | Battleaxe | 5 | 5 |
| Large hafted weapon | Greataxe | 5 | 10 |
| Huge club | Ogre's club | 5 | 60 |
| Buckler | — | 10 | 5 |
| Small wooden shield | — | 5 | 10 |
| Large wooden shield | — | 5 | 15 |
| Small steel shield | — | 10 | 10 |
| Large steel shield | — | 10 | 20 |
| Tower shield | — | 5 | 20 |

PH TABLE 8-14: DCs TO BREAK OR BURST ITEMS

| Strength Check to: | DC | Strength Check to: | DC |
|------------------------|----|------------------------|----|
| Break down simple door | 13 | Bend iron bars | 24 |
| Break down good door | 18 | Break down barred door | 25 |
| Break down strong door | 23 | Burst chain bonds | 26 |
| Burst rope bonds | 23 | Break down iron door | 28 |

PH TABLE 8-15: OBJECT HARDNESS AND HIT POINTS

| Object | Hardness | Hit Points | Break DC |
|----------------------------|----------|------------|----------|
| Rope (1 inch diam.) | 0 | 2 | 23 |
| Simple wooden door | 5 | 10 | 13 |
| Spear | 5 | 2 | 14 |
| Small chest | 5 | 1 | 17 |
| Good wooden door | 5 | 15 | 18 |
| Treasure chest | 5 | 15 | 23 |
| Strong wooden door | 5 | 20 | 23 |
| Masonry wall (1 ft. thick) | 8 | 90 | 35 |
| Hewn stone (3 ft. thick) | 8 | 540 | 50 |
| Chain | 10 | 5 | 26 |
| Manacles | 10 | 10 | 26 |
| Masterwork manacles | 10 | 10 | 28 |
| Iron door (2 in. thick) | 10 | 60 | 28 |

PH TABLE 4-3: EXAMPLE OPPOSED CHECKS

| Task | Skill (Key Ability) | Opposing Skill (Key Ability) |
|-------------------------|---------------------|------------------------------|
| Sneak up behind someone | Move Silently (Dex) | Listen (Wis) |
| Con someone | Bluff (Cha) | Sense Motive (Wis) |
| Hide from someone | Hide (Dex) | Spot (Wis) |
| Tie a prisoner securely | Use Rope (Dex) | Escape Artist (Dex) |
| Win a horserace | Ride (Dex) | Ride (Dex) |
| Pass as someone else | Disguise (Cha) | Spot (Wis) |
| Steal a coin pouch | Pick Pockets (Dex) | Spot (Wis) |
| Create a false map | Forgery (Int) | Forgery (Int) |

PH TABLE 4-5: EXAMPLE DOOR DCs

| DC | Door |
|--------------|---|
| 10 or lower | A door just about anyone can bash open. |
| 11 to 15 | A door that a strong person could bash with one try and an average person might bash with one try. |
| 13 | Typical DC for a simple wooden door. |
| 16 to 20 | A door that almost anyone could bash, given time. |
| 18 | Typical DC for a good wooden door. |
| 21 to 25 | A door that only a strong or very strong person has a hope of bashing, and probably not on the first try. |
| 23 | Typical DC for a strong wooden door. |
| 25 | Typical DC for an iron-barred wooden door. |
| 26 or higher | A door that only an exceptionally strong person has a hope of bashing. |
| 28 | Typical DC for an iron door. |
| -5* | Hold portal (increases DC by 5). |
| +10* | Arcane lock (increases DC by 10). |

*Not cumulative; if both apply, use the larger number.

SKILLS THAT CAN BE USED UNTRAINED

| Skill | Ability | Skill | Ability |
|--------------------|---------|-----------------|---------|
| Appraise | Int | Intimidate | Cha |
| Balance | Dex* | Jump | Str* |
| Bluff | Cha | Listen | Wis |
| Climb | Str* | Move Silently | Dex* |
| Concentration | Con | Perform | Cha |
| Craft | Int | Ride | Dex |
| Diplomacy | Cha | Scry | Int |
| Disguise | Cha | Search | Int |
| Escape Artist | Dex* | Sense Motive | Wis |
| Forgery | Int | Spot | Wis |
| Gather Information | Cha | Swim | Str |
| Heal | Wis | Use Rope | Dex |
| Hide | Dex* | Wilderness Lore | Wis |

*The PC's armor check penalty, if any, also applies.

PH TABLE 9-7: LIGHT SOURCES

| Object | Light | Duration |
|-------------------|--------------|------------|
| Candle | 5 ft. | 1 hr. |
| Lamp, common | 15 ft. | 6 hr./pint |
| Lantern, bullseye | 60-ft. cone* | 6 hr./pint |
| Lantern, hooded | 30 ft. | 6 hr./pint |
| Sunrod | 30 ft. | 6 hr. |
| Torch | 20 ft. | 1 hr. |

| Spell | Light | Duration |
|--------------------------|---------------|-----------|
| Continual flame | 20 ft. | Permanent |
| Dancing lights (torches) | 20 ft. (each) | 1 min. |
| Daylight | 60 ft. | 30 min. |
| Light | 20 ft. | 10 min. |

*A cone 60 feet long and 20 feet wide at the far end.

[illegible][illegible]

Combat Round Matrix

This table is inspired by the DMC, page 17, under "Handy DM Scratch Paper Tricks." List the combatants, in initiative order, below. Place an 'x' in the appropriate column after each one acts in a round. This chart also helps you track when spells cast by the combatants expire, and so on.

| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|-----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 | 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 | 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 | 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 | 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 | 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | 100 |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 | 81 | 82 | 83 | 84 | 85 | | | | | | | | | | | | | | | |

GENERATING TOWNS

When the PCs come into a town and you need to generate facts about that town quickly, you can use the following material.

DMG TABLE 4-40: RANDOM TOWN GENERATION

| d% | Town Size | Population | GP limit |
|-------|------------|---------------|------------|
| 01-10 | Thorp | 20-80 | 40 gp |
| 11-30 | Hamlet | 81-400 | 100 gp |
| 31-50 | Village | 401-900 | 200 gp |
| 51-70 | Small town | 901-2,000 | 800 gp |
| 71-85 | Large town | 2,001-5,000 | 3,000 gp |
| 86-95 | Small city | 5,001-12,000 | 15,000 gp |
| 96-99 | Large city | 12,001-25,000 | 40,000 gp |
| 100 | Metropolis | 25,001+ | 100,000 gp |

COMMUNITY WEALTH AND POPULATION

Every community has a gold piece limit based on its size and population. The gold piece limit is an indicator of the most expensive item available in that community. Nothing that costs more than a community's gp limit is available for purchase there.

POWER CENTER FOR THE COMMUNITY

Sometimes all the DM needs to know about a community is who holds the real power. If this is the case, use Table 4-41: Power Centers, modified by the size of the community as follows:

DMG TABLE 4-41: POWER CENTERS

| 1d20 | Power Center Type |
|------------|-------------------|
| 13 or less | Conventional* |
| 14-18 | Nonstandard |
| 19+ | Magical |

*5% of these have a monstrous power center in addition to the conventional.

| Community Size | Modifier to d20 roll |
|----------------|-----------------------|
| Thorp | -1 |
| Hamlet | 0 |
| Village | +1 |
| Small town | +2 |
| Large town | +3 |
| Small city | +4 (roll twice) |
| Large city | +5 (roll three times) |
| Metropolis | +6 (roll four times) |

Conventional: The community has a traditional form of government—a mayor, a town council, a noble ruling over the surrounding area under a greater liege, a noble ruling the community as a city-state. Choose whichever seems most appropriate to the area.

Nonstandard: While the community may have a mayor or town council, the real power lies in other hands. It may center on a guild—a formal organization of merchants, craftsmen, professionals, thieves, assassins, or warriors who collectively wield great influence. Wealthy aristocracy, in the form of one or more rich individuals with no political office, may exert influence through their wealth. Prestigious aristocracy, like a group of accomplished adventurers, may exert influence through their reputation and experience. Wise elders may exert influence through those who respect their age, reputation, and perceived wisdom.

Magical: From a powerful temple full of priests to a single sorcerer cloistered in a tower, a cleric or wizard might be the actual, official ruler of the town, or she may just be someone with a great deal of influence.

Monstrous: Consider the impact on a community of a dragon who occasionally makes nonrefusable demands and must be

consulted in major decisions, or a nearby ogre tribe that must be paid a monthly tribute, or a secret mind flayer controlling the minds of many of the townsfolk. A monstrous power center represents any influence beyond just a simple nearby danger held by a monstrous being or beings not native to the community.

DMG TABLE 4-42: POWER CENTER ALIGNMENT

| d% | Alignment |
|--------|-----------------|
| 01-35 | Lawful good |
| 36-39 | Neutral good |
| 40-41 | Chaotic good |
| 42-61 | Lawful neutral |
| 62-63 | True neutral |
| 64 | Chaotic neutral |
| 65-90 | Lawful evil |
| 91-98 | Neutral evil |
| 99-100 | Chaotic evil |

Alignment of the Power Centers

The alignment of the ruler or rulers of a community need not conform to that of all or even the majority of the residents, although this is usually the case. In any case, the alignment of the power center strongly shapes the residents' daily lives. Due to their generally organized and organizing nature, most power centers are lawful.

Lawful Good: Communities with a lawful good power center usually have a codified set of laws, and most people willingly obey them.

Neutral Good: Communities with a neutral good power center rarely feel it influencing them other than to help them when they are in need.

Chaotic Good: These power centers influence the community by helping the needy and opposing restrictions on freedom.

Lawful Neutral: Communities with a lawful neutral power center have a codified set of laws followed to the letter. They usually insist that visitors obey all local rules and regulations.

True Neutral: These power centers rarely influence the community, preferring to pursue their own private goals.

Chaotic Neutral: These unpredictable power centers influence the community in different ways at different times.

Lawful Evil: Communities with a lawful evil power center usually have a codified set of laws, which most people obey out of fear of harsh punishment.

Neutral Evil: Communities with a neutral evil power center are usually oppressed and subjugated, facing a dire future.

Chaotic Evil: Communities with a chaotic evil power center live in abject fear for the unpredictable and horrific situations placed upon them.

COMMUNITY AUTHORITIES

It's often important to know who makes up the community's authority structure. This is not necessarily who's in charge but instead who keeps order and enforces the authority that exists.

Constable/Captain of the Guard/Sheriff

This position generally devolved upon the highest-level warrior in a community or one of the highest-level fighters:

| d% | Rank |
|--------|---------------------------|
| 01-60 | Highest-level warrior |
| 61-80 | 2nd highest-level fighter |
| 81-100 | Highest-level fighter |

Use Table 4-43: Highest Level Locals (PC Classes) or Table 4-44: Highest-Level Locals (NPC Classes), modified by Table 4-45: Community Modifiers, to determine his or her actual level.

Guards/Soldiers

For every one hundred people in the community (round down), there is one full-time guard or soldier. In addition, for every twenty people in the community, an able-bodied member of the local militia or a conscript soldier can be brought into service within just a few hours.

NPCS IN THE COMMUNITY

For detailed city play, knowing exactly who lives in the community becomes important. The following guidelines allow the DM to determine the levels of the most powerful locals and then extrapolate the rest of the classed characters living there from that.

Highest-Level NPC in the Community for Each Class

Use the following charts to determine the highest level character in a given class for a given community. Roll the dice indicated for the class (Table 4-43, Table 4-44) and apply the modifier based on the size of the community (Table 4-45).

A result of zero or less for character level means that no characters of that type can be found in the community. The maximum level for any class is 20th.

DMG TABLE 4-43: HIGHEST-LEVEL LOCALS (PC CLASSES)

| PC Classes | Character Level |
|------------|---------------------------|
| Barbarian | 1d4 + community modifier* |
| Bard | 1d6 + community modifier |
| Cleric | 1d6 + community modifier |
| Druid | 1d6 + community modifier |
| Fighter | 1d8 + community modifier |
| Monk | 1d4 + community modifier* |
| Paladin | 1d3 + community modifier |
| Ranger | 1d3 + community modifier |
| Rogue | 1d8 + community modifier |
| Sorcerer | 1d4 + community modifier |
| Wizard | 1d4 + community modifier |

*In areas where these classes are more common, increase the chance to 1d8 + modifier.

DMG TABLE 4-44: HIGHEST-LEVEL LOCALS (NPC CLASSES)

| NPC Classes | Character Level |
|-------------|--------------------------|
| Adept | 1d6 + community modifier |
| Commoner | 4d4 + community modifier |
| Expert | 3d4 + community modifier |
| Noble | 1d4 + community modifier |
| Warrior | 2d4 + community modifier |

DMG TABLE 4-45: COMMUNITY MODIFIERS

| Community Size | Community Modifier |
|----------------|-------------------------|
| Thorp | -3* |
| Hamlet | -2* |
| Village | 1 |
| Small town | 0 |
| Large town | +3 |
| Small city | +6 (roll twice)** |
| Large city | +9 (roll three times)** |
| Metropolis | +12 (roll four times)** |

*A thorp or hamlet has a 5% chance to add +10 to the modifier of a ranger or druid level.

**Cities this large can have more than one high-level NPC per class, each of whom generates lower-level characters of the same class, as described below.

Total Characters of Each Class

Use the following method for determining the levels of all the characters in a community of any given class.

For PC classes, if the highest level character indicated in the method is 2nd level or above, assume that there are twice the number of characters half that level. If those characters are above 1st-level, assume that for each such character, there are two of half that level. Continue until the number of 1st-level characters is generated. For example, if the highest-level fighter is 5th level, then there are also two 3rd-level fighters and four 1st-level fighters.

Using these guidelines and Tables 4-43: Highest-Level Locals (PC Classes), 4-44: Highest-Level Locals (NPC Classes), and 4-45: Community Modifiers, we can see that the character class breakdown for the population of a typical hamlet of 200 people looks like this:

- One 1st-level aristocrat (mayor)
- One 3rd-level warrior (constable)
- Nine 1st-level warriors (two guards and seven militia members)
- One 3rd-level expert smith (militia member)
- Seven 1st-level expert crafters and professionals of various sorts
- One 1st-level adept
- One 3rd-level commoner barkeep (militia member)
- One hundred sixty-six 1st-level commoners (one is a militia member)
- One 3rd-level fighter
- Two 1st-level fighters
- One 1st-level wizard
- One 3rd-level cleric
- Two 1st-level clerics
- One 1st-level druid
- One 3rd-level rogue
- Two 1st-level rogues
- One 1st-level bard
- One 1st-level monk

Each community also has a chance of having something special like the single, out-of-place 15th-level sorcerer who lives just outside a thorp of 50 people, or the secret assassins' guild brimming with leveled characters hidden in a small town. These groups are generated via the power center rules on page 137 of the *DUNGEON MASTER'S Guide* and do not count against the highest-level characters who are actually part of the community.

RACIAL DEMOGRAPHICS

The racial mix of a community depends on whether the community is isolated (little traffic and interaction with other races and places), mixed (some traffic and interaction with other races and places), or integrated (lots of interaction with other races and places).

DMG TABLE 4-46: RACIAL MIX OF COMMUNITIES

| Isolated | Mixed | Integrated |
|----------------|-------------|--------------|
| 96% human | 79% human | 37% human |
| 2% halfling | 9% halfling | 20% halfling |
| 1% elf | 5% elf | 18% elf |
| 1% other races | 3% dwarf | 10% dwarf |
| | 2% gnome | 7% gnome |
| | 1% half-elf | 5% half-elf |
| | 1% half-orc | 3% half-orc |

If the area's dominant race is other than human, place that race in the top spot, put humans in the #2 rank, and push each other race down one rank. For example, in a dwarven town, the population is 96% dwarf, 2% human, 1% halfling, and 1% other races. (All dwarven communities are isolated.) You may also change the figures slightly for various racial preferences. For example, a mixed elven village is 79% elf, 9% human, 5% halfling, 3% dwarf, 2% gnome and 2% half-elf (with no half-orcs). You might even switch the percentages of gnomes and dwarves in an elven town.

GRENADELIKE WEAPONS

A grenadelike weapon is one that "splashes" when it impacts with a solid surface, having a broad enough effect to hurt characters just by landing close to them. Grenadelike weapons include vials of acid and flasks of alchemist's fire. Attacks with grenadelike weapons are ranged touch attack rolls. If you miss your target, roll 1d6 to see how many feet away from the target the grenadelike weapon lands. Add +1 foot for every range increment of distance that you threw the weapon. Unlike a spell, a grenadelike weapon's splash is centered on a square on the battle grid. Once you know the distance, find the right Deviation Diagram and roll 1d4, 1d8, or 1d12 (as called for) to see where the grenadelike weapon's splash is centered relative to your target.

Refer to the *Player's Handbook* for specifics on damage dealt and splash damage.

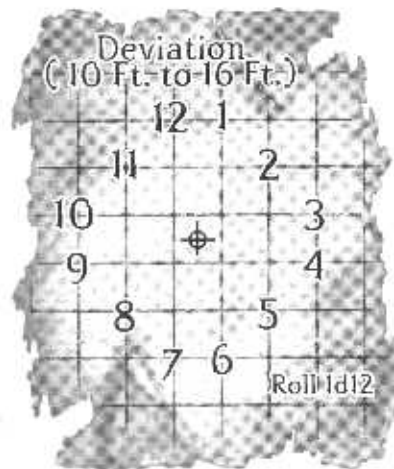
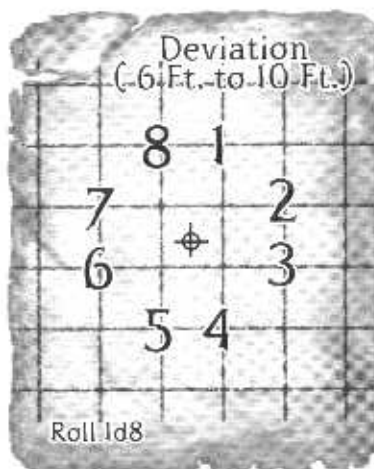
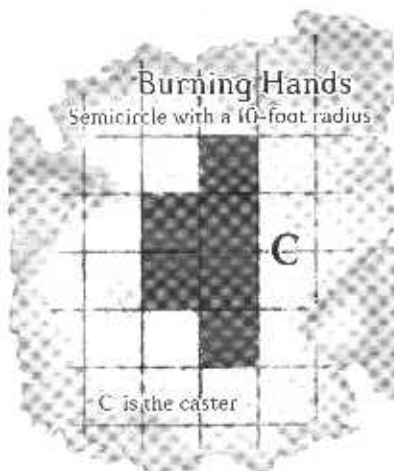
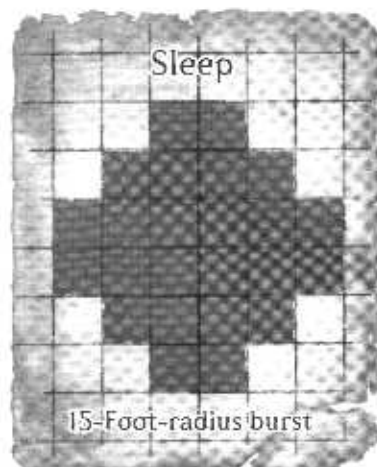
Area Spells

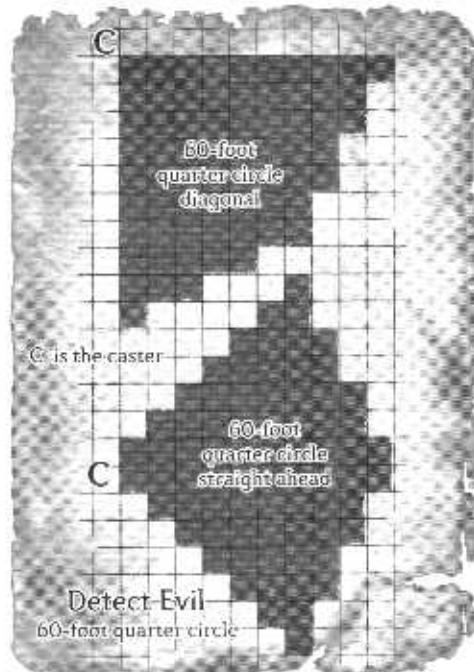
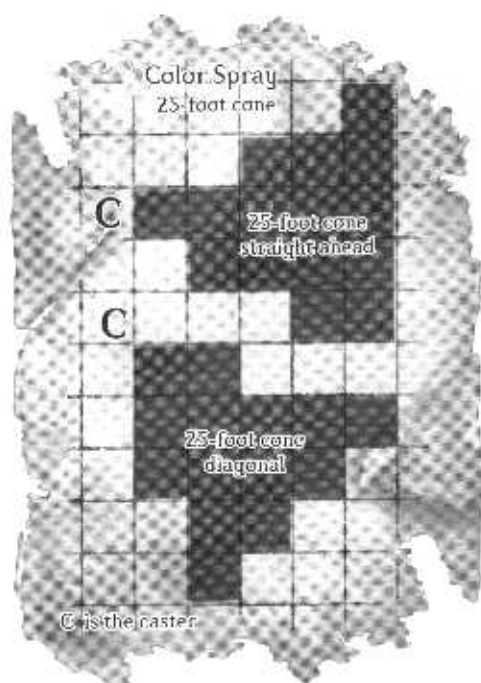
These spells are not targeted on a single creature, but on a volume of space, and thus must fit into the grid in order for you to adjudicate who is affected and who is not. Realize ahead of time that you will have to make ad hoc rulings when applying areas onto the grid. Use the following as guidelines.

Bursts and Emanations: To employ the spell using a grid, the caster needs to designate an intersection of lines on the grid as the center of the effect. From that intersection, it's easy to measure a radius using the scale on the grid. If you were to draw a circle using the measurements on the grid, with the chosen intersection at the center, then if the majority of a grid square lies within that circle, the square is a part of the spell's area. Refer to the diagram of the *sleep* spell's area to see which squares are covered by the burst. The diagram of the *burning hands* spell's area shows a burst that covers a semicircle instead of a circle. Also see the diagram of the *detect evil* spell's area; this is the way an emanation spreads out from the caster.

Cones: Determining the area of a cone spell requires that the caster declare whether she's casting it straight ahead or on the diagonal. In either case, the caster must pick an intersection where the cone starts. From there, the cone expands so that it is as wide as it is long at its far end. For a cone extending straight ahead, the width increases by one square for each extra square of distance from the caster. A cone cast on the diagonal is trickier to describe on the grid because diagonal lengths and distances are harder to measure. The same general rule applies, however: the width of the cone at any point equals that point's distance from the caster. Refer to the diagram of the *color spray* spell's area to see which squares are within the cone.

Miscellaneous: Using the rules given above, apply areas to the grid as well as you can. Remember to maintain a consistent number of affected squares in areas that differ on the diagonal.





DMG TABLE 3-14: DISEASES

| Disease | Infection | DC | Incubation | Damage |
|-------------------|-----------|----|------------|------------------|
| Blinding sickness | Ingested | 16 | 1d3 days | 1d4 Str†† |
| Cackle fever | Inhaled | 16 | 1 day | 1d6 Wis |
| Demon fever | Injury | 18 | 1 day | 1d6 Con** |
| Devil chills† | Injury | 14 | 1d4 days | 1d4 Str |
| Filth fever | Injury | 12 | 1d3 days | 1d3 Dex, 1d3 Con |
| Mindfire | Inhaled | 12 | 1 day | 1d4 Int |
| Mummy rot* | Contact | 20 | 1 day | 1d6 Con |
| Red ache | Injury | 15 | 1d3 days | 1d6 Str |
| Shakes | Contact | 13 | 1 day | 1d8 Dex |
| Slimy doom | Contact | 14 | 1 day | 1d4 Con** |

*Successful saves do not allow the character to recover. Only magical healing can save the character.

**When damaged, character must succeed at another saving throw or 1 point of temporary damage is permanent drain instead.

†The victim must make three successful Fortitude saving throws in a row to recover from devil chills.

††Each time the victim takes 2 or more damage from the disease, he must make another Fortitude save or be permanently blinded.

Disease: Diseases in italics are supernatural in nature. The rest are extraordinary.

Infection: The disease's method of delivery—ingested, inhaled, via injury, or contact. Keep in mind that some injury diseases may be transmitted by as small an injury as a flea bite and that most inhaled diseases can also be ingested (and vice versa).

DC: The DC for the saving throws to prevent infection (if the character has been infected), to prevent each instance of repeated damage, and to recover from the disease.

Incubation Period: The time before damage begins.

Damage: The damage the character takes after incubation and each day afterward. Ability score damage is temporary unless otherwise noted.

DMG TABLE 3-16: POISONS

| Poison | Type | Initial Damage | Secondary Damage |
|-----------------------------|----------------|----------------|-------------------|
| Small centipede poison | Injury DC 11 | 1d2 Dex | 1d2 Dex |
| Greenblood oil | Injury DC 13 | 1 Con | 1d2 Con |
| Medium-size spider venom | Injury DC 14 | 1d4 Str | 1d4 Str |
| Bloodroot | Injury DC 12 | 0 | 1d4 Con + 1d3 Wis |
| Purple worm poison | Injury DC 24 | 1d6 Str | 1d6 Str |
| Large scorpion venom | Injury DC 18 | 1d6 Str | 1d6 Str |
| Wyvern poison | Injury DC 17 | 2d6 Con | 2d6 Con |
| Blue whinnis | Injury DC 14 | 1 Con | Unconscious |
| Giant wasp poison | Injury DC 18 | 1d6 Dex | 1d6 Dex |
| Shadow essence | Injury DC 17 | 1 Str* | 2d6 Str |
| Black adder venom | Injury DC 12 | 0 | 1d6 Str |
| Deathblade | Injury DC 20 | 1d6 Con | 2d6 Con |
| Malys root paste | Contact DC 16 | 1 Dex | 2d4 Dex |
| Nitharit | Contact DC 13 | 0 | 3d6 Con |
| Dragon bile | Contact DC 26 | 3d6 Str | 0 |
| Sasson leaf residue | Contact DC 16 | 2d12 hp | 1d6 Con |
| Terinav root | Contact DC 16 | 1d6 Dex | 2d6 Dex |
| Carrion crawler brain juice | Contact DC 13 | Paralysis | 0 |
| Black lotus extract | Contact DC 20 | 3d6 Con | 3d6 Con |
| Oil of taggit | Ingested DC 15 | 0 | Unconscious |
| Id moss | Ingested DC 14 | 1d4 Int | 2d6 Int |
| Striped toadstool | Ingested DC 11 | 1 Wis | 2d6 Wis + 1d4 Int |
| Arsenic | Ingested DC 13 | 1 Con | 1d8 Con |
| Lich dust | Ingested DC 17 | 2d6 Str | 1d6 Str |
| Dark reaver powder | Ingested DC 18 | 2d6 Con | 1d6 Con + 1d6 Str |
| Ungol dust | Inhaled DC 15 | 1 Cha | 1d6 Cha + 1 Cha* |
| Burnt othur fumes | Inhaled DC 18 | 1 Con* | 3d6 Con |
| Insanity mist | Inhaled DC 15 | 1d4 Wis | 2d6 Wis |

Ability score damage is temporary unless marked with an asterisk (*), in which case the loss is permanent. Paralysis lasts for 2d6 minutes.

PH TABLE 7-4: WEAPONS
SIMPLE WEAPONS—MELEE

| Weapon | Cost | Damage | Critical | Range Increment | Weight | Type ^{a,w} |
|-------------------------------------|-------|---------|----------|-----------------|--------|--------------------------|
| Unarmed Attacks: | | | | | | |
| Gauntlet | 2 gp | * | * | — | 2 lb. | Bludgeoning |
| Strike, unarmed (Medium-size being) | — | 1d3½ | x2 | — | — | Bludgeoning |
| Strike, unarmed (Small being) | — | 1d2½ | x2 | — | — | Bludgeoning |
| Tiny | | | | | | |
| Dagger* | 2 gp | 1d4 | 19–20/x2 | 10 ft. | 1 lb. | Piercing |
| Dagger, punching | 2 gp | 1d4 | x3 | — | 2 lb. | Piercing |
| Gauntlet, spiked ^u | 5 gp | 1d4 | x2 | — | 2 lb. | Piercing |
| Small | | | | | | |
| Mace, light | 5 gp | 1d6 | x2 | — | 6 lb. | Bludgeoning |
| Sickle | 6 gp | 1d6 | x2 | — | 3 lb. | Slashing |
| Medium-size | | | | | | |
| Club | — | 1d6 | x2 | 10 ft. | 3 lb. | Bludgeoning |
| Halfspear* | 1 gp | 1d6 | x3 | 20 ft. | 3 lb. | Piercing |
| Mace, heavy | 12 gp | 1d8 | x2 | — | 12 lb. | Bludgeoning |
| Morningstar | 8 gp | 1d8 | x2 | — | 8 lb. | Bludgeoning and piercing |
| Large | | | | | | |
| Quarterstaff*† | — | 1d6/1d6 | x2 | — | 4 lb. | Bludgeoning |
| Shortspear ^u | 2 gp | 1d8 | x3 | 20 ft. | 5 lb. | Piercing |

SIMPLE WEAPONS—RANGED

| | | | | | | |
|-----------------------|-------|------|----------|---------|---------|-------------|
| Small | | | | | | |
| Crossbow, light* | 35 gp | 1d8 | 19–20/x2 | 80 ft. | 6 lb. | Piercing |
| Bolts, crossbow (10)* | 1 gp | — | — | — | 1 lb. | — |
| Dart | 5 sp | 1d4 | x2 | 20 ft. | 1/2 lb. | Piercing |
| Sling | 0 | 1d4 | x2 | 50 ft. | 0 lb. | Bludgeoning |
| Bullets, sling (10) | 1 sp | — | — | — | 5 lb. | — |
| Medium-size | | | | | | |
| Crossbow, heavy* | 50 gp | 1d10 | 19–20/x2 | 120 ft. | 9 lb. | Piercing |
| Bolts, crossbow (10)* | 1 gp | — | — | — | 1 lb. | — |
| Javelin | 1 gp | 1d6 | x2 | 30 ft. | 2 lb. | Piercing |

MARTIAL WEAPONS—MELEE

| | | | | | | |
|--------------------|-------|------|----------|--------|--------|-----------------------|
| Small | | | | | | |
| Axe, throwing | 8 gp | 1d6 | x2 | 10 ft. | 4 lb. | Slashing |
| Hammer, light | 1 gp | 1d4 | x2 | 20 ft. | 2 lb. | Bludgeoning |
| Handaxe | 6 gp | 1d6 | x3 | — | 5 lb. | Slashing |
| Lance, light* | 6 gp | 1d6 | x3 | — | 5 lb. | Piercing |
| Pick, light* | 4 gp | 1d4 | x4 | — | 4 lb. | Piercing |
| Sap | 1 gp | 1d6½ | x2 | — | 3 lb. | Bludgeoning |
| Sword, short | 10 gp | 1d6 | 19–20/x2 | — | 3 lb. | Piercing |
| Medium-size | | | | | | |
| Battleaxe | 10 gp | 1d8 | x3 | — | 7 lb. | Slashing |
| Flail, light* | 8 gp | 1d8 | x2 | — | 5 lb. | Bludgeoning |
| Lance, heavy*† | 10 gp | 1d8 | x3 | — | 10 lb. | Piercing |
| Longsword | 15 gp | 1d8 | 19–20/x2 | — | 4 lb. | Slashing |
| Pick, heavy* | 8 gp | 1d6 | x4 | — | 6 lb. | Piercing |
| Rapier* | 20 gp | 1d6 | 18–20/x2 | — | 3 lb. | Piercing |
| Scimitar | 15 gp | 1d6 | 18–20/x2 | — | 4 lb. | Slashing |
| Trident* | 15 gp | 1d8 | x2 | 10 ft. | 5 lb. | Piercing |
| Warhammer | 12 gp | 1d8 | x3 | — | 8 lb. | Bludgeoning |
| Large | | | | | | |
| Falchion | 75 gp | 2d4 | 18–20/x2 | — | 16 lb. | Slashing |
| Flail, heavy* | 15 gp | 1d10 | 19–20/x2 | — | 20 lb. | Bludgeoning |
| Glaive*† | 8 gp | 1d10 | x3 | — | 15 lb. | Slashing |
| Greataxe | 20 gp | 1d12 | x3 | — | 20 lb. | Slashing |
| Greatclub | 5 gp | 1d10 | x2 | — | 10 lb. | Bludgeoning |
| Greatsword | 50 gp | 2d6 | 19–20/x2 | — | 15 lb. | Slashing |
| Guisarme*† | 9 gp | 2d4 | x3 | — | 15 lb. | Slashing |
| Halberd** | 10 gp | 1d10 | x3 | — | 15 lb. | Piercing and slashing |
| Longspear*†* | 5 gp | 1d8 | x3 | — | 9 lb. | Piercing |
| Ranseur*† | 10 gp | 2d4 | x3 | — | 15 lb. | Piercing |
| Scythe | 18 gp | 2d4 | x4 | — | 12 lb. | Piercing and slashing |

PH TABLE 7-4: WEAPONS
MARTIAL WEAPONS—RANGED

| Weapon | Cost | Damage | Critical | Range Increment | Weight | Type ^{a,c} |
|----------------------------------|--------|--------|----------|-----------------|--------|---------------------|
| Medium-size | | | | | | |
| Shortbow ^a | 30 gp | 1d6 | x3 | 60 ft. | 2 lb. | Piercing |
| Arrows (20) ^a | 1 gp | — | — | — | 3 lb. | — |
| Shortbow, composite ^a | 75 gp | 1d6 | x3 | 70 ft. | 2 lb. | Piercing |
| Arrows (20) ^a | 1 gp | — | — | — | 3 lb. | — |
| Large | | | | | | |
| Longbow ^a | 75 gp | 1d8 | x3 | 100 ft. | 3 lb. | Piercing |
| Arrows (20) ^a | 1 gp | — | — | — | 3 lb. | — |
| Longbow, composite ^a | 100 gp | 1d8 | x3 | 110 ft. | 3 lb. | Piercing |
| Arrows (20) ^a | 1 gp | — | — | — | 3 lb. | — |

EXOTIC WEAPONS—MELEE

| | | | | | | |
|-------------------------------------|--------|---------|----------|---|--------|--------------------------|
| Tiny | | | | | | |
| Kama, halfling ^a | 2 gp | 1d4 | x2 | — | 1 lb. | Slashing |
| Kukri | 8 gp | 1d4 | 18–20/x2 | — | 3 lb. | Slashing |
| Nunchaku, halfling ^a | 2 gp | 1d4 | x2 | — | 1 lb. | Bludgeoning |
| Siangham, halfling ^a | 2 gp | 1d4 | x2 | — | 1 lb. | Piercing |
| Small | | | | | | |
| Kama ^a | 2 gp | 1d6 | x2 | — | 2 lb. | Slashing |
| Nunchaku ^a | 2 gp | 1d6 | x2 | — | 2 lb. | Bludgeoning |
| Siangham ^a | 3 gp | 1d6 | x2 | — | 1 lb. | Piercing |
| Medium-size | | | | | | |
| Sword, bastard ^a | 35 gp | 1d10 | 19–20/x2 | — | 10 lb. | Slashing |
| Waraxe, dwarven ^a | 30 gp | 1d10 | x3 | — | 15 lb. | Slashing |
| Hammer, gnome hooked ^{a,†} | 20 gp | 1d6/1d4 | x3/x4 | — | 6 lb. | Bludgeoning and piercing |
| Large | | | | | | |
| Axe, orc double ^{a,‡} | 60 gp | 1d8/1d8 | x3 | — | 25 lb. | Slashing |
| Chain, spiked ^{a,†} | 25 gp | 2d4 | x2 | — | 15 lb. | Piercing |
| Flail, dire ^{a,‡} | 90 gp | 1d8/1d8 | x2 | — | 20 lb. | Bludgeoning |
| Sword, two-bladed ^{a,‡} | 100 gp | 1d8/1d8 | 19–20/x2 | — | 30 lb. | Slashing |
| Urgrosh, dwarven ^{a,‡} | 50 gp | 1d8/1d6 | x3 | — | 15 lb. | Slashing and piercing |

EXOTIC WEAPONS—RANGED

| | | | | | | |
|----------------------------------|--------|------------------|----------|---------------------|----------|----------|
| Tiny | | | | | | |
| Crossbow, hand ^a | 100 gp | 1d4 | 19–20/x2 | 30 ft. | 3 lb. | Piercing |
| Bolts (10) ^a | 1 gp | — | — | — | 1 lb. | — |
| Shuriken ^a | 1 gp | 1 | x2 | 10 ft. | 1/10 lb. | Piercing |
| Small | | | | | | |
| Whip ^a | 1 gp | 1d2 [§] | x2 | 15 ft. ^a | 2 lb. | Slashing |
| Medium-size | | | | | | |
| Crossbow, repeating ^a | 250 gp | 1d8 | 19–20/x2 | 80 ft. | 16 lb. | Piercing |
| Bolts (5) ^a | 1 gp | — | — | — | 1 lb. | — |
| Net ^a | 20 gp | * | * | 10 ft. ^a | 10 lb. | * |

* See the description of this weapon for special rules.

**When two types are given, the weapon is both types.

† Reach weapon.

‡ Double weapon.

a If you use a ready action to set this weapon against a charge, you deal double damage if you score a hit against a charging character.

§ The weapon deals subdual damage rather than normal damage.

PH TABLE 7-9: SPECIAL AND SUPERIOR ITEMS

| Weapon or Armor | Cost | Special Substances and Items | Cost | Spells | Cost ^{a,b} |
|------------------------------------|----------------------|------------------------------|---------------------|-----------|----------------------|
| Weapon, masterwork | +300 gp ^a | Acid (flask) | 10 gp | 0 level | Caster level × 5 gp |
| Arrow, bolt, or bullet, silvered | 1 gp | Alchemist's fire (flask) | 20 gp | 1st-level | Caster level × 10 gp |
| Arrow, bolt, or bullet, masterwork | 7 gp | Antitoxin (vial) | 50 gp | 2nd-level | Caster level × 20 gp |
| Mighty composite shortbow | | Holy water (flask) | 25 gp | 3rd-level | Caster level × 30 gp |
| (+1 Str mod) | 150 gp | Smokestick | 20 gp | 4th-level | Caster level × 40 gp |
| (+2 Str mod) | 225 gp | Sunrod | 2 gp | 5th-level | Caster level × 50 gp |
| Mighty composite longbow | | Tanglefoot bag | 50 gp | 6th-level | Caster level × 60 gp |
| (+1 Str mod) | 200 gp | Thunderstone | 30 gp | 7th-level | Caster level × 70 gp |
| (+2 Str mod) | 300 gp | Tindertwig | 1 gp | 8th-level | Caster level × 80 gp |
| (+3 Str mod) | 400 gp | | | 9th-level | Caster level × 90 gp |
| (+4 Str mod) | 500 gp | | | | |
| Dagger, silvered | 10 gp | Miscellaneous | Cost | | |
| Armor or shield, masterwork | +150 gp ^a | Tool, masterwork | +50 gp ^a | | |

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