**Special:** A fighter may select Spring Attack as one of his fighter bonus feats (see page 38).



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STEALTHY [GENERAL]

You are particularly good at avoiding notice.

**Benefit:** You get a +2 bonus on all Hide checks and Move Silently checks.

STILL SPELL [METAMAGIC]

You can cast spells without gestures.

**Benefit:** A stilled spell can be cast with no somatic components. Spells without somatic components are not affected. A stilled spell uses up a spell slot one level higher than the spell’s actual level.

STUNNING FIST [GENERAL]

You know how to strike opponents in vulnerable areas.

**Prerequisites:** Dex 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

**Benefit:** You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning Fist forces a foe damaged by your unarmed attack to make a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next action). See glossary (page 313) for effects of being stunned. You may attempt a

stunning attack once per day for every four levels you have attained (but see Special), and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

**Special:** A monk may select Stunning Fist as a bonus feat at 1st level, even if she does not meet the prerequisites. A monk who selects this feat may attempt a stunning attack a number of times per day equal to her monk level, plus one more time per day for every four levels she has in classes other than monk.

A fighter may select Stunning Fist as one of his fighter bonus feats (see page 38).

TOUGHNESS [GENERAL]

You are tougher than normal.

**Benefit:** You gain +3 hit points.

**Special:** A character may gain this feat multiple times. Its effects stack.

TOWER SHIELD PROFICIENCY [GENERAL]

You are proficient with tower shields.

**Prerequisite:** Shield Proficiency.

**Benefit:** You can use a tower shield and suffer only the standard penalties (see Table 7–6: Armor and Shields, page 123).

**Normal:** A character who is using a shield with which he or she is not proficient takes the shield’s armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

**Special:** Fighters automatically have Tower Shield Proficiency as a bonus feat. They need not select it.

TRACK [GENERAL]

You can follow the trails of creatures and characters across most types of terrain.

**Benefit:** To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow, such as when other tracks cross them or when the tracks backtrack and diverge.

You move at half your normal speed (or at your normal speed with a –5 penalty on the check, or at up to twice your normal speed with a –20 penalty on the check). The DC depends on the surface and the prevailing conditions, as given on the table below:

|  |  |  |  |
| --- | --- | --- | --- |
| **Surface** | **Survival DC** | **Surface Survival** | **DC** |
| Very soft ground | 5 | Firm ground | 15 |
| Soft ground | 10 | H ard ground | 20 |

*Very Soft Ground:* Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

*Soft Ground:* Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.

*Firm Ground:* Most normal outdoor surfaces (such as lawns, fields,

woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.

*Hard Ground:* Any surface that doesn’t hold footprints at all, such as bare rock or an indoor floor. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles).

Several modifiers may apply to the Survival check, as given on the table below.

**Condition Survival DC Modifier**

Every three creatures in the group being tracked 1

Size of creature or creatures being tracked:1

Fine +8

Diminutive +4

Tiny +2

Small +1

M edium +0

Large 1

H uge 2

Gargantuan 4

Colossal 8

Every 24 hours since the trail was made +1

Every hour of rain since the trail was made +1

Fresh snow cover since the trail was made +10 Poor visibility:2

Overcast or moonless night +6

M oonlight +3

Fog or precipitation +3

Tracked party hides trail (and moves at half speed) +5

1. For a group of mixed sizes, apply only the modifier for the largest size category.
2. Apply only the largest modifier from this category.

If you fail a Survival check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

**Normal:** Without this feat, you can use the Survival skill to find tracks, but you can follow them only if the DC for the task is 10 or lower. Alternatively, you can use the Search skill to find a footprint or similar sign of a creature’s passage using the DCs given above, but you can’t use Search to follow tracks, even if someone else has already found them.

**Special:** A ranger automatically has Track as a bonus feat. He need not select it.

This feat does not allow you to find or follow the tracks made by a subject of a *pass without trace* spell.

TRAMPLE [GENERAL]

You are trained in using your mount to knock down opponents.

**Prerequisites:** Ride 1 rank, Mounted Combat.

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**Benefit:** When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets (see Overrun, page 157).

**Special:** A fighter may select Trample as one of his fighter bonus feats (see page 38).

TWO-WEAPON DEFENSE [GENERAL]

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Your two-weapon fighting style bolsters your defense as well as your offense.

**Prerequisites:** Dex 15, Two-Weapon Fighting.

**Benefit:** When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC.

When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

**Special:** A fighter may select Two-Weapon Defense as one of his fighter bonus feats.

TWO-WEAPON FIGHTING [GENERAL]

You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.

**Prerequisite:** Dex 15.

**Benefit:** Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.

**Normal:** See Two-Weapon Fighting, page 160, and Table 8–10: Two-Weapon Fighting Penalties, page 160.

**Special:** A 2nd-level ranger who has chosen the two-weapon combat style is treated as having Two-Weapon Fighting, even if he does not have the prerequisite for it, but only when he is wearing light or no armor (see page 48).

A fighter may select Two-Weapon Fighting as one of his fighter

bonus feats (see page 38).

WEAPON FINESSE [GENERAL]

You are especially skilled at using weapons that can benefit as much from Dexterity as from Strength.

**Prerequisite:** Base attack bonus +1.

**Benefit:** With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity

modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

**Special:** A fighter may select Weapon Finesse as one of his fighter bonus feats (see page 38).

Natural weapons are always considered light weapons.

WEAPON FOCUS [GENERAL]

Choose one type of weapon, such as greataxe. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for purposes of this feat. You are especially good at using this weapon. (If you have chosen ray, you are especially good with rays, such as the one produced by the *ray of frost* spell.)

**Prerequisites:** Proficiency with selected weapon, base attack bonus +1.

**Benefit:** You gain a +1 bonus on all attack rolls you make using the selected weapon.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon. A fighter may select Weapon Focus as one of his fighter bonus feats (see page 38). He must have Weapon Focus with a weapon to

gain the Weapon Specialization feat for that weapon.

WEAPON SPECIALIZATION [GENERAL]

Choose one type of weapon, such as greataxe, for which you have already selected the Weapon Focus feat. You can also choose unarmed strike or grapple as your weapon for purposes of this feat. You deal extra damage when using this weapon.

**Prerequisites:** Proficiency with selected weapon, Weapon Focus with selected weapon, fighter level 4th.

**Benefit:** You gain a +2 bonus on all damage rolls you make using the selected weapon.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

A fighter may select Weapon Specialization as one of his fighter bonus feats (see page 38).

WHIRLWIND ATTACK [GENERAL]

You can strike nearby opponents in an amazing, spinning attack.

**Prerequisites:** Dex 13, Int 13, Combat Expertise, Dodge, Mobility, Spring Attack, base attack bonus +4.

**Benefit:** When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach.

When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities (such as the Cleave feat or the *haste* spell).

**Special:** A fighter may select Whirlwind Attack as one of his fighter bonus feats.

WIDEN SPELL [METAMAGIC]

You can increase the area of your spells.

**Benefit:** You can alter a burst, emanation, line, or spread shaped spell to increase its area. Any numeric measurements of the spell’s area increase by 100%. For example, a fireball spell (which normally produces a 20-foot-radius spread) that is widened now fills a 40-foot- radius spread. A widened spell uses up a spell slot three levels higher than the spell’s actual level.

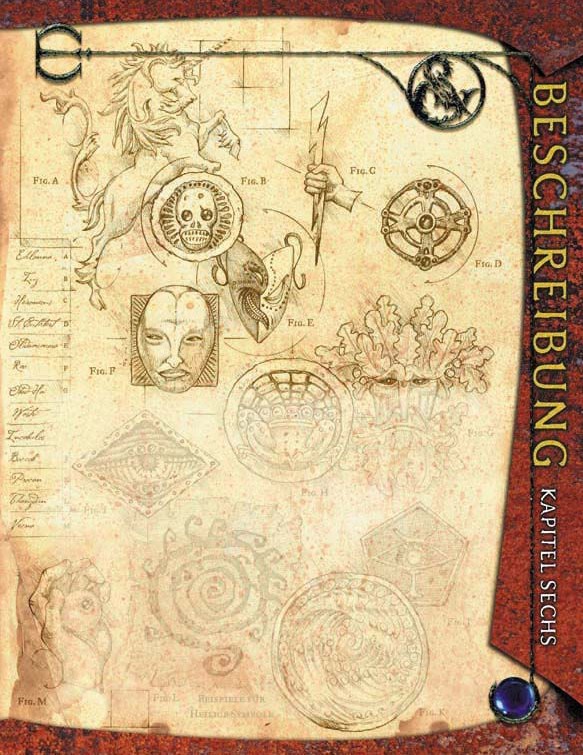
Spells that do not have an area of one of these four sorts are not affected by this feat.



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hat does your character look like? How old is she? What sort of first impression does she make? When she prays, what deity or deities does she call on, if any? What led her to become an adventurer?

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This chapter helps you establish your character’s identity by creating details that make her more lifelike, like a main character in a novel or a movie. For many players, the action lies here, in defining the character as a person to be roleplayed.

When you first play a character, it’s fine to leave the details sketchy. As you play the character over time, you will get a better sense of who you want her to be. You will develop her details in much the same way that an author develops a character over several drafts of a novel or over several novels in a series.

This chapter covers alignment (the character’s place in the strug- gle between good and evil), religion (a character’s deity or deities), vital statistics (name, gender, age, and so on), and personal description.

## ALIGNMENT

In the temple of Pelor is an ancient tome. When the temple recruits adventurers for its most sensitive and important quests, each one who wants to participate must kiss the book. Those who are evil in their hearts are blasted by holy power, and even those who are nei- ther good nor evil are stunned. Only those who are good can kiss the tome without harm and are trusted with the temple’s most important work. Good and evil are not philosophical concepts in the D&D game. They are the forces that define the cosmos.

Devils in human guise stalk the land, tempting people toward evil. Holy clerics use the power of good to protect worshipers. De- votees of evil gods bring ruin on innocents to win the favor of their

deities, while trusting that rewards await them in the afterlife. Crusading paladins fearlessly confront evildoers, knowing that this short life is nothing worth clinging to. Warlords turn to whichever supernatural power will help them conquer, and proxies for good and evil gods promise rewards in return for the warlords’ oaths of obedience.

A creature’s general moral and personal attitudes are represented by its alignment: lawful good, neutral good, chaotic good, lawful neutral, neutral, chaotic neutral, lawful evil, neutral evil, and chaotic evil. (See Table 6–1: Creature, Race, and Class Alignments, on the next page, for examples of which creatures, races, and classes favor which alignments.)

Choose an alignment for your character, using his or her race and class as a guide. Most player characters are good or neutral rather than evil. In general, evil alignments are for villains and monsters.

Alignment is a tool for developing your character’s identity. It is not a straitjacket for restricting your character. Each alignment represents a broad range of personality types or personal philosophies, so two lawful good characters can still be quite different from each other. In addition, few people are completely consistent. A lawful good character may have a greedy streak that occasionally tempts him to take something or hoard something he has even if that’s not lawful or good behavior. People are also not consistent from day to day. A good character can lose his temper, a neutral character can be inspired to perform a noble act, and so on.

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Choosing an alignment for your character means stating your intent to play that character a certain way. If your character acts in a way more appropriate to another alignment, the DM may decide that your character’s alignment has changed to match her actions.

### TYPICAL ALIGNMENTS

Creatures and members of classes shown in *italic* type on Table 6–1 are always of the indicated alignment. Except for paladins, they are born into that alignment. It is inherent, part of their nature. Usually, a creature with an inherent alignment has some connection (through ancestry, history, or magic) to the Outer Planes or is a magical beast.

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For other creatures, races, and classes, the indicated alignment on Table 6–1 is the typical or most common one. Normal sentient creatures can be of any alignment. They may have inherent ten- dencies toward a particular alignment, but individuals can vary from this norm. Depending on the type of creature, these tendencies may be stronger or weaker. For example, kobolds and beholders are usually lawful evil, but kobolds display more variation in alignment than beholders because their inborn alignment tendency isn’t as strong. Also, sentient creatures have cultural tendencies that usually reinforce alignment tendencies. For example, orcs tend to be chaotic evil, and their culture tends to produce chaotic evil members. A human raised among orcs is more likely than normal to be chaotic evil, while an orc raised among humans is less likely to be so.

##### Table 6–1: Creature, Race, and Class Alignments

|  |  |  |
| --- | --- | --- |
| **Lawful Good** | **Neutral Good** | **Chaotic Good** |
| *Archons* | *Guardinals* | *Eladrins* |
| Gold dragons | Gnomes | Copper dragons |
| *Lammasus* | Centaurs | *Unicorns* |
| Dwarves | Giant eagles | Elves |
| *Paladins* | *Pseudodragons* | Rangers |
| **Lawful Neutral** | **Neutral** | **Chaotic Neutral** |
| M onks | *Animals* | H alf-elves |
| Wizards | H alflings | H alf-orcs |
| *Formians* | H umans | Barbarians |
| *Azers* | Lizardfolk | Bards |
|  | Druids | Rogues |
| **Lawful Evil** | **Neutral Evil** | **Chaotic Evil** |
| *Devils* | Drow | *Demons* |
| Blue dragons | Goblins | Red dragons |
| Beholders | *Allips* | *Vampires* |
| Ogre mages | Ettercaps | *Troglodytes* |
| H obgoblins | *Devourers* | Gnolls |
| Kobolds |  | Ogres |
|  |  | Orcs |

GOOD VS. EVIL

Good characters and creatures protect innocent life. Evil characters and creatures debase or destroy innocent life, whether for fun or profit.

“Good” implies altruism, respect for life, and a concern for the dignity of sentient beings. Good characters make personal sacrifices to help others.

“Evil” implies hurting, oppressing, and killing others. Some evil creatures simply have no compassion for others and kill without qualms if doing so is convenient. Others actively pursue evil, killing for sport or out of duty to some evil deity or master.

People who are neutral with respect to good and evil have compunctions against killing the innocent but lack the commit- ment to make sacrifices to protect or help others. Neutral people are committed to others by personal relationships. A neutral person may sacrifice himself to protect his family or even his homeland, but

he would not do so for strangers who are not related to him.

Being good or evil can be a conscious choice, as with the paladin who attempts to live up to her ideals or the evil cleric who causes pain and terror to emulate his god. For most people, though, being good or evil is an attitude that one recognizes but does not choose. Being neutral on the good–evil axis usually represents a lack of commitment one way or the other, but for some it represents a positive commitment to a balanced view. While acknowledging that good and evil are objective states, not just opinions, these folk maintain that a balance between the two is the proper place for people, or at least for them.

Animals and other creatures incapable of moral action are neutral rather than good or evil. Even deadly vipers and tigers that eat people are neutral because they lack the capacity for morally right or wrong behavior.

### LAW VS. CHAOS

Lawful characters tell the truth, keep their word, respect authority, honor tradition, and judge those who fall short of their duties. Chaotic characters follow their consciences, resent being told what to do, favor new ideas over tradition, and do what they promise if they feel like it.

“Law” implies honor, trustworthiness, obedience to authority, and

reliability. On the downside, lawfulness can include close- mindedness, reactionary adherence to tradition, judgmentalness, and a lack of adaptability. Those who consciously promote lawful- ness say that only lawful behavior creates a society in which people can depend on each other and make the right decisions in full confidence that others will act as they should.

“Chaos” implies freedom, adaptability, and flexibility. On the

downside, chaos can include recklessness, resentment toward legitimate authority, arbitrary actions, and irresponsibility. Those who promote chaotic behavior say that only unfettered personal freedom allows people to express themselves fully and lets society benefit from the potential that its individuals have within them.

Someone who is neutral with respect to law and chaos has a normal respect for authority and feels neither a compulsion to obey nor a compulsion to rebel. She is honest but can be tempted into lying or deceiving others.

Devotion to law or chaos may be a conscious choice, but more often it is a personality trait that is recognized rather than being chosen. Neutrality on the lawful–chaotic axis is usually simply a middle state, a state of not feeling compelled toward one side or the other. Some few such neutrals, however, espouse neutrality as superior to law or chaos, regarding each as an extreme with its own blind spots and drawbacks.

Animals and other creatures incapable of moral action are neutral. Dogs may be obedient and cats free-spirited, but they do not have the moral capacity to be truly lawful or chaotic.

### THE NINE ALIGNMENTS

Nine distinct alignments define all the possible combinations of the lawful–chaotic axis with the good–evil axis. Each alignment description below depicts a typical character of that alignment. Remember that individuals vary from this norm, and that a given character may act more or less in accord with his or her alignment from day to day. Use these descriptions as guidelines, not as scripts.

The first six alignments, lawful good through chaotic neutral, are the standard alignments for player characters. The three evil alignments are for monsters and villains.

**Lawful Good, “Crusader”:** A lawful good character acts as a good person is expected or required to act. She combines a commitment to oppose evil with the discipline to fight relentlessly. She tells the truth, keeps her word, helps those in need, and speaks out against injustice. A lawful good character hates to see the guilty go

unpunished. Alhandra, a paladin who fights evil without mercy and protects the innocent without hesitation, is lawful good.

Lawful good is the best alignment you can be because it combines honor and compassion.

**Neutral Good, “Benefactor”:** A neutral good character does the best that a good person can do. He is devoted to helping others. He works with kings and magistrates

but does not feel beholden to them. Jozan, a cleric who helps others according to their needs, is neutral

of neutrality as the best, most balanced road in the long run.

Neutral is the best alignment you can be because it means you act naturally, without prejudice or compulsion.

**Chaotic Neutral, “Free Spirit”:** A chaotic neutral character follows his whims. He is an individualist first and last. He values his own liberty but doesn’t strive to protect others’ freedom. He avoids authority, resents restrictions, and challenges traditions. A chaotic neutral character does not intentionally disrupt organizations as part of a campaign of anarchy. To do so, he would have to be motivated

either by good (and a desire to

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good.

Neutral good is the best alignment you can be because it means doing what is good without bias for or against order.

**Chaotic Good, “Rebel”:** A chaotic good character acts

as his conscience directs him with little regard for what others expect of him. He makes his own way, but he’s kind and benevolent. He believes in

goodness and right but has little use for laws and regulations. He hates it when people try to intimidate others and tell them what to do. He follows his own moral compass, which, although good, may not agree with that of society. Soverliss,

a ranger who waylays the evil baron’s tax collectors, is chaotic good.

Chaotic good is the best alignment you

can be because it combines a good heart with a free spirit.

**Lawful Neutral, “Judge”:** A lawful neutral character acts as law, tradition, or a personal code directs her. Order and organization are para- mount to her. She may believe in personal order and live by a code or standard, or she

may believe in order for all and favor a strong, organized government. Ember, a monk who follows her discipline with- out being swayed either by the demands

of those in need or by the temptations of evil, is lawful neutral.

Lawful neutral is the best alignment you can be because it means you are reliable and honorable without being

a zealot.

**Neutral, “Undecided”:** A neutral character does what

*Devis*

liberate others) or evil (and a

desire to make those different from himself suffer). A chaotic neutral character may be unpredictable, but his behavior is not totally random. He is not as likely to jump off a bridge as to cross it.

Gimble, a bard who wanders the land living by his wits, is chaotic neutral.

Chaotic neutral is the best alignment you can be because it represents true freedom from both society’s restrictions and a do- gooder’s zeal.

**Lawful Evil, “Dominator”:** A lawful evil villain methodically takes what he wants within the limits of his code of conduct without regard for whom it hurts. He cares about tradition, loyalty, and order but not about freedom, dignity, or life. He plays by the rules but without mercy or compassion. He is comfortable in a hierarchy and would like to rule, but is willing to serve. He condemns others not according to their actions but according to race, religion, homeland, or social rank. He

*Illus. by J. Foster*

is loath to break laws or promises. This reluctance comes partly from his nature and partly because he depends on order to protect himself from those who oppose him on moral

grounds.

Some lawful evil villains have particular taboos, such as not

seems to be a good idea. She doesn’t feel strongly one way or the other when it comes to good vs. evil or law vs. chaos. Most neutral characters exhibit a lack of conviction or bias rather than a com- mitment to neutrality. Such a character thinks of good as better than evil—after all, she would rather have good neighbors and rulers than evil ones. Still, she’s not personally committed to upholding good in any abstract or universal way. Mialee, a wizard who devotes herself to her art and is bored by the semantics of moral debate, is neutral.



Some neutral characters, on the other hand, commit themselves philosophically to neutrality. They see good, evil, law, and chaos as prejudices and dangerous extremes. They advocate the middle way

killing in cold blood (but having underlings do it) or not letting

children come to harm (if it can be helped). They imagine that these compunctions put them above unprincipled villains. The scheming baron who expands his power and exploits his people is lawful evil.

Some lawful evil people and creatures commit themselves to evil with a zeal like that of a crusader committed to good. Beyond being willing to hurt others for their own ends, they take pleasure in spreading evil as an end unto itself. They may also see doing evil as part of a duty to an evil deity or master.

Lawful evil is sometimes called “diabolical,” because devils are the epitome of lawful evil.

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Lawful evil is the most dangerous alignment because it represents methodical, intentional, and frequently successful evil.

**Neutral Evil, “Malefactor”:** A neutral evil villain does whatever she can get away with. She is out for herself, pure and simple. She sheds no tears for those she kills, whether for profit, sport, or convenience. She has no love of order and holds no illusion that following laws, traditions, or codes would make her any better or more noble. On the other hand, she doesn’t have the restless nature or love of conflict that a chaotic evil villain has. The criminal who robs and murders to get what she wants is neutral evil.

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Some neutral evil villains hold up evil as an ideal, committing evil for its own sake. Most often, such villains are devoted to evil deities or secret societies.

Neutral evil is the most dangerous alignment because it repre- sents pure evil without honor and without variation.

**Chaotic Evil, “Destroyer”:** A chaotic evil character does what- ever his greed, hatred, and lust for destruction drive him to do. He is hot-tempered, vicious, arbitrarily violent, and unpredictable. If he is simply out for whatever he can get, he is ruthless and brutal. If he is committed to the spread of evil and chaos, he is even worse. Thankfully, his plans are haphazard, and any groups he joins or forms are poorly organized. Typically, chaotic evil people can be made to work together only by force, and their leader lasts only as long as he can thwart attempts to topple or assassinate him. The demented sorcerer pursuing mad schemes of vengeance and havoc is chaotic evil.

Chaotic evil is sometimes called “demonic” because demons are the epitome of chaotic evil.

Chaotic evil is the most dangerous alignment because it represents the destruction not only of beauty and life but also of the order on which beauty and life depend.

*Illus. by S. Wood*

RELIGION

The gods are many. A few, such as Pelor (god of the sun), have grand temples that sponsor mighty processions through the streets on high holy days. Others, such as Erythnul (god of slaughter), have temples only in hidden places or evil lands. While the gods most strongly make their presence felt through their clerics, they also have lay followers who more or less attempt to live up to their deities’ standards. The typical person has a deity whom he considers to be his patron. Still, it is only prudent to be respectful toward and even pray to other deities when the time is right. Before setting out on a journey, a follower of Pelor might leave a small sacrifice at a wayside shrine to Fharlanghn (god of roads) to improve his chances of having a safe journey. As long as one’s own deity is not at odds with the others in such an act of piety, such simple practices are common. In times of tribulation, however, some people recite dark prayers to evil deities. Such prayers are best muttered under one’s breath, lest others overhear.

Deities rule the various aspects of human existence: good and evil, law and chaos, life and death, knowledge and nature. In addition, various nonhuman races have racial deities of their own (see Table 6–2: Deities by Race). A character may not be a cleric of a racial deity unless he is of the right race, but he may worship such a deity and live according to that deity’s guidance. For a deity who is not tied to a particular race (such as Pelor), a cleric’s race is not an issue.

Deities of certain monster types are identified in the *Monster Manual*. Many more deities than those described here or mentioned in the *Monster Manual* also exist.

Your character may or may not have a patron deity. If you want her to have one, consider first the deities most appropriate to the character’s race, class, and alignment (see Table 6–2: Deities by Race and Table 6–3: Deities by Class). If a cleric selects a deity, which one he selects influences his capabilities. Players with cleric characters should refer to Deity, Domains, and Domain Spells, page 32, before

picking a deity, though the information below describing the various gods and goddesses can help them make a decision.

##### Table 6–2: Deities by Race

**Race Deities**

H uman By class and alignment

Dwarf M oradin or by class and alignment

Elf Corellon Larethian, Ehlonna, or by class and alignment Gnome Garl Glittergold, Ehlonna, or by class and alignment

H alf-elf Corellon Larethian, Ehlonna, or by class and alignment Half-orc Gruumsh or by class and alignment

H alfling Yondalla, Ehlonna, or by class and alignment

##### Table 6–3: Deities by Class

**Class Deities (Alignment)**

Barbarian Kord (CG), Obad-H ai (N), Erythnul (CE)

Bard Pelor (NG), Fharlanghn (N), Olidammara (CN)

Cleric Any

Druid Obad-H ai (N)

Fighter H eironeous (LG), Kord (CG), St. Cuthbert (LN), H extor (LE), Erythnul (CE)

Illusionist Boccob (N)

Necromancer Wee Jas (LN), Nerull (NE)

M onk H eironeous (LG), St. Cuthbert, (LN), H extor (LE) Paladin H eironeous (LG)

Ranger Ehlonna (NG), Obad-H ai (N)

Rogue Olidammara (CN), Nerull (NE), Vecna (NE), Erythnul (CE)

Sorcerer Wee Jas (LN), Boccob (N), Vecna (NE) Wizard Wee Jas (LN), Boccob (N), Vecna (NE)

DEITIES

Across the world, people and creatures worship a great number of varied deities. Those described here are the deities most often wor- shiped among the common races, by adventurers, and by villains. Each entry includes the deity’s name, role, alignment, titles he or she is known by, and general description. These deities’ holy (or unholy) symbols are shown accompanying their descriptions. (See Table 3–7: Deities, page 32, for a summary of the most common deities, their alignments, the domains they are associated with, and their typical worshipers.)

#### Boccob

The god of magic, Boccob, is neutral. His titles include the Uncaring, Lord of All Magics, and Archmage of the Deities. Boccob

is a distant deity who promotes no special agenda in the world of mortals. As a god of magic and knowledge, he is worshiped by wizards, sorcerers, and sages. The domains he is associated with are Knowledge, Magic, and Trickery. The quarterstaff is his favored weapon.

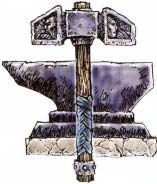
#### Corellon Larethian

The god of elves, Corellon Larethian, is chaotic good. He is known as the Creator of the Elves, the Protector, Protector and Preserver of Life, and Ruler of All Elves. Corellon Larethian is the cre-

ator and protector of the elf race. He governs those things held in highest esteem among elves, such as magic, music, arts, crafts, poetry, and warfare. Elves,

half-elves, and bards worship him. The domains

he is associated with are Chaos, Good, Protection, and War. His favo- red weapon is the longsword. Gruumsh is his nemesis, and it is be- cause of Corellon’s battle prowess that Gruumsh is called “One-Eye.”



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*Illus. by S. Wood*

#### Ehlonna

Ehlonna, the goddess of the woodlands, is neutral good. Her most commonly encountered title is Ehlonna of

the Forests. Ehlonna watches over all good people who live in the

forest, love the woodlands, or make their livelihood there. She

is pictured sometimes as an elf and sometimes as a human. She is especially close to elves, gnomes, half-elves, and halflings. She is also worshiped by rangers and some druids. The domains she is associated with are Animal, Good, Plant, and Sun. Her favored weapon is the longbow.

#### Erythnul

The god of slaughter, Erythnul, is chaotic evil. His title is the Many. Erythnul delights in panic and slaughter. In

civilized lands, his followers (including evil fighters, barba- rians, and rogues) form small, criminal cults. In savage lands, evil barbarians, gnolls, bug- bears, ogres, and trolls common- ly worship him. The domains he is associated with are Chaos, Evil,

Trickery, and War. His favored weapon is a morningstar with a blunt stone head.

#### Fharlanghn

Fharlanghn, the god of roads, is neutral. His title is Dweller on the Horizon. Fhar- langhn’s wayside shrines are

common on well-used roads, for he is the god of travel, roads, distance, and horizons. Bards, other wandering adventurers, and merchants favor Fhar- langhn. The domains he is associated with are Luck, Pro- tection, and Travel. The quarter- staff is his favored weapon.

#### Garl Glittergold

The god of gnomes, Garl Glittergold, is neutral good. He is known as the Joker, the Watchful Protector, the Priceless Gem, and the Sparkling Wit. Garl Glittergold discovered the gnomes and led them into the world. Since then, he has been their protector. He governs humor, wit, gemcutting, and jewelrymaking. The domains he is associated with are Good, Protection, and Trickery. Garl’s favored weapon is the battleaxe. He is

renowned for the jokes and pranks he pulls on other deities, though not all his victims laugh off his jests.

Garl once collapsed the cavern of Kurtulmak, the god of the kobolds. Since then, the two deities have been sworn enemies.

#### Gruumsh

Gruumsh, chief god of the orcs, is chaotic evil. His titles are One-Eye and He--

Who-Never-Sleeps. Gruumsh calls on his followers to be strong, to cull the weak from their numbers, and to take all

the territory that Gruumsh thinks is rightfully theirs (which is almost everything).

The domains he is associated with are Chaos, Evil, Strength, and

War. Gruumsh’s favored weapon is the spear. He harbors a special hatred for Corel-

lon Larethian, Moradin, and their followers. In ages past, Corellon Larethian put out Gruumsh’s left eye in a fight.

#### Heironeous

The god of valor, Heironeous, is lawful good. His title is the Invincible. Heironeous promotes justice, valor, chivalry, and honor. The domains he is associ- ated with are Good, Law, and War. His favored weapon is the longsword, and he is worshiped by paladins, good fighters, and good monks. His archen- emy is Hextor, his half-brother.

#### Hextor

The god of tyranny, Hextor, is lawful evil. His titles are Champion of Evil, Herald of Hell, and Scourge of Battle. Hextor is the six-armed god of war, conflict, and destruction. Hextor’s worshipers include evil fighters and monks. The domains he is associated with are Destruction, Evil, Law, and War. His favored weapon is the flail. He sends his followers to commit evil, and their special purpose is to overthrow the followers of his half-brother Heironeous wherever they are found.

#### Kord

Kord, the god of strength, is chaotic good. He is known as the Brawler. Kord is the patron of athletes, especially wrestlers. His wor- shipers include good fighters, barbarians, and rogues. The domains he is associated with are Chaos, Good, Luck, and Strength. Kord’s favored weapon is the greatsword.

#### Moradin

The god of dwarves, Moradin, is lawful good. His titles include the Soul Forger, Dwarffather, the All-Father, and the Creator. Moradin forged the first dwarves out of metal and gems

and breathed life into them. He governs the arts and sciences of the dwarves: smithing, metalworking,

engineering, and war. The domains he is associated with are Earth, Good, Law, and Protection. His favored weapon is the warhammer.

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#### Nerull

The god of death, Nerull, is neutral evil. He is known as the Reaper, the Foe of

All Good, Hater of Life, Bringer of Darkness, King of All Gloom, and Reaper of Flesh. Nerull is the patron of those who seek the greatest evil for their own enjoyment or gain. The domains he is associated with

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are Death, Evil, and Trickery.

His worshipers, who include evil necromancers and rogues, depict him as an almost skeletal cloaked figure who bears a scythe, his favored weapon.

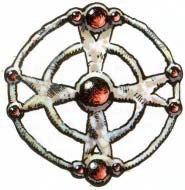
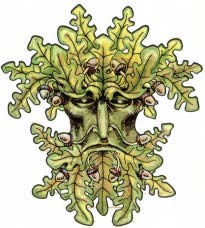
#### St. Cuthbert

The god of retribution, St. Cuthbert, is lawful neutral. He is known as St.

Cuthbert of the Cudgel. St. Cuth- bert exacts revenge and just punishment on those who transgress the law. Because evil creatures more commonly and flagrantly violate laws than good creatures do, St. Cuthbert favors good over evil, though he is

not good himself. (His clerics cannot

be evil.) The domains he is associated with are Destruction, Law, Protection, and Strength. His favored weapon is the mace.



*Illus. by S. Wood*

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#### Obad-Hai

Obad-Hai, the god of nature, is neutral. He is known as the Shalm. Obad-Hai rules nature and the wilderness,

and he is a friend to all who live in harmony with the natural world. Barbarians, rangers, and druids some- times worship him. The domains he is associated with are Air, Animal, Earth,

Fire, Plant, and Water. Because Obad-Hai strictly adheres to neutrality, he is a rival of Ehlonna. Obad-Hai plays a shalm (a double-reed woodwind musical instrument, also spelled “shawm”) and

takes his title from this instrument. His favored weapon is the quarterstaff.

#### Olidammara

The god of rogues, Olidammara, is chaotic neutral. His title is the Laughing Rogue. Olidammara delights in wine, women, and song. He is a vagabond, a prank- ster, and a master of disguise. His

temples are few, but many people are willing to raise a glass in his honor. Rogues and bards are frequently among his worshipers. The domains he is associ- ated with are Chaos, Luck, and Trickery. The rapier is his favored weapon.

#### Pelor

Pelor, god of the sun, is neutral good. His title is the Shining One. Pelor is the creator of many good things, a supporter of those in need, and

an adversary of all that is evil.

He is the most commonly worshiped deity among ordinary humans, and his priests are well received wherever they go. Rangers and bards are found among his

worshipers. The domains he is associated with are Good, Healing, Strength, and Sun. The mace is his favored weapon.

#### Vecna

Vecna, the god of secrets, is neutral evil. He is known as the Maimed Lord, the Whispered One, and the Master of All That Is Secret and Hidden. Vecna rules that which is not meant to be known and that which people wish to keep secret. The domains he is associated with are Evil,

Knowledge, and Magic. He usually appears as a lich who is missing his left hand and left

eye. He lost his hand and eye in a fight with his traitorous lieutenant, Kas. Vecna’s favored weapon is the dagger.

#### Wee Jas

Wee Jas, the goddess of death and magic, is lawful neutral. Her titles are Witch Goddess, Ruby Sorceress, Stern

Lady, and Death’s Guardian. Wee Jas is a demanding god- dess who expects obedience from her followers. Her tem- ples are few and far between, but she counts many powerful sorcerers and wizards (especially necromancers) among her wor-

shipers. The domains she is associ- ated with are Death, Law, and Magic. Her favored weapon is the dagger.

#### Yondalla

The goddess of halflings, Yondalla, is lawful good. Her titles include the Protector and Provider, the Nurturing Matriarch, and the Blessed One. Yondalla is the creator

and protector of the halfling race. She espouses harmony within the halfling race and stalwart defense against their enemies. Her followers hope to lead safe, prosperous lives by following her guidance. The domains she is associated with are Good, Law, and Protection. The short sword is her favored weapon.

VITAL STATISTICS

This section offers advice as you determine your character’s name, gender, age, height, and weight. Start with some idea of your char- acter’s background and personality, and use that idea to help you add the details that bring your character to life.

### NAME

Invent or choose a name that fits your character’s race and class. Chapter 2: Races contains some examples of elf, dwarf, halfling, gnome, and orc names (and thus half-elf and half-orc names, too). A name is a great way for you to start thinking about your character’s background. For instance, a dwarf’s name might be the name of a

When a character reaches venerable age, the DM secretly rolls his or her maximum age, which is the number from the Venerable column on Table 6–5: Aging Effects plus the result of the dice roll indicated on the Maximum Age column on that table, and records the result, which the player does not know. A character who reaches his or her maximum age dies of old age at some time during the following year, as determined by the DM.

The maximum ages are for player characters. Most people in the world at large die from pestilence, accidents, infections, or violence before getting to venerable age.

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##### Table 6–5: Aging Effects

**Maximum**

great dwarven hero, and your character may be striving to live up to his name. Alternatively, the name could be that of an infamous coward, and the character could be bent on proving that she is not like her namesake.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| H uman | 35 years | 53 years | 70 years | +2d20 years |
| Dwarf | 125 years | 188 years | 250 years | +2d% years |
| Elf | 175 years | 263 years | 350 years | +4d% years |
| Gnome | 100 years | 150 years | 200 years | +3d% years |
| H alf-elf | 62 years | 93 years | 125 years | +3d20 years |
| H alf-orc | 30 years | 45 years | 60 years | +2d10 years |
| H alfling | 50 years | 75 years | 100 years | +5d20 years |

### GENDER

Your character can be either male or female.

**Race Middle Age1**

**Old2**

**Venerable3**

**Age**

### AGE

You can choose or randomly generate your character’s age. If you choose it, it must be at least the minimum age for the character’s race and class (see Table 6–4: Random Starting Ages). Your character’s minimum starting age is the adulthood age of his or her race plus the number of dice indicated in the entry corresponding to the character’s race and class on Table 6–4: Random Starting Ages. For example, an elf ranger must be at least 116 years old (adulthood age 110 plus 6, because the entry for an elf ranger is +6d6).

Alternatively, refer to Table 6–4: Random Starting Ages and roll dice to determine how old your character is. An elf ranger’s ran- domly generated starting age, for example, is 110+6d6 years.

##### Table 6–4: Random Starting Ages

**Bard Cleric**

**Barbarian Fighter Druid**

**Rogue Paladin Monk Race Adulthood Sorcerer Ranger Wizard** Human 15 years +1d4 +1d6 +2d6

Dwarf 40 years +3d6 +5d6 +7d6 Elf 110 years +4d6 +6d6 +10d6 Gnome 40 years +4d6 +6d6 +9d6 Half-elf 20 years +1d6 +2d6 +3d6 Half-orc 14 years +1d4 +1d6 +2d6 Halfling 20 years +2d4 +3d6 +4d6

1. At middle age, –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
2. At old age, –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
3. At venerable age, –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

### HEIGHT AND WEIGHT

Choose your character’s height and weight from the ranges men- tioned in the appropriate race description (see Chapter 2) or from the ranges found on Table 6–6: Random Height and Weight. Think about what your character’s abilities might say about his or her height and weight. A weak but agile character, she may be thin. A strong and tough character, she may be tall or just heavy.

Alternatively, roll randomly for your character’s height and weight on Table 6–6: Random Height and Weight. The dice roll given in the Height Modifier column determines the character’s extra height beyond the base height. That same number multiplied by the dice roll or quantity given in the Weight Modifier column determines the character’s extra weight beyond the base weight. For example, Tordek (a male dwarf) has a height of 3 feet 9 inches plus 2d4 inches. Monte rolls 2d4 and gets a result of 6, so Tordek stands 4 feet 3 inches tall. Then Monte uses that same roll, 6, and multiplies it by 2d6 pounds. His 2d6 roll is 9, so Tordek weighs an extra 54 pounds (6 × 9) on top of his base 130 pounds, for a total of 184 pounds.

##### Table 6–6: Random Height and Weight

**Base Height Base Weight**

**Race Height Modifier Weight Modifier**

H uman, male 4´ 10” +2d10 120 lb. × (2d4) lb.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| With age, a character’s physical ability scores decrease and his or  her mental ability scores increase (see Table 6–5: Aging Effects). The | H uman, female Dwarf, male | 4´ 5”  3´ 9” | +2d10  +2d4 | 85 lb.  130 lb. | × (2d4) lb.  × (2d6) lb. |
| effects of each aging step are cumulative. However, none of a | Dwarf, female | 3´ 7” | +2d4 | 100 lb. | × (2d6) lb. |
| character’s ability scores can be reduced below 1 in this way. | Elf, male | 4´ 5” | +2d6 | 85 lb. | × (1d6) lb. |
| For example, when a human reaches 35 years of age, his Strength, | Elf, female | 4´ 5” | +2d6 | 80 lb. | × (1d6) lb. |
| Dexterity, and Constitution scores each drop 1 point, while his | Gnome, male | 3´ 0” | +2d4 | 40 lb. | × 1 lb. |
| Intelligence, Wisdom, and Charisma scores each increase by 1 point. | Gnome, female | 2´ 10” | +2d4 | 35 lb. | × 1 lb. |

When he becomes 53 years old, his physical abilities all drop an additional 2 points, while his mental ability scores increase by 1 again. So far he has lost a total of 3 points from his Strength, Constitution, and Dexterity scores and gained a total of 2 points to his Wisdom, Intelligence, and Charisma scores because of the effects of aging.

H alf-elf, male 4´ 7” +2d8 100 lb. × (2d4) lb. H alf-elf, female 4´ 5” +2d8 80 lb. × (2d4) lb. H alf-orc, male 4´ 10” +2d12 150 lb. × (2d6) lb. H alf-orc, female 4´ 5” +2d12 110 lb. × (2d6) lb. H alfling, male 2´ 8” +2d4 30 lb. × 1 lb.

H alfling, female 2´ 6” +2d4 25 lb. × 1 lb.



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## LOOKS, PERSONALITY,

AND BACKGROUND

You can detail your character to any degree you like. As you play the character, you will probably come up with more details you will want to add.

### LOOKS

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Decide what your character looks like using the descriptions of the various races in Chapter 2 as a starting point. Characters with high Charisma scores tend to be better-looking than those with low Charisma scores, though a character with high Charisma could have strange looks, giving him or her a sort of exotic beauty.

## CUSTOMIZING

YOUR CHARACTER

The rules for creating your character provide a common ground for players, but you can tweak the rules to make your character unique. Any substantive changes, however, must be approved by the DM.

**Race:** The rules for a character of a given race apply to most but not all people of that race. For example, you could create a dwarf descended from dwarven outcasts who have been exiled from dwarven society. Your dwarf would have grown up among humans. He would have the inborn qualities of a dwarf (better Constitution,

worse Charisma, darkvision, and resistance to poison and

Your character can be right- or left-handed.

You can use your character’s looks to tell something about his or her personality and background. For example:

* Krusk the half-orc is missing part of an ear and bears many scars that are the result of the violent life he

led among the orcs that raised him. He keeps claws and fangs from beasts he has killed on a necklace.

* Alhandra the paladin has the hand of Heironeous branded on the inside of her forearm to show her devotion to him.
* Hennet the sorcerer wears an eclectic, makeshift outfit that is different from day to day, suggesting his chaotic nature.

### PERSONALITY

Decide how your character acts, what she likes, what she wants out of life, what scares her, and what makes her angry. Race and alignment are good places to start when thinking about your character’s personality, but they are bad places to stop. Make your lawful good dwarf (or whatever) different from every other lawful good dwarf.

*Illus. by T. Lockwood*

A handy trick for making an interesting personality for your character is including some

sort of conflict in her nature. For example, Tordek is lawful, but he’s a little greedy, too. He may be tempted to steal if he can justify it to himself.

Your character’s personality can change over time. Just because you decide some basic facts about your character’s personality upon creation doesn’t mean you need to abide by those facts as if they were holy writ. Let your character grow and evolve the way real people do.

### BACKGROUND

Decide what your character’s life has been like up until now. Here are a few questions to get you thinking:

\* How did he decide to be an adventurer?

*Nerull*

spells) but not the cultural

features (stonecunning, attack bonuses against goblinoids and orcs, dodge bonus against giants, bonuses to Appraise and Craft checks that relate to stone or metal, fighter as favored class, and perhaps even knowledge of the dwarven language). You could probably talk your DM into giving your character some special bonuses to balance the loss of the cultural features.

**Class:** Some classes already give you plenty of room to customize your character. With your DM’s approval, however, you could change some of your class features. For instance, if you want a fighter who used to work for the thieves guild as an enforcer but who is now trying to become a legitimate bodyguard, he could be proficient only with the weapons and armor available to rogues, have 4 skill points per level instead of 2, and access to Bluff and

Sense Motive as class skills. Otherwise, he would be a regular fighter.

**Skills and Feats:** You can call your skills, feats, and class features whatever your character would call them. Lidda, the halfling rogue, talks about “footpaddin’ ” rather than about “moving silently,” so her player writes “Footpaddin’ ” down on her character sheet to stand for the Move Silently skill. Ember, the monk, calls her Move Silently skill “Rice Paper Walk.”

You might also think of other skills that your character ought to have. Your DM has guidelines (in the *Dungeon Master’s Guide*) for creating new skills.

**Equipment:** Your equipment can look the way you want it to look to match your character’s style. One wizard’s quarterstaff might be a plain, straight



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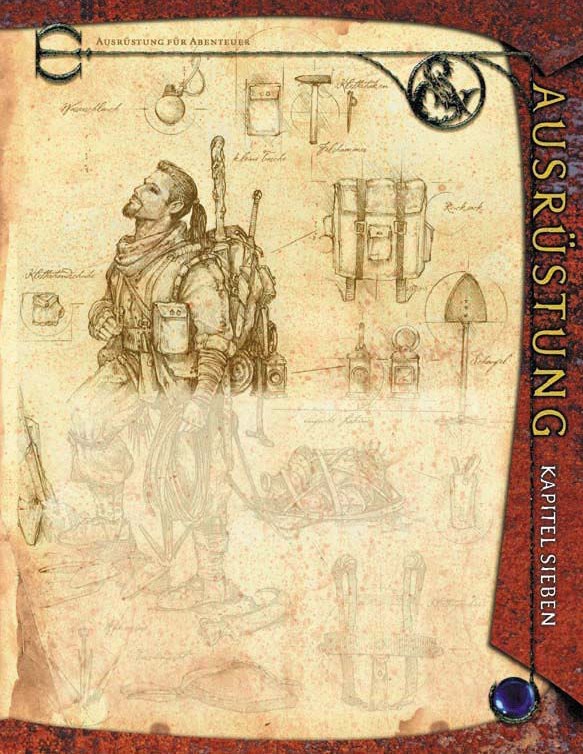
* How did he acquire her class? A fighter, for example, might have been in the militia, he may come from a family of soldiers, he may have trained in a martial school, or he may be a self-taught warrior.
* How did he get his starting equipment? Did he assemble it piece by piece over time? Was it a parting gift from a parent or mentor? Do any of his personal items have special significance to him?
* What’s the worst thing that’s ever happened to him?
* What’s the best thing that’s ever happened to him?
* Does he stay in contact with his family? What do his relatives think of him?

length of wood, while another wizard’s is gnarled, twisted, and

engraved with mystic runes.

Your character might have some items that aren’t on the equip- ment lists (see Chapter 7). Agree with your DM on what a new item would do and how much it would cost, and then your character can have it.

Sometimes you see a weapon in a movie or read about one in a book, and you want your character to use that weapon. If it’s not on the weapon list in Chapter 7, try to find a weapon on the list that seems equivalent. A katana (samurai sword), for example, is not on the weapon list, but you could equip your character with a katana and just treat it like a masterwork bastard sword.



n the marketplace of a big city, armorsmiths and weapon- smiths offer a wide variety of arms and armor for those with the gold to buy them. Here you can find practical, sturdy swords and perhaps a few elven blades of exceptional quality.

Alchemists sell acid, alchemist’s fire, and smokesticks for those who want something flashier than a trusty blade. Wizards (or, more likely, their brokers) even sell magic scrolls, wands, weapons, and other items.

This chapter covers the mundane and exotic merchandise that characters may want to purchase and how to go about doing so. (Magic items are covered in the *Dungeon Master’s Guide*.)

## EQUIPPING A CHARACTER

A beginning character generally has enough wealth to start out with the basics: some weapons, some armor suitable to his or her class (if any), and some miscellaneous gear. As the character undertakes adventures and amasses loot, he or she can afford bigger and better gear. At first, however, the options are limited by the character’s budget.

### STARTING PACKAGES

Each class has a starting package that provides default equipment (as well as default skills, a default feat, and so forth). If you equip your character with the default equipment, you can customize these packages a little by swapping in some equipment of your choice for the indicated equipment. Trades like this are fine as long as the value of the equipment you swap in isn’t higher than the value of the equipment given in the package.

### EQUIPMENT A LA CARTE

If you don’t want to take the standard package for your character class, you can instead purchase weapons, armor, and miscellaneous equipment item by item. You begin with a random number of gold pieces that is determined by your character’s class, and you decide how to spend it (see Table 7–1: Random Starting Gold). Alternatively, your DM can assign average starting gold for each character, as indicated on Table 7–1.

##### Table 7–1: Random Starting Gold

**Class Amount (average) Class Amount (average)**

Barbarian 4d4 × 10 (100 gp) Paladin 6d4 × 10 (150 gp)

Bard 4d4 × 10 (100 gp) Ranger 6d4 × 10 (150 gp)

Cleric 5d4 × 10 (125 gp) Rogue 5d4 × 10 (125 gp)

Druid 2d4 × 10 (50 gp) Sorcerer 3d4 × 10 (75 gp)

Fighter 6d4 × 10 (150 gp) Wizard 3d4 × 10 (75 gp) M onk 5d4 (12 gp, 5 sp)

Note that buying beginning equipment this way is an abstraction. Your character doesn’t walk into a store with handfuls of gold and buy every item one by one. Rather, these items may have come the character’s way as gifts from family, equipment from patrons, gear granted during military service, swag gained through duplicity, and so on.

Assume your character owns at least one outfit of normal clothes. Pick any one of the following clothing outfits for free: artisan’s outfit, entertainer’s outfit, explorer’s outfit, monk’s outfit, peasant’s outfit, scholar’s outfit, or traveler’s outfit.

(See Clothing, page 131.) 111

### AVAILABILITY

All the items described in this chapter are assumed to be available to PCs with the wherewithal to buy them. Many of these items are very expensive and rare. You won’t find them on the rack at a store in a town. But a character with the coin to buy an expensive item can usually connect with a seller and get a desired item.

If you want to buy something not described in this chapter, the general rule is that you can buy anything that costs as much as 3,000 gp. Buying a more expensive item, such as a *+2 longsword*, means either going to a big city where rare things are for sale, making a special deal with someone who makes or can provide the item, or paying a premium price to a merchant who makes a special effort to get you what you want.

CHAPTER 7:

EQUIPMENT

Depending on where in the fantasy world the character is, it might be possible to buy more expensive items without a problem, or it might be more difficult to do so. In a small town, for example, it’s practically impossible to find someone who can make a suit of full plate armor. The DM determines what is and is not available depending on how he or she runs the world and where the characters are in it.

## WEALTH AND MONEY

Adventurers are in the small group of people who regularly buy things with coins. Members of the peasantry trade mostly in goods, bartering for what they need and paying taxes in grain and cheese. Members of the nobility trade mostly in legal rights, such as the rights to a mine, a port, or farmland, or they trade in gold bars, measuring gold by the pound rather than by the coin.

### COINS

The most common coin that adventurers use is the gold piece (gp). With 1 gold piece, a character can buy a belt pouch, 50 feet of hempen rope, or a goat. A skilled (but not exceptional) artisan can earn 1 gold piece a day. The gold piece is the standard unit of meas- ure for wealth. When merchants discuss deals that involve goods or services worth hundreds or thousands of gold pieces, the trans- actions don’t usually involve the exchange of that many individual coins. Rather, the gold piece is a standard measure of value, and the actual exchange is in gold bars, letters of credit, or valuable goods.

The most prevalent coin among commoners is the silver piece (sp). A gold piece is worth 10 silver pieces. A silver piece buys a laborer’s work for a day, a common lamp, or a poor meal of bread, baked turnips, onions, and water.

Each silver piece is worth 10 copper pieces (cp). A single copper piece buys a candle, a torch, or a piece of chalk. Copper piece are common among laborers and beggars.

In addition to copper, silver, and gold coins, which people use daily, merchants also recognize platinum pieces (pp), which are each worth 10 gp. These coins are not in common circulation, but adven- turers occasionally find them as part of ancient treasure hoards.

The standard coin weighs about a third of an ounce (fifty to the pound). It is the exact size of the coin pictured in the illustration on page 168.

#### Trade

Guilds, nobles, and royalty regulate trade. Chartered companies are granted rights to dam rivers in order to provide power for mills, to conduct trade along certain routes, to send merchant ships to various ports, or to buy or sell specific goods. Guilds set prices for the goods or services that they control, and determine who may or may not offer those goods and services. Merchants commonly exchange trade goods commodities without using currency. As a means of comparison, some trade goods are detailed on Table 7–3: Trade Goods.

##### Table 7–3: Trade Goods

**Cost Item**

* 1. cp One pound of wheat
  2. cp One pound of flour, or one chicken 1 sp One pound of iron

5 sp One pound of tobacco or copper

1. gp One pound of cinnamon, or one goat
2. gp One pound of ginger or pepper, or one sheep 3 gp One pig
3. gp One square yard of linen
4. gp One pound of salt or silver

10 gp One square yard of silk, or one cow

15 gp One pound of saffron or cloves, or one ox 50 gp One pound of gold

500 gp One pound of platinum

### SELLING LOOT

In general, a character can sell something for half its listed price. Characters who want to upgrade to better armor or weaponry, for example, can sell their old equipment for half price.

Trade goods are the exception to the half-price rule. A trade good,

in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself. Wheat, flour, cloth, gems, jewelry, art objects, and valuable metals are trade goods, and merchants often trade in them directly without using currency (see Table 7–3: Trade Goods). Obviously, merchants can sell these goods for slightly more than they pay for them, but the difference is small enough that you don’t have to worry about it.

## WEAPONS

A character’s weapons help determine how capable here or she is in a variety of combat situations. See Table 7–4: Weapons for the characteristics of various weapons.

### WEAPON CATEGORIES

Weapons are grouped into several interlocking sets of categories. These categories pertain to what training is needed to become pro- ficient in a weapon’s use (simple, martial, or exotic), the weapon’s usefulness either in close combat (melee) or at a distance (ranged, which includes both thrown and projectile weapons), its relative encumbrance (light, one-handed, or two-handed), and its size (Small, Medium, or Large).

**Simple, Martial, and Exotic Weapons:** Anybody but a druid,

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Table 7–2: Coins** | |  | **————— Exchange Value ————** | | | | monk, rogue, or wizard is proficient with all simple weapons. Bar-  barians, fighters, paladins, and rangers are proficient with all simple |
|  |  |  | **CP** | **SP** | **GP** | **PP** | and all martial weapons. Characters of other classes are proficient |
| Copper piece (cp) | = | 1 | 1/ 10 | 1/ 100 | 1/ 1,000 | with an assortment of mainly simple weapons and possibly also |
| Silver piece (sp) | = | 10 | 1 | 1/ 10 | 1/ 100 | some martial or even exotic weapons. A character who uses a |
| Gold piece (gp) | = | 100 | 10 | 1 | 1/ 10 | weapon with which he or she is not proficient takes a –4 penalty on |
| Platinum piece (pp) | = | 1,000 | 100 | 10 | 1 | attack rolls. |



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### WEALTH OTHER THAN COINS

Most wealth is not in coins. It is livestock, grain, land, rights to col- lect taxes, or rights to resources (such as a mine or a forest). Gems and jewelry also serve as portable wealth.

**Melee and Ranged Weapons:** Melee weapons are used for making melee attacks, though some of them can be thrown as well. Ranged weapons are thrown weapons or projectile weapons that are not effective in melee.

*Reach Weapons:* Glaives, guisarmes, lances, longspears, ranseurs,

spiked chains, and whips are reach weapons. A reach weapon is a melee weapon that allows its wielder to strike at targets that aren’t adjacent to him or her. Most reach double the wielder’s natural reach, meaning that a typical Small or Medium wielder of such a weapon can attack a creature 10 feet away, but not a creature in an adjacent square. A typical Large character wielding a reach weapon of the appropriate size can attack a creature 15 or 20 feet away, but not adjacent creatures or creatures up to 10 feet away.



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*Double Weapons:* Dire flails, dwarven urgroshes, gnome hooked hammers, orc double axes, quarterstaffs, and two-bladed swords are double weapons. A character can fight with both ends of a double weapon as if fighting with two weapons, but he or she incurs all the normal attack penalties associated with two-weapon combat, just as though the character were wielding a one-handed weapon and a light weapon (see Two-Weapon Fighting, page 160). The character can also choose to use a double weapon two handed, attacking with only one end of it. A creature wielding a double weapon in one hand (such as a human wielding a Small two-bladed sword) can’t use it as a double weapon—only one end of the weapon can be used in any given round.

*Thrown Weapons:* Daggers, clubs, shortspears, spears, darts, javelins, throwing axes, light hammers, tridents, shuriken, and nets are thrown weapons. The wielder applies his or her Strength mod- ifier to damage dealt by thrown weapons (except for splash weapons, such as a vial of acid; see Throw Splash Weapon, page 158).

It is possible to throw a weapon that isn’t designed to be thrown (that is, a melee weapon that doesn’t have a numeric entry in the Range Increment column on Table 7–5), but a character who does so takes a –4 penalty on the attack roll. Throwing a light or one-handed weapon is a standard action, while throwing a two-handed weapon is a full-round action. Regardless of the type of weapon, such an attack scores a threat (a possible critical hit) only on a natural roll of 20 and deals double damage on a critical hit. Such a weapon has a range increment of 10 feet.

*Projectile Weapons:* Light crossbows, slings, heavy crossbows,

shortbows, composite shortbows, longbows, composite longbows, hand crossbows, and repeating crossbows are projectile weapons. Most projectile weapons require two hands to use (see specific weapon descriptions later in this chapter). A character gets no Strength bonus on damage rolls with a projectile weapon unless it’s a specially built composite shortbow, specially built composite longbow, or sling. If the character has a penalty for low Strength, apply it to damage rolls when he or she uses a bow or a sling.

*Ammunition:* Projectile weapons use ammunition: arrows (for bows), bolts (for crossbows), or sling bullets (for slings). When using a bow, a character can draw ammunition as a free action; crossbows and slings require an action for reloading. Generally speaking, ammunition that hits its target is destroyed or rendered useless, while normal ammunition that misses has a 50% chance of being destroyed or lost.

Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them (see Masterwork Weapons, below), and what happens to them after they are thrown.

**Light, One-Handed, and Two-Handed Melee Weapons:** This designation is a measure of how much effort it takes to wield a weapon in combat. It indicates whether a melee weapon, when wielded by a character of the weapon’s size category, is considered a light weapon, a one-handed weapon, or a two-handed weapon.

*Light:* A light weapon is easier to use in one’s off hand than a one- handed weapon is, and it can be used while grappling. A light weapon is used in one hand. Add the wielder’s Strength bonus (if any) to damage rolls for melee attacks with a light weapon if it’s used in the primary hand, or one-half the wielder’s Strength bonus if it’s

used in the off hand. Using two hands to wield a light weapon gives no advantage on damage; the Strength bonus applies as though the weapon were held in the wielder’s primary hand only.

An unarmed strike is always considered a light weapon.

*One-Handed:* A one-handed weapon can be used in either the primary hand or the off hand. Add the wielder’s Strength bonus to damage rolls for melee attacks with a one-handed weapon if it’s used in the primary hand, or 1/2 his or her Strength bonus if it’s used in the off hand. If a one-handed weapon is wielded with two hands during melee combat, add 1-1/2 times the character’s Strength bonus to damage rolls.

*Two-Handed:* Two hands are required to use a two-handed melee weapon effectively. Apply 1-1/2 times the character’s Strength bonus to damage rolls for melee attacks with such a weapon.

**Weapon Size:** Every weapon has a size category, such as Small, Medium, or Large. This designation indicates the size of the creature

for which the weapon was designed. A Small greatsword is a greatsword designed for a Small creature, such as a halfling. A Medium longsword is a longsword designed for a Medium creature, such as an elf. A Large shortbow is a shortbow designed for a Large creature, such as an ogre.

A weapon’s size category isn’t the same as its size as an object. A Medium dagger (one sized for a Medium character), for instance, is a Tiny object (see Table 9–10: Size and Armor Class of Objects, page 166). Instead, a weapon’s size category is keyed to the size of the intended wielder. In general, a light weapon (such as a dagger) is an object two size categories smaller than the wielder, a one-handed weapon (such as a longsword) is an object one size category smaller than the wielder, and a two-handed weapon (such as a greatsword) is an object of the same size category as the wielder.

*Inappropriately Sized Weapons:* A creature can’t make optimum use of a weapon that isn’t properly sized for it. A cumulative –2 penalty applies on attack rolls for each size category of difference between the size of its intended wielder and the size of its actual wielder. Thus, a human wielding a Small dagger takes a –2 penalty on attack rolls (one size category different), and an ogre wielding a Small longsword takes a –4 penalty (two size categories different). If the creature isn’t proficient with the weapon (a wizard attempting to wield a Small battleaxe, for instance), a –4 nonproficiency penalty also applies.

The measure of how much effort it takes to use a weapon (whether the weapon is designated as a light, one-handed, or two- handed weapon for a particular wielder) is altered by one step for each size category of difference between the wielder’s size and the size of the creature for which the weapon was designed. For instance, a Small greatsword (a two-handed weapon for a Small creature) is considered a one-handed weapon for a Medium creature, or a light weapon for a Large creature. Conversely, a Large dagger (a light weapon for a Large creature) is considered a one-handed weapon for a Medium creature, or a two-handed weapon for a Small creature. If a weapon’s designation would be changed to something other than light, one-handed, or two-handed by this alteration, the creature can’t wield the weapon at all.

**Improvised Weapons:** Sometimes objects not crafted to be weapons nonetheless see use in combat—people fight with any- thing from broken bottles to chair legs to thrown mugs. Because such objects are not designed for this use, any creature that uses one in combat is considered to be nonproficient with it and takes a –4 penalty on attack rolls made with that object. To determine the size category and appropriate damage for an improvised weapon, the DM should compare its relative size and damage potential to the weapon list to find a reasonable match. For instance, a table leg is similar to a club, while a broken bottle is similar to a dagger. An improvised weapon scores a threat on a natural roll of 20 and deals double damage on a critical hit. An improvised thrown weapon has a range increment of 10 feet.

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### WEAPON QUALITIES

The weapon a character uses says something about who he or she is. You probably want to equip your character with both a melee weapon and a ranged weapon. If you can’t afford both your melee weapon of choice and your ranged weapon of choice, decide which is more important to the character.

What size of weapon you choose determines how your character can choose to wield it (with one hand or two) and how much damage he or she can deal with it. A two-handed weapon deals more damage than a one-handed weapon, but wielding a two-handed weapon prevents the wielder from using a shield, so that’s a trade- off.

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The number of weapons your character is proficient with depends on his or her class and race. A character can also become proficient with additional weapons by selecting the right feats. See Exotic Weapon Proficiency (page 94), Martial Weapon Proficiency (page 97), and Simple Weapon Proficiency (page 100).

A better weapon is usually more expensive than an inferior one, but more expensive doesn’t always mean better. For instance, a rapier is more expensive than a longsword. For a dexterous rogue with the Weapon Finesse feat, a rapier is a terrific weapon. For a typical fighter, a longsword is better.

When selecting your character’s weapons, keep in mind the fol- lowing factors (given as column headings on Table 7–5).

**Cost:** This value is the weapon’s cost in gold pieces (gp) or silver pieces (sp). The cost includes miscellaneous gear that goes with the weapon, such as a scabbard for a sword or a quiver for arrows. This cost is the same for a Small or Medium version of the weapon. A Large version costs twice the listed price.

**Damage:** The Damage columns give the damage you deal by the weapon on a successful hit. The column labelled “Dmg (S)” is for Small weapons, such as those typically wielded by a gnome or halfling. The column labelled “Dmg (M)” is for Medium weapons, such as those typically wielded by a dwarf, elf, half-elf, half-orc, or human. If two damage ranges are given, such as “1d6/1d6” for the quarterstaff, then the weapon is a double weapon (see Double Weapons, above, and Two-Weapon Fighting, page 160). Use the second damage figure given for the double weapon’s extra attack.

Table 7–4: Tiny and Large Weapon Damage gives weapon damage values for weapons of those sizes. For instance, a Tiny longsword (such as might be wielded by a halfling or gnome fighter under the effect of a *reduce person* spell) deals 1d4 points of damage, while a Large greataxe (wielded by a half-orc barbarian under the effect of an *enlarge person* spell) deals 3d6 points of damage. The Dungeon Master’s Guide has more information on weapons and combat for creatures smaller than Small and larger than Medium.

##### Table 7–4: Tiny and Large Weapon Damage

|  |  |  |
| --- | --- | --- |
| **Medium**  **Weapon Damage** | **Tiny**  **Weapon Damage** | **Large**  **Weapon Damage** |
| 1d2 | — | 1d3 |
| 1d3 | 1 | 1d4 |
| 1d4 | 1d2 | 1d6 |
| 1d6 | 1d3 | 1d8 |
| 1d8 | 1d4 | 2d6 |
| 1d10 | 1d6 | 2d8 |
| 1d12 | 1d8 | 3d6 |
| 2d4 | 1d4 | 2d6 |
| 2d6 | 1d8 | 3d6 |
| 2d8 | 1d10 | 3d8 |
| 2d10 | 2d6 | 4d8 |

*Exception:* Bonus damage over and above a weapon’s normal damage, such as that dealt by a sneak attack or the special ability of a flaming sword, is not multiplied when you score a critical hit.

×2: The weapon deals double damage on a critical hit.

×3: The weapon deals triple damage on a critical hit.

×3/×4: One head of this double weapon deals triple damage on a critical hit. The other head deals quadruple damage on a critical hit.

×4: The weapon deals quadruple damage on a critical hit. 19–20/×2: The weapon scores a threat (a possible critical hit) on a

natural roll of 19 or 20 (instead of just on a 20) and deals double damage on a critical hit. (The weapon has a threat range of 19–20.)

18–20/×2: The weapon scores a threat on a natural roll of 18, 19, or 20 (instead of just on a 20) and deals double damage on a critical hit. (The weapon has a threat range of 18–20.)

19–20/×2: The weapon scores a threat (a possible critical hit) on a natural roll of 19 or 20 (instead of just on a 20) and deals double damage on a critical hit. (The weapon has a threat range of 19–20.)

18–20/×2: The weapon scores a threat on a natural roll of 18, 19, or 20 (instead of just on a 20) and deals double damage on a critical hit. (The weapon has a threat range of 18–20.)

**Range Increment:** Any attack at less than this distance is not penalized for range, so an arrow from a shortbow (range increment 60 feet) can strike at enemies up to 59 feet away or closer with no penalty. However, each full range increment imposes a cumulative – 2 penalty on the attack roll. A shortbow archer firing at a target 200 feet away suffers a –6 penalty on the attack roll(–2 × 3, because 200 feet is at least three range increments but not four). A thrown weapon, such as a throwing axe, has a maximum range of five range increments. A projectile weapon, such as a bow, can shoot up to ten range increments.

**Weight:** This column gives the weight of a Medium version of the weapon. Halve this number for Small weapons, and double it for

Large weapons.

**Type:** Weapons are classified according to the type of damage they deal: bludgeoning, piercing, or slashing. Some monsters may be resistant or immune to attacks from certain types of weapons. For example, a skeleton takes less damage from slashing weapons and piercing weapons.

Some weapons deal damage of multiple types (for example, the morningstar, which deals both bludgeoning and piercing damage). If a weapon is of two types, the damage it deals is not half one type and half another; all of it is both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage from such a weapon.

In other cases, a weapon can deal either of two types of damage (such as the dagger, which can deal either piercing or slashing damage). In a situation when the damage type is significant, the wielder can choose which type of damage to deal with such a weapon.

**Special:** Some weapons have special features. See the weapon descriptions for details.



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**Critical:** The entry in this column notes how the weapon is used with the rules for critical hits. When your character scores a critical hit, roll the damage two, three, or four times, as indicated by its critical multiplier (using all applicable modifiers on each roll), and add all the results together.

### Weapon Descriptions

Weapons found on Table 7–5: Weapons are described below, along with any special options for the wielder (“you”) has for their use. Splash weapons are described under Special Substances and Items, page 128.

**Arrows:** An arrow used as a melee weapon is treated as a light improvised weapon (–4 penalty on attack rolls) and deals damage as a dagger of its size (critical multiplier ×2). Arrows come in a leather quiver that holds 20 arrows. An arrow that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

**Axe, Throwing:** A throwing axe is lighter than a handaxe and balanced for throwing. Gnome fighters often use throwing axes for both melee and ranged attacks.

**Axe, Orc Double:** An orc double axe is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon (see Two-Weapon Fighting, page 160). As its name suggests, it is often found in the hands of powerful orc fighters. A creature wielding an orc double axe in one hand can’t use it as a double weapon—only one end of the weapon can be used in any given round.

**Battleaxe:** The battleaxe is the most common melee weapon among dwarves.

**Bolas:** A set of bolas consists of two or three heavy wooden spheres connected by lengths of cord. Because the bolas can wrap around an enemy’s leg or other limb, you can use this weapon to make a ranged trip attack against an opponent. You can’t be tripped during your own trip attempt when using a set of bolas.

**Bolts:** A crossbow bolt used as a melee weapon is treated as a light improvised weapon (–4 penalty on attack rolls) and deals damage as a dagger of its size (crit ×2). Bolts come in a wooden case that holds 10 bolts (or 5, for a repeating crossbow). A bolt that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

**Bullets, Sling:** Bullets are lead spheres, much heavier than stones of the same size. They come in a leather pouch that holds 10 bullets. A bullet that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

**Chain, Spiked:** A spiked chain has reach, so you can strike opponents 10 feet away with it. In addition, unlike most other weapons with reach, it can be used against an adjacent foe.

Because the chain can wrap around an enemy’s leg or other limb, you can make trip attacks with the chain. If you are tripped during your own trip attempt, you can drop the chain to avoid being

tripped.

When using a spiked chain, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

You can use the Weapon Finesse feat (page 102) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a spiked chain sized for you, even though it isn’t a light weapon for you.

**Club:** A wooden club is so easy to find and fashion that it has no cost.

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**Crossbow, Hand:** This exotic weapon is common among rogues and others who favor stealth over power. You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes attacks of opportunity.

You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons (see Table 8–10: Two-Weapon Fighting Penalties, page 160).

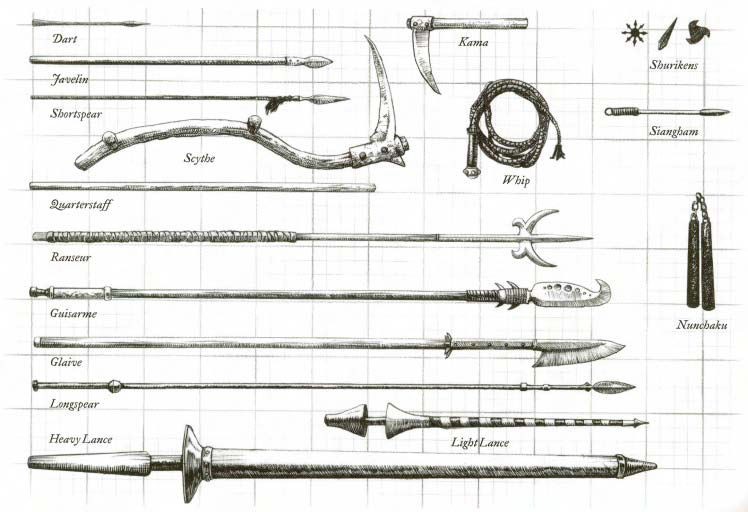
**Crossbow, Heavy:** You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a full-round action that provokes attacks of opportunity.

Normally, operating a heavy crossbow requires two hands. However, you can shoot, but not load, a heavy crossbow with one hand at a –4 penalty on attack rolls. You can shoot a heavy crossbow with each hand, but you take a penalty on attack rolls as if attacking with two one-handed weapons (see Table 8–10: Two-Weapon Fighting Penalties, page 160). This penalty is cumulative with the penalty for one-handed firing.

**Crossbow, Light:** You draw a light crossbow back by pulling a lever. Loading a light crossbow is a move action that provokes attacks of opportunity.

Normally, operating a light crossbow requires two hands.

*Illus. by L. Grant-West*



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However, you can shoot, but not load, a light crossbow with one hand at a –2 penalty on attack rolls. You can shoot a light crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons (see Table 8–10: Two-Weapon Fighting Penalties, page 160). This penalty is cumulative with the penalty for one-handed firing.

**Crossbow, Repeating:** The repeating crossbow (whether heavy

or light) holds 5 crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a free action). Loading a new case of 5 bolts is a full-round action that provokes attacks of opportunity.

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You can fire a repeating crossbow with one hand or fire a repeat-

ing crossbow in each hand in the same manner as you would a normal crossbow of the same size. However, you must fire the weapon with two hands in order to use the reloading lever, and you must use two hands to load a new case of bolts.

**Dagger:** The dagger is a common secondary weapon. You get a +2 bonus on Sleight of Hand checks made to conceal a dagger on your body (see the Sleight of Hand skill, page 81).

**Dagger, Punching:** This dagger puts more force from your punch behind it, making it capable of deadly strikes.

**Dart:** A dart is the size of a large arrow and has a weighted head. Essentially, it is a small javelin.

##### Table 7–5: Weapons

**Simple Weapons Cost Dmg (S) Dmg (M) Critical Range Increment Weight1 Type2**

*Unarmed Attacks*

Gauntlet 2 gp 1d2 1d3 ×2 — 1 lb. Bludgeoning

Unarmed strike — 1d23 1d33

*Light Melee Weapons*

×2 — — Bludgeoning

Dagger 2 gp 1d3 1d4 19–20/ ×2 10 ft. 1 lb. Piercing or slashing Dagger, punching 2 gp 1d3 1d4 ×3 — 1 lb. Piercing

Gauntlet, spiked 5 gp 1d3 1d4 ×2 — 1 lb. Piercing

M ace, light 5 gp 1d4 1d6 ×2 — 4 lb. Bludgeoning Sickle 6 gp 1d4 1d6 ×2 — 2 lb. Slashing

*One-Handed Melee Weapons*

Club — 1d4 1d6 ×2 10 ft. 3 lb. Bludgeoning M ace, heavy 12 gp 1d6 1d8 ×2 — 8 lb. Bludgeoning

M orningstar 8 gp 1d6 1d8 ×2 — 6 lb. Bludgeoning and piercing Shortspear 1 gp 1d4 1d6 ×2 20 ft. 3 lb. Piercing

*Two-Handed Melee Weapons*

Longspear4 5 gp 1d6 1d8 ×3 — 9 lb. Piercing Quarterstaff5 — 1d4/ 1d4 1d6/ 1d6 ×2 — 4 lb. Bludgeoning Spear 2 gp 1d6 1d8 ×3 20 ft. 6 lb. Piercing

*Ranged Weapons*

Crossbow, heavy 50 gp 1d8 1d10 19–20/ ×2 120 ft. 8 lb. Piercing

Bolts, crossbow (10) 1 gp — — — — 1 lb. — Crossbow, light 35 gp 1d6 1d8 19–20/ ×2 80 ft. 4 lb. Piercing

Bolts, crossbow (10) 1 gp — — — — 1 lb. —

Dart 5 sp 1d3 1d4 ×2 20 ft. 1/ 2 lb. Piercing

Javelin 1 gp 1d4 1d6 ×2 30 ft. 2 lb. Piercing

Sling — 1d3 1d4 ×2 50 ft. 0 lb. Bludgeoning Bullets, sling (10) 1 sp — — — — 5 lb. —



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**Martial Weapons Cost Dmg (S) Dmg (M) Critical Range Increment Weight1 Type2**

*Light Melee Weapons*

Axe, throwing 8 gp 1d4 1d6 ×2 10 ft. 2 lb. Slashing

H ammer, light 1 gp 1d3 1d4 ×2 20 ft. 2 lb. Bludgeoning H andaxe 6 gp 1d4 1d6 ×3 — 3 lb. Slashing Kukri 8 gp 1d3 1d4 18–20/ ×2 — 2 lb. Slashing Pick, light 4 gp 1d3 1d4 ×4 — 3 lb. Piercing

Sap 1 gp 1d43 1d63 ×2 — 2 lb. Bludgeoning Shield, light special 1d2 1d3 ×2 — special Bludgeoning Spiked armor special 1d4 1d6 ×2 — special Piercing Spiked shield, light special 1d3 1d4 ×2 — special Piercing Sword, short 10 gp 1d4 1d6 19–20/ ×2 — 2 lb. Piercing

*One-Handed Melee Weapons*

Battleaxe 10 gp 1d6 1d8 ×3 — 6 lb. Slashing Flail 8 gp 1d6 1d8 ×2 — 5 lb. Bludgeoning Longsword 15 gp 1d6 1d8 19–20/ ×2 — 4 lb. Slashing Pick, heavy 8 gp 1d4 1d6 ×4 — 6 lb. Piercing Rapier 20 gp 1d4 1d6 18–20/ ×2 — 2 lb. Piercing Scimitar 15 gp 1d4 1d6 18–20/ ×2 — 4 lb. Slashing Shield, heavy special 1d3 1d4 ×2 — special Bludgeoning Spiked shield, heavy special 1d4 1d6 ×2 — special Piercing Trident 15 gp 1d6 1d8 ×2 10 ft. 4 lb. Piercing Warhammer 12 gp 1d6 1d8 ×3 — 5 lb. Bludgeoning

**Falchion:** This sword, which is essentially a two-handed scimitar, has a curve that gives it the effect of a keener edge.

**Flail, Dire:** A dire flail is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon (see Two-Weapon Fighting, page 160). A creature wielding a dire flail in one hand can’t use it as a double weapon— only one end of the weapon can be used in any given round.

When using a dire flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the opposed attack roll to avoid

being disarmed if such an attempt fails).

You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the dire flail to avoid being tripped.

**Flail or Heavy Flail:** With a flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped.

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**Gauntlet:** This metal glove protects your hands and lets you deal

*Two-Handed Melee Weapons*

|  |  |  |  |
| --- | --- | --- | --- |
| Falchion | 75 gp | 1d6 2d4 18–20/ ×2 — 8 lb. | Slashing |
| Glaive4 | 8 gp | 1d8 1d10 ×3 — 10 lb. | Slashing |
| Greataxe | 20 gp | 1d10 1d12 ×3 — 12 lb. | Slashing |
| Greatclub | 5 gp | 1d8 1d10 ×2 — 8 lb. | Bludgeoning |
| Flail, heavy | 15 gp | 1d8 1d10 19–20/ ×2 — 10 lb. | Bludgeoning |
| Greatsword | 50 gp | 1d10 2d6 19–20/ ×2 — 8 lb. | Slashing |
| Guisarme4 | 9 gp | 1d6 2d4 ×3 — 12 lb. | Slashing |
| H alberd | 10 gp | 1d8 1d10 ×3 — 12 lb. | Piercing or slashing |
| Lance4 | 10 gp | 1d6 1d8 ×3 — 10 lb. | Piercing |
| Ranseur4 | 10 gp | 1d6 2d4 ×3 — 12 lb. | Piercing |
| Scythe | 18 gp | 1d6 2d4 ×4 — 10 lb. | Piercing or slashing |
| *Ranged Weapons* |  |  |  |
| Longbow | 75 gp | 1d6 1d8 ×3 100 ft. 3 lb. | Piercing |
| Arrows (20) | 1 gp | — — — — 3 lb. | — |
| Longbow, composite | 100 gp | 1d6 1d8 ×3 110 ft. 3 lb. | Piercing |
| Arrows (20) | 1 gp | — — — — 3 lb. | — |
| Shortbow | 30 gp | 1d4 1d6 ×3 60 ft. 2 lb. | Piercing |
| Arrows (20) | 1 gp | — — — — 3 lb. | — |
| Shortbow, composite | 75 gp | 1d4 1d6 ×3 70 ft. 2 lb. | Piercing |
| Arrows (20)  **Exotic Weapons** | 1 gp  **Cost** | — — — — 3 lb.  **Dmg (S) Dmg (M) Critical Range Increment Weight1** | —  **Type2** |
| *Light Melee Weapons* |  |  |  |
| Kama | 2 gp | 1d4 1d6 ×2 — 2 lb. | Slashing |
| Nunchaku | 2 gp | 1d4 1d6 ×2 — 2 lb. | Bludgeoning |
| Sai | 1 gp | 1d3 1d4 ×2 10 ft. 1 lb. | Bludgeoning |
| Siangham | 3 gp | 1d4 1d6 ×2 — 1 lb. | Piercing |

*One-Handed Melee Weapons*

Sword, bastard 35 gp 1d8 1d10 19–20/ ×2 — 6 lb. Slashing Waraxe, dwarven 30 gp 1d8 1d10 ×3 — 8 lb. Slashing

Whip4

*Two-Handed Melee Weapons*

1 gp 1d23 1d33 ×2 2 lb. Slashing

Axe, orc double5 60 gp 1d6/ 1d6 1d8/ 1d8 ×3 — 15 lb. Slashing Chain, spiked4 25 gp 1d6 2d4 ×2 — 10 lb. Piercing Flail, dire5 90 gp 1d6/ 1d6 1d8/ 1d8 ×2 — 10 lb. Bludgeoning

H ammer, gnome hooked5 20 gp 1d6/ 1d4 1d8/ 1d6 ×3/ ×4 — 6 lb. Bludgeoning and piercing Sword, two-bladed5 100 gp 1d6/ 1d6 1d8/ 1d8 19–20/ ×2 — 10 lb. Slashing

Urgrosh, dwarven5 50 gp 1d6/ 1d4 1d8/ 1d6 ×3 — 12 lb. Slashing or piercing

*Ranged Weapons*

Bolas 5 gp 1d33 1d43 ×2 10 ft. 2 lb. Bludgeoning



Crossbow, hand 100 gp 1d3 1d4 19–20/ ×2 30 ft. 2 lb. Piercing Bolts (10) 1 gp — — — — 1 lb. —

Crossbow, repeating heavy 400 gp 1d8 1d10 19–20/ ×2 120 ft. 12 lb. Piercing Bolts (5) 1 gp — — — — 1 lb. —

Crossbow, repeating light 250 gp 1d6 1d8 19–20/ ×2 80 ft. 6 lb. Piercing Bolts (5) 1 gp — — — — 1 lb. —

Net 20 gp — — — 10 ft. 6 lb. — Shuriken (5) 1 gp 1 1d2 ×2 10 ft. 1/ 2 lb. Piercing

1. Weight figures are for M edium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.
2. When two types are given, the weapon is both types if the entry specifies “ and,” or either type (player’s choice at time of attack) if the entry specifies “ or.”
3. The weapon deals nonlethal damage rather than lethal damage. 4 Reach weapon.

5 Double weapon.

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lethal damage rather than nonlethal damage with unarmed strikes. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet. Medium and heavy armors (except breastplate) come with gauntlets.

**Gauntlet, Spiked:** Your opponent cannot use a disarm action to disarm you of spiked gauntlets. The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack.

**Glaive:** A glaive has reach. You can strike opponents 10 feet away with it, but you can’t use it against an adjacent foe.

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**Greataxe:** This big, heavy axe is a favorite of barbarians and any- body else who wants the capability to deal out incredible damage.

**Greatclub:** A greatclub is a two-handed version of a regular club. It is often studded with nails or spikes or ringed by bands of iron.

**Greatsword:** Adventurers recognize the greatsword as one of the best melee weapons available. It’s reliable and powerful.

**Guisarme:** A guisarme has reach. You can strike opponents 10 feet away with it, but you can’t use it against an adjacent foe.

Because of a guisarme’s curved blade, you can also use it to make trip attacks. If you are tripped during your own trip attempt, you can drop the guisarme to avoid being tripped.

**Halberd:** Normally, you strike with a halberd’s axe head, but the spike on the end is useful against charging opponents. If you use a ready action to set a halberd against a charge, you deal double damage on a successful hit against a charging character.

You can use the hook on the back of a halberd to make trip attacks. If you are tripped during your own trip attempt, you can drop the halberd to avoid being tripped.

**Hammer, Gnome Hooked:** A gnome hooked hammer is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties

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associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon (see Two-Weapon Fighting, page 160). The hammer’s blunt head is a bludgeoning weapon that deals 1d6 points of damage (crit ×3). Its hook is a piercing weapon that deals 1d4 points of damage (crit ×4). You can use either head as the primary weapon. The other head is the offhand weapon. A creature wielding a gnome hooked hammer in one hand can’t use it as a double weapon—only one end of the weapon can be used in any given round.

You can use a gnome hooked hammer to make trip attacks. If you are tripped during your own trip attempt, you can drop the gnome hooked hammer to avoid being tripped.

Gnomes treat gnome hooked hammers as martial weapons.

**Hammer, Light:** This is a small sledge light enough to throw. It is favored by dwarves.

**Handaxe:** Dwarves favor these axes as off-hand weapons.

**Javelin:** This weapon is a light, flexible spear intended for throwing. You can use it in melee, but not well. Since it is not designed for melee, you are treated as nonproficient with it and take a –4 penalty on attack rolls if you use a javelin as a melee weapon.

**Kama:** The kama is a special monk weapon. This designation gives a monk (see Chapter 3: Classes) wielding a kama special options.

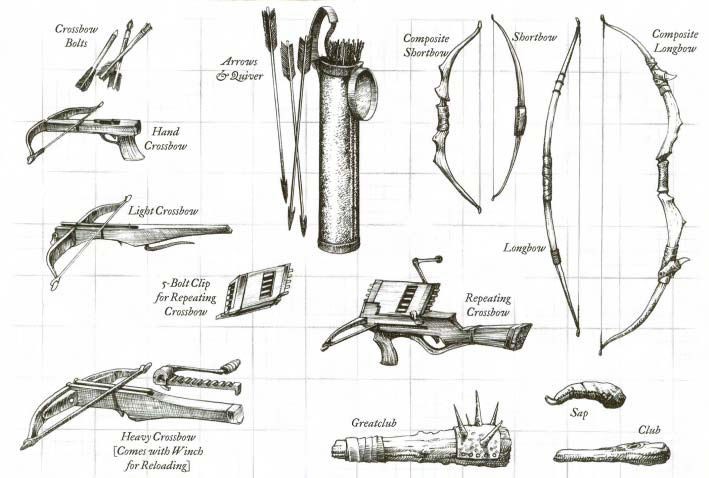
Because of a kama’s shape, you can use it to make trip attacks. If you are tripped during your own trip attempt, you can drop the kama to avoid being tripped.

**Kukri:** This heavy, curved knife has its sharp edge on the inside of the curve.

**Lance:** A lance deals double damage when used from the back of a charging mount. It has reach, so you can strike opponents 10 feet away with it, but you can’t use it against an adjacent foe.

While mounted, you can wield a lance with one hand.

**Longbow:** You need at least two hands to use a bow, regardless of



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its size. A longbow is too unwieldy to use while you are mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a longbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite longbow (see below) but not a regular longbow.

**Longbow, Composite:** You need at least two hands to use a bow,

regardless of its size. You can use a composite longbow while mounted. Composite bows are made from laminated horn, wood, or bone and built with a recurve, meaning that the bow remains bow- shaped even when unstrung. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is less than the strength rating of the composite bow, you can’t effectively use it, so you take a –2 penalty on attacks with it. The default composite longbow requires a Strength modifier of +0 or higher to use with proficiency. A composite longbow can be made with a high strength rating (representing an especially heavy pull) to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 gp to its cost. For instance, a composite longbow (+1 Str bonus) costs 200 gp, while a composite longbow (+4 Str bonus) costs 500 gp.

For example, Tordek has a +2 Strength bonus. With a regular composite longbow, he gets no modifier on damage rolls. For 200 gp, he can buy a composite longbow (+1 Str bonus), which lets him add +1 to his damage rolls. For 300 gp, he can buy one that lets him add his entire +2 Strength bonus. Even if he paid 400 gp for a composite longbow (+3 Str bonus), he would still get only a +2 bo- nus on damage rolls and takes a –2 penalty on attacks with it because his Strength is insufficient to use the weapon to best advantage. The bow can’t grant him a higher bonus than he already has.

For purposes of weapon proficiency and similar feats, a composite longbow is treated as if it were a longbow. Thus, if you have Weapon Focus (longbow), that feat applies both to longbows and composite longbows.

**Longspear:** A longspear has reach. You can strike opponents 10 feet away with it, but you can’t use it against an adjacent foe. If you use a ready action to set a longspear against a charge, you deal double damage on a successful hit against a charging character.

**Longsword:** This classic, straight blade is the weapon of knighthood and valor. It is a favorite weapon of many paladins.

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**Mace, Heavy or Light:** A mace is made of metal, even the haft, which makes it quite heavy and very hard to break.

**Net:** A fighting net has small barbs in the weave and a trailing rope to control netted opponents. You use it to entangle enemies.

When you throw a net, you make a ranged touch attack against your target. A net’s maximum range is 10 feet. If you hit, the target is entangled. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty on Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must make a DC 15 Concentration check or be unable to cast the spell.

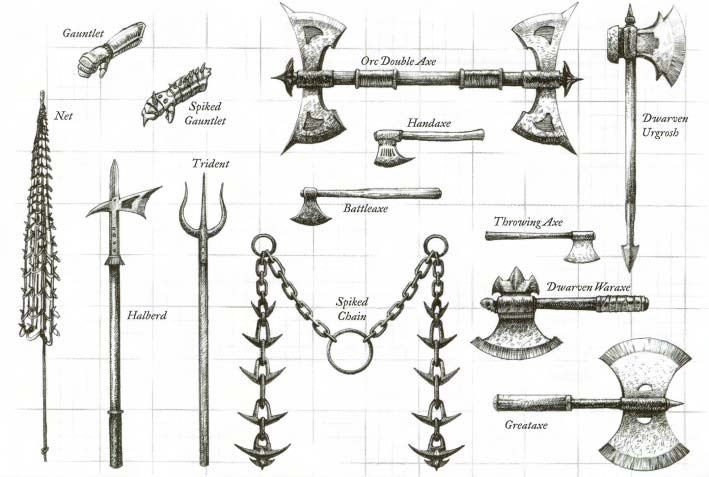
An entangled creature can escape with a DC 20 Escape Artist

check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action).

A net is useful only against creatures within one size category of you. For instance, a Small character wielding a net can entangle Tiny, Small, or Medium creatures.

A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack

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roll. After the net is unfolded, you take a –4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a nonproficient one to do so.

**Nunchaku:** The nunchaku is a special monk weapon. This des- ignation gives a monk wielding a nunchaku special options. With a nunchaku, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

**Pick, Heavy or Light:** A pick is designed to concentrate the force of its blow on a small area. A light or heavy pick resembles a miner’s pick but is specifically designed for war.

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**Quarterstaff:** The quarterstaff is the favorite weapon of many characters, from travelers, peasants, and merchants to monks, rangers, and wizards. A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon (see Two-Weapon Fighting, page 160). You can also strike with either end singly, a fact that allows you to take full advantage of openings in your opponent’s defenses. A creature wielding a quarterstaff in one hand can’t use it as a double weapon—only one end of the weapon can be used in any given round.

The quarterstaff is a special monk weapon. This designation gives a monk (see Chapter 3: Classes) wielding a quarterstaff special options.

**Ranseur:** A ranseur has reach. You can strike opponents 10 feet away with it, but you can’t use it against an adjacent foe.

With a ranseur, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

**Rapier:** You can use the Weapon Finesse feat page 102) to apply your Dexterity modifier instead of your Strength modifier to attack

rolls with a rapier sized for you, even though it isn’t a light weapon for you. You can’t wield a rapier in two hands in order to apply 1-1/2 times your Strength bonus to damage.

**Sai:** A sai’s pronglike extrusions are designed to help catch and disarm opponent’s weapons. With a sai, you get a +4 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

The sai is a special monk weapon. This designation gives a monk (see Chapter 3: Classes) wielding a sai special options.

**Sap:** A sap comes in handy when you want to knock an opponent out instead of killing it.

Scimitar: The curve on this blade gives it the effect of a keener edge.

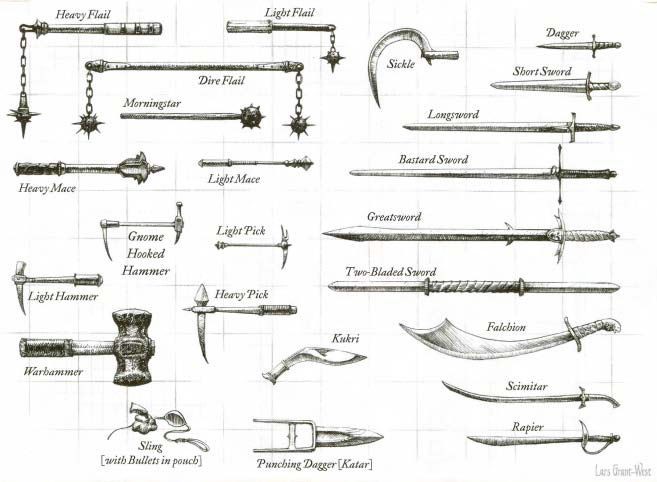
**Scythe:** While it resembles the standard farm implement of the same name, this scythe is balanced and strengthened for war. The design of the scythe focuses tremendous force on the sharp point, as well as allowing devastating slashes with the blade edge.

Because of a scythe’s shape, you can use it to make trip attacks. If you are tripped during your own trip attempt, you can drop the scythe to avoid being tripped.

**Shield, Heavy or Light:** You can bash with a shield instead of using it for defense. See Armor, later in this chapter.

**Shortbow:** You need at least two hands to use a bow, regardless of its size. You can use a shortbow while mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a shortbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite shortbow (see below) but not a regular shortbow.

**Shortbow, Composite:** You need at least two hands to use a bow, regardless of its size. You can use a composite shortbow while mounted. Composite bows are made from laminated horn, wood, or bone and built with a recurve, meaning that the bow remains bow- shaped even when unstrung. All composite bows are made with a



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particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is lower than the strength rating of the composite bow, you can’t effectively use it, so you take a –2 penalty on attacks with it. The default composite shortbow requires a Strength modifier of +0 or higher to use with proficiency. A composite shortbow can be made with a high strength rating to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 75 gp to its cost. For instance, a composite shortbow (+1 Str bonus) costs 150 gp, while a composite shortbow (+4 Str bonus) costs 375 gp.



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For example, Tordek has a +2 Strength bonus. With a regular composite shortbow, he gets no modifier on damage rolls. For 150 gp, he can buy a composite shortbow (+1 Str bonus), which lets him add +1 to his damage rolls. For 225 gp, he can buy one that lets him add his entire +2 Strength bonus. Even if he paid 300 gp for a composite shortbow (+3 Str bonus), he would still get only a +2 bonus on damage rolls and takes a –2 penalty on attacks with it because his Strength is insufficient to use the weapon to best advantage. The bow can’t grant him a higher bonus than he already has.

For purposes of weapon proficiency and similar feats, a composite shortbow is treated as if it were a shortbow. Thus, if you have Weapon Focus (shortbow), that feat applies both to short-bows and composite shortbows.

**Shortspear:** A shortspear is small enough to wield one-handed. It may also be thrown.

**Shuriken:** A shuriken is a special monk weapon. This designa- tion gives a monk (see Chapter 3: Classes) wielding shuriken special options. A shuriken can’t be used as a melee weapon.

Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them (see Masterwork Weapons, below), and what happens to them after they are thrown.

**Siangham:** The siangham is a special monk weapon. This des- ignation gives a monk (see Chapter 3: Classes) wielding a siangham special options.

**Sickle:** This weapon is like a farmer’s sickle, but it is strengthened for use as a weapon. It is favored by druids and by anyone who wants a weapon that might be overlooked by guards.

Because of a sickle’s shape, you can also use it to make trip attacks. If you are tripped during your own trip attempt, you can drop the sickle to avoid being tripped.

**Sling:** A sling hurls lead bullets. It doesn’t shoot as far as a cross- bow, nor is it as powerful as a bow, but it’s cheap and easy to improvise from common materials. Druids and halflings favor slings. Your Strength modifier applies to damage rolls when you use a sling, just as it does for thrown weapons. You can fire, but not load, a sling with one hand. Loading a sling is a move action that requires two hands and provokes attacks of opportunity.

You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapon were designed for a creature one size category smaller than you (for instance, 1d3 instead of 1d4, or 1d2 instead of 1d3) and you take a –1 penalty on attack rolls.

**Spear:** One of the simplest weapons in existence, the spear is favored by druids and sorcerers. It can be thrown. If you use a ready action to set a spear against a charge, you deal double damage on a successful hit against a charging character.

**Spiked Armor:** You can outfit your armor with spikes, which can deal damage in a grapple or as a separate attack. See Armor, later in this chapter.

**Spiked Shield, Heavy or Light:** You can bash with a spiked shield instead of using it for defense. See Armor, later in this chapter.

**Strike, Unarmed:** A Medium character deals 1d3 points of nonlethal damage with an unarmed strike, which may be a punch, kick, head butt, or other type of attack. A Small character deals 1d2 points of nonlethal damage. A monk or any character with the Improved Unarmed Strike feat can deal lethal or nonlethal damage with unarmed strikes, at her option. The damage from an unarmed strike is considered weapon damage for the purposes of effects that give you a bonus on weapon damage rolls.

An unarmed strike is always considered a light weapon. There- fore, you can use the Weapon Finesse feat (page 102) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with an unarmed strike.

**Sword, Bastard:** bastard swords are also known as hand-and-a- half swords. A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a bastard sword two-handed as a martial weapon.

**Sword, Short:** This sword is popular as an off-hand weapon.

**Sword, Two-Bladed:** A two-bladed sword is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon (see Two-Weapon Fighting, page 160). A creature wielding a two-bladed sword in one hand can’t use it as a double weapon—only one end of the weapon can be used in any given round.

**Trident:** This three-tined piercing weapon can be thrown just as a shortspear or spear can be, but its range increment is shorter because it’s not as aerodynamic as those other weapons. If you use a ready action to set a trident against a charge, you deal double damage on a successful hit against a charging character.

**Urgrosh, Dwarven:** A dwarven urgrosh is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon (see Two-Weapon Fighting, page 160). The urgrosh’s axe head is a slashing weapon that deals 1d8 points of damage. Its spear head is a piercing weapon that deals 1d6 points of damage. You can use either head as the primary weapon. The other is the off-hand weapon. A creature wielding a dwarven urgrosh in one hand can’t use it as a double weapon—only one end of the weapon can be used in any given round.

If you use a ready action to set an urgrosh against a charge, you deal double damage if you score a hit against a charging character. If you use an urgrosh against a charging character, the spear head is the part of the weapon that deals damage.

An urgrosh is also called a spear-axe. Dwarves treat dwarven urgroshes as martial weapons.

**Waraxe, Dwarven:** A dwarven waraxe is too large to use in one hand without special training; thus, it is an exotic weapon. A

Medium character can use a dwarven waraxe two-handed as a martial weapon, or a Large creature can use it one-handed in the same way. A dwarf treats a dwarven waraxe as a martial weapon even when using it in one hand.

**Warhammer:** This weapon, favored by dwarves, is a one-handed sledge or maul with a large, heavy head.

**Whip:** A whip deals nonlethal damage. It deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher. The whip is treated as a melee weapon with 15-foot reach, though you don’t threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).

Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon.

Because a whip can wrap around an enemy’s leg or other limb, you can make trip attacks with a it. If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped.

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When using a whip, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to keep from being disarmed if the attack fails).

You can use the Weapon Finesse feat (page 102) to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a whip sized for you, even though it isn’t a light weapon for you.

### MASTERWORK WEAPONS

A masterwork weapon is a finely crafted version of a normal weapon. Wielding it provides a +1 enhancement bonus on attack rolls.

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You can’t add the masterwork quality to a weapon after it is cre- ated; it must be crafted as a masterwork weapon (see the Craft skill, page 70). The masterwork quality adds 300 gp to the cost of a normal weapon (or 6 gp to the cost of a single unit of ammunition, such as an arrow). For example, a masterwork bastard sword costs 335 gp, while a set of 10 masterwork arrows costs 70 gp. Adding the masterwork quality to a double weapon costs twice the normal increase (+600 gp).

Masterwork ammunition is damaged (effectively destroyed) when used. The enhancement bonus of masterwork ammunition does not stack with any enhancement bonus of the projectile weapon firing it.

All magic weapons are automatically considered to be of masterwork quality. The enhancement bonus granted by the masterwork quality doesn’t stack with the enhancement bonus provided by the weapon’s magic.

Even though some types of armor and shields (such as spiked shields) can be used as weapons, you can’t create a masterwork ver- sion of such an item that confers an enhancement bonus on attack rolls. Instead, masterwork armor and shields have lessened armor check penalties (see Masterwork Armor, page 126).

ARMOR

Your armor protects you in combat, but it can also slow you down. See Table 7–6: Armor and Shields for the list of armors available. The information given on this table is for armor sized for Medium creatures. The time it takes to get into or out of armor depends on its type (see Table 7–7: Donning Armor).

### ARMOR QUALITIES

Armor isn’t the only fashion statement a character can make, but it’s a big one. In addition, depending on class, a character may be proficient with all, some, or no armors, including shields. To wear heavier armor effectively, you can select the Armor Proficiency feats (page 89), but most classes are automatically proficient in the armors that work best for them.

Armor and shields can take damage from some types of attacks (see Sunder, page 158, and Smashing an Object, page 165).

When selecting your character’s armor, keep in mind the fol- lowing factors (given as column headings on Table 7–6: Armor and Shields).

**Cost:** The cost of the armor for Small or Medium humanoid creatures. See the Armor for Unusual Creatures sidebar for armor prices for other creatures.

**Armor/Shield Bonus:** Each armor grants an armor bonus to AC, while shields grant a shield bonus to AC. The armor bonus from a suit of armor doesn’t stack with other effects or items that grant an armor bonus, such as the *mage armor* spell or *bracers of armor*.. Similarly, the shield bonus from a shield doesn’t stack with other effects that grant a shield bonus, such as the *shield* spell.

**Maximum Dex Bonus:** This number is the maximum Dexterity bonus to AC that this type of armor allows. Heavier armors limit your mobility, reducing your ability to dodge blows. For example, chainmail permits a maximum Dexterity bonus of +2. A character

with a Dexterity score of 18 normally gains a +4 bonus to his AC, but wearing chainmail drops that bonus to +2. Such a character’s final Armor Class would be 17 (10 base + 5 armor bonus + 2 Dex bonus = 17), assuming he has no other modifiers. This restriction doesn’t affect any other Dexterity-related abilities (such as Reflex saves and skill checks).

Even if a character’s Dexterity bonus to AC drops to 0 because of armor, this situation does not count as losing a Dexterity bonus to AC. For example, a rogue can’t sneak attack a character just because you’re wearing half-plate.

Your character’s encumbrance (the amount of gear he or she carries) may also restrict the maximum Dexterity bonus that can be applied to his or her Armor Class; see Encumbrance by Armor, page 161, for details.

*Shields:* Shields do not affect a character’s maximum Dexterity bonus.

**Armor Check Penalty:** Anything heavier than leather hurts a character’s ability to use some skills. An armor check penalty number is the penalty that applies to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks by a character wearing a certain kind of armor. Double the normal armor check penalty is applied to Swim checks. Some characters don’t much care about the armor check penalty, but others do. The barbarian, in particular, faces a trade-off between heavier armor and better skill check results. A character’s encumbrance (the amount of gear carried, including armor) may also apply an armor check penalty; see Encumbrance by Armor, page 161, for details.

*Shields:* If a character is wearing armor and using a shield, both armor check penalties apply.

*Nonproficient with Armor Worn:* A character who wears armor and/or uses a shield with which he or she is not proficient takes the armor’s (and/or shields’s) armor check penalty on attack rolls and on all Strength-based and Dexterity-based ability and skill checks. The penalty for nonproficiency with armor stacks with the penalty for nonprofiency with shields.

*Sleeping in Armor:* A character who sleeps in medium or heavy armor is automatically fatigued the next day. He or she takes a –2 penalty on Strength and Dexterity and can’t charge or run. Sleeping in light armor does not cause fatigue.

**Arcane Spell Failure:** Armor interferes with the gestures that a

spellcaster must make to cast an arcane spell that has a somatic component. Arcane spellcasters face the possibility of arcane spell failure if they’re wearing armor, so wizards and sorcerers usually don’t do so. Bards can wear light armor without incurring any arcane spell failure chance for their bard spells.

*Casting an Arcane Spell in Armor:* A character who casts an arcane spell while wearing armor must usually make an arcane spell failure roll. The number in the Arcane Spell Failure column on Table 7–6 is the chance that the spell fails and is ruined. If the spell lacks a somatic component, however, it can be cast with no chance of arcane spell failure.

*Shields:* If a character is wearing armor and using a shield, add the two numbers together to get a single arcane spell failure chance.

**Speed:** Medium and heavy armor slows the wearer down. It’s better to be slow and alive than to be quick and dead, but don’t neglect to give speed some thought. The number on Table 7–6 is the character’s speed while wearing the armor. Humans, elves, half- elves, and half-orcs have an unencumbered speed of 30 feet. They use the first column. Dwarves, gnomes, and halflings have an unencumbered speed of 20 feet. They use the second column. Remember, however, that a dwarf’s land speed remains 20 feet even in medium or heavy armor or when carrying a medium or heavy load.

*Shields:* Shields do not affect a character’s speed.

**Weight:** This column gives the weight of the armor sized for a Medium wearer. Armor fitted for Small characters weighs half as much, and armor for Large characters weighs twice as much.

##### Table 7–6: Armor and Shields

**Armor/Shield Maximum Armor Arcane Spell —–— Speed ——–**

**Armor Cost Bonus Dex Bonus Check Penalty Failure Chance (30 ft.) (20 ft.) Weight1**

Light armor

Padded 5 gp +1 +8 0 5% 30 ft. 20 ft. 10 lb.

Leather 10 gp +2 +6 0 10% 30 ft. 20 ft. 15 lb.

Studded leather 25 gp +3 +5 –1 15% 30 ft. 20 ft. 20 lb.

Chain shirt 100 gp +4 +4 –2 20% 30 ft. 20 ft. 25 lb.

M edium armor

H ide 15 gp +3 +4 –3 20% 20 ft. 15 ft. 25 lb.

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Scale mail 50 gp +4 +3 –4 25% 20 ft. 15 ft. 30 lb.

Chainmail 150 gp +5 +2 –5 30% 20 ft. 15 ft. 40 lb.

Breastplate 200 gp +5 +3 –4 25% 20 ft. 15 ft. 30 lb.

H eavy armor

Splint mail 200 gp +6 +0 –7 40% 20 ft.2 15 ft.2 45 lb.

Banded mail 250 gp +6 +1 –6 35% 20 ft.2 15 ft.2 35 lb.

H alf-plate 600 gp +7 +0 –7 40% 20 ft.2 15 ft.2 50 lb.

Full plate 1,500 gp +8 +1 –6 35% 20 ft.2 15 ft.2 50 lb.

Shields

Buckler 15 gp +1 — –1 5% — — 5 lb.

Shield, light wooden 3 gp +1 — –1 5% — — 5 lb.

Shield, light steel 9 gp +1 — –1 5% — — 6 lb.

Shield, heavy wooden 7 gp +2 — –2 15% — — 10 lb.

Shield, heavy steel 20 gp +2 — –2 15% — — 15 lb.

Shield, tower 30 gp +43 +2 –10 50% — — 45 lb.

Extras

Armor spikes +50 gp — — — — — — +10 lb. Gauntlet, locked 8 gp — — Special 4 — — +5 lb. Shield spikes +10 gp — — — — — — +5 lb.

1. Weight figures are for armor sized to fit M edium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.
2. When running in heavy armor, you move only triple your speed, not quadruple. 3 A tower shield can instead grant you cover. See the description.

4 H and not free to cast spells.

### GETTING INTO AND OUT OF ARMOR

The time required to don armor depends on its type; see Table 7–7: Donning Armor.

**Don:** This column on Table 7–7 tells how long it takes a character to put the armor on. (One minute is 10 rounds.) Readying (strapping on) a shield is only a move action.

**Don Hastily:** This column tells how long it takes to put the armor on in a hurry. The armor check penalty and armor bonus for hastily donned armor are each 1 point worse than normal. For example, if Tordek donned his scale mail hastily, it would take him 1

#### ARMOR FOR UNUSUAL CREATURES

Armor and shields for unusually big creatures, unusually little creatures, and nonhumanoid creatures have different costs and weights from those given on Table 7–6: Armor and Shields. Refer to the appropriate line on the table below and apply the multipliers to cost and weight for the armor type in question.

**Humanoid Nonhumanoid**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Size** | **Cost** | **Weight** | **Cost** | **Weight** |
| Tiny or smaller1 | ×1/ 2 | ×1/ 10 | ×1 | ×1/ 10 |
| Small | ×1 | ×1/ 2 | ×2 | ×1/ 2 |
| M edium | ×1 | ×1 | ×2 | ×1 |
| Large | ×2 | ×2 | ×4 | ×2 |
| H uge | ×4 | ×5 | ×8 | ×5 |
| Gargantuan | ×8 | ×8 | ×16 | ×8 |
| Colossal | ×16 | ×12 | ×32 | ×12 |

minute (10 rounds), the armor would provide only a +3 bonus to his AC (instead of +4), and his armor check penalty would be –5 (instead of –4).

**Remove:** This column tells how long it takes to get the armor off (important to know if you are suddenly submerged; see the drowning rules in the *Dungeon Master’s Guide*). Loosing a shield (removing it from the arm and dropping it) is only a move action.

##### Table 7–7: Donning Armor

**Armor Type Don Don Hastily Remove** Shield (any) 1 move action n/ a 1 move action Padded, 1 minute 5 rounds 1 minute1

leather, hide, studded leather, or chain shirt

Breastplate, 4 minutes1 1 minute 1 minute1

scale mail, chainmail, banded mail, or splint mail

H alf-plate 4 minutes2 4 minutes1 1d4+1 minutes1

or full plate

1. If the character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters can’t help each other don armor at the same time.
2. The wearer must have help to don this armor. Without help, it can be donned only hastily.

1 Divide armor bonus by 2.



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### ARMOR DESCRIPTIONS

The types of armor found on Table 7–6: Armor and Shields are described below (in alphabetical order), along with any special benefits they confer on the wearer (“you”).

**Armor Spikes:** You can have spikes added to your armor, which allow you to deal extra piercing damage (see Table 7–5: Weapons) on a successful grapple attack. The spikes count as a martial weapon. If you are not proficient with them, you take a –4 penalty on grapple checks when you try to use them. You can also make a regular melee attack (or off-hand attack) with the spikes, and they count as a light weapon in this case. (You can’t also make an attack with armor spikes if you have already made an attack with another off-hand weapon, and vice versa.)

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An enhancement bonus to a suit of armor does not improve the spikes’ effectiveness, but the spikes can be made into magic weapons in their own right.

**Banded Mail:** This armor is made of overlapping strips of metal sewn to a backing of leather and chainmail. The strips cover vulnerable areas, while the chain and leather protect the joints and provide freedom of movement. Straps and buckles distribute the weight evenly. The suit includes gauntlets.

**Breastplate:** A breastplate covers your front and your back. It comes with a helmet and greaves (plates to cover your lower legs). A light suit or skirt of studded leather beneath the breastplate protects your limbs without restricting movement much.

**Buckler:** This small metal shield is worn strapped to your fore- arm. You can use a bow or crossbow without penalty while carrying it. You can also use your shield arm to wield a weapon (whether you are using an off-hand weapon or using your off hand to help wield a two-handed weapon), but you take a –1 penalty on attack rolls while doing so because of the extra weight on your arm. This penalty stacks with those that may apply for fighting with your off hand and for fighting with two weapons. In any case, if you use a weapon in your off hand, you don’t get the buckler’s AC bonus for the rest of the round.

You can’t bash someone with a buckler.

**Chain Shirt:** A chain shirt protects your torso while leaving your limbs free and mobile. It includes a layer of quilted fabric worn underneath to prevent chafing and to cushion the impact of blows. A chain shirt comes with a steel cap.

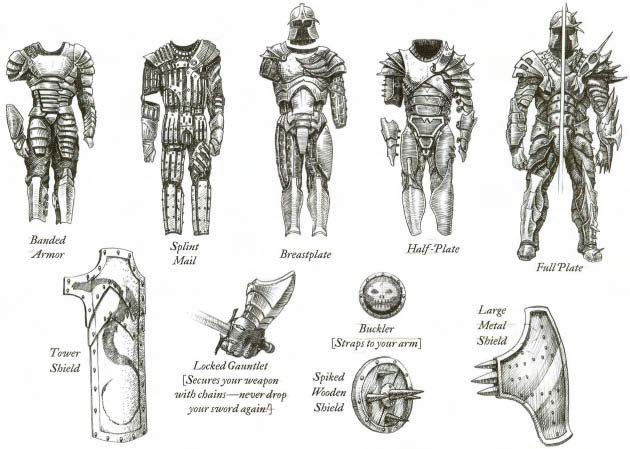
**Chainmail:** This armor is made of interlocking metal rings. It includes a layer of quilted fabric worn underneath to prevent chaf- ing and to cushion the impact of blows. Several layers of mail are hung over vital areas. Most of the armor’s weight hangs from the shoulders, making chainmail uncomfortable to wear for long periods of time. The suit includes gauntlets.

**Full Plate:** This armor consists of shaped and fitted metal plates riveted and interlocked to cover the entire body. The suit includes gauntlets, heavy leather boots, a visored helmet, and a thick layer of padding that is worn underneath the armor. Buckles and straps distribute the weight over the body, so full plate hampers movement less than splint mail even though splint is lighter. Each suit of full plate must be individually fitted to its owner by a master armorsmith, although a captured suit can be resized to fit a new owner at a cost of 200 to 800 (2d4 × 100) gold pieces.

Full plate is also known as field plate.

**Gauntlet, Locked:** This armored gauntlet has small chains and braces that allow the wearer to attach a weapon to the gauntlet so that it cannot be dropped easily. It provides a +10 bonus on any roll made to keep from being disarmed in combat. Removing a weapon from a locked gauntlet or attaching a weapon to a locked gauntlet is a full-round action that provokes attacks of opportunity. The price given is for a single locked gauntlet. The weight given applies only if you’re wearing a breastplate, light armor, or no armor. Otherwise, the locked gauntlet replaces a gauntlet you already have as part of the armor.

While the gauntlet is locked, you can’t use the hand wearing it for casting spells or employing skills. (You can still cast spells with somatic components, provided that your other hand is free.)



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Like a normal gauntlet, a locked gauntlet lets you deal lethal damage rather than nonlethal damage with an unarmed strike.

**Half-Plate:** This armor is a combination of chainmail with metal plates (breastplate, epaulettes, elbow guards, gauntlets, tasses, and greaves) covering vital areas. Buckles and straps hold the whole suit together and distribute the weight, but the armor still hangs more loosely than full plate. The suit includes gauntlets.

**Hide:** This armor is prepared from multiple layers of leather and animal hides. It is stiff and hard to move in. Druids, who wear only nonmetallic armor, favor hide.

**Leather:** The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by boiling in oil. The rest of the armor is made of softer and more flexible leather.

**Padded:** Padded armor features quilted layers of cloth and bat- ting. It gets hot quickly and can become foul with sweat, grime, lice, and fleas.

**Scale Mail:** This armor consists of a coat and leggings (and per- haps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. The suit includes gauntlets.

**Shield, Heavy, Wooden or Steel:** You strap a shield to your forearm and grip it with your hand. A heavy shield is so heavy that you can’t use your shield hand for anything else.

*Wooden or Steel:* Wooden and steel shields offer the same basic protection, though they respond differently to special attacks (such as *warp wood* and *heat metal*).

*Shield Bash Attacks:* You can bash an opponent with a heavy shield, using it as an off-hand weapon. See Table 7–5: Weapons for the damage dealt by a shield bash. Used this way, a heavy shield is a mar- tial bludgeoning weapon. For the purpose of penalties on attack rolls, treat a heavy shield as a one-handed weapon. If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round). An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

**Shield, Light, Wooden or Steel:** You strap a shield to your forearm and grip it with your hand. A light shield’s weight lets you carry other items in that hand, although you cannot use weapons with it.

*Wooden or Steel:* Wooden and steel shields offer the same basic protection, though they respond differently to special attacks (such as *warp wood* and *heat metal*).

*Shield Bash Attacks:* You can bash an opponent with a light shield, using it as an off-hand weapon. See Table 7–5: Weapons for the damage dealt by a shield bash. Used this way, a light shield is a martial bludgeoning weapon. For the purpose of penalties on attack rolls, treat a light shield as a light weapon. If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round). An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

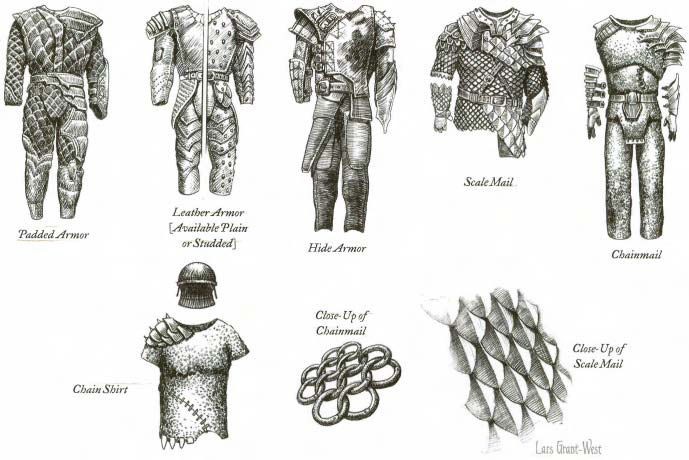
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**Shield, Tower:** This massive wooden shield is nearly as tall as you are. In most situations, it provides the indicated shield bonus to your AC. However, you can instead use it as total cover, though you must give up your attacks to do so. The shield does not, however, provide cover against targeted spells; a spellcaster can cast a spell on you by targeting the shield you are holding. You cannot bash with a tower shield, nor can you use your shield hand for anything else.

When employing a tower shield in combat, you take a –2 penalty on attack rolls because of the shield’s encumbrance.

**Shield Spikes:** When added to your shield, these spikes turn it into a martial piercing weapon that increases the damage dealt by a shield bash as if the shield were designed for a creature one size category larger than you (from 1d4 to 1d6, for instance). You can’t put spikes on a buckler or a tower shield. Otherwise, attacking with a spiked shield is like making a shield bash attack (see above). An enhancement bonus on a spiked shield does not improve the effectiveness of a shield bash made with it, but a spiked shield can be made into a magic weapon in its own right.



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**Splint Mail:** This armor is made of narrow vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flex- ible chainmail protects the joints. The suit includes gauntlets.

**Studded Leather:** This armor is made from tough but flexible leather (not hardened leather as with normal leather armor) rein- forced with close-set metal rivets.

### MASTERWORK ARMOR

Just as with weapons, you can purchase or craft masterwork versions of armor or shields. Such a well-made item functions like the normal version, except that its armor check penalty is lessened by 1. For example, a masterwork chain shirt has an armor check penalty of –1 rather than –2.

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A masterwork suit of armor or shield costs an extra 150 gp over and above the normal cost for that type of armor or shield. A mas- terwork chain shirt would thus cost 250 gp.

The masterwork quality of a suit of armor or shield never provides a bonus on attack or damage rolls, even if the armor or shield is used as a weapon (such as spiked armor or a spiked shield).

All magic armors and shields are automatically considered to be of masterwork quality.

You can’t add the masterwork quality to armor or a shield after it is created; it must be crafted as a masterwork item.

GOODS AND SERVICES

Of course, characters need more than just weapons and armor. Table 7–8: Goods and Services provides costs and weights for dozens of other items, and costs for a variety of services that characters can purchase.

### ADVENTURING GEAR

Adventurers face all sorts of challenges and difficulties, and the right gear can make the different between a successful adventure and failure. Most of this gear is basic equipment that might come in handy regardless of a character’s skills or class.

A few of the pieces of adventuring gear found on Table 7–8: Goods and Services (page 128) are described below, along with any special benefits they confer on the user (“you”). For objects with hardness and hit points, see Smashing an Object, page 165.

**Backpack:** A backpack is a leather pack carried on the back, typically with straps to secure it.

Bedroll: You never know where you’re going to sleep, and a bedroll helps you get better sleep in a hayloft or on the cold ground. A bedroll consists of bedding and a blanket thin enough to be rolled up and tied. In an emergency, it can double as a stretcher.

**Blanket, Winter:** A thick, quilted, wool blanket made to keep you warm in cold weather.

**Caltrops:** A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2- pound bag of caltrops covers an area 5 feet square.

Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it might step on one. The caltrops make an attack roll (base attack bonus +0) against the creature. For this attack, the creature’s shield, armor, and deflection bonuses do not count. (Deflection averts blows as they approach, but it does not prevent a creature from touching something dangerous.) If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC. If the caltrops succeed on the attack, the creature has stepped on one. The caltrop deals 1 point of damage, and the creature’s speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 24 hours, or until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical curing. A charging or running creature must immediately stop if it steps on a caltrop. Any

creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

The DM judges the effectiveness of caltrops against unusual opponents. A Small monstrous centipede, for example, can slither through an area containing caltrops with no chance of hurting itself, and a fire giant wearing fire giant-sized boots is immune to normal- size caltrops. (They just get stuck in the soles of his boots.)

**Candle:** A candle dimly illuminates a 5-foot radius and burns for 1 hour. See page 164 for more rules on illumination.

**Case, Map or Scroll:** This capped leather or tin rube holds rolled pieces of parchment or paper.

**Chain:** Chain has hardness 10 and 5 hit points. It can be burst with a DC 26 Strength check.

**Crowbar:** This iron bar is made for levering closed items open. A crowbar is the perfect tool for prying open doors or chests, shat- tering chains, and the like, and it grants a +2 circumstance bonus on Strength checks made for such purposes. If used in combat, treat a crowbar as a one-handed improvised weapon (see page 113) that deals bludgeoning damage equal to that of a club of its size.

**Flask:** This ceramic, glass, or metal container is fitted with a tight stopper and holds 1 pint of liquid.

**Flint and Steel:** Striking steel and flint together creates sparks. By knocking sparks into tinder, you can create a small flame. Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

**Grappling Hook:** When tied to the end of a rope, a grappling hook can secure the rope to a battlement, window ledge, tree limb, or other protrusion. Throwing a grappling hook successfully requi- res a Use Rope check (DC 10, +2 per 10 feet of distance thrown).

**Hammer:** This one-handed hammer with an iron head is useful for pounding pitons into a wall. If a hammer is used in combat, treat it as a one-handed improvised weapon (see page 113) that deals bludgeoning damage equal to that of a spiked gauntlet of its size.

**Ink:** This is black ink. You can buy ink in other colors, but it costs twice as much.

**Inkpen:** An inkpen is a wooden stick with a special tip on the end. The tip draws ink in when dipped in a vial and leaves an ink trail when drawn across a surface.

**Jug, Clay:** This basic ceramic jug is fitted with a stopper and holds 1 gallon of liquid.

**Ladder, 10-foot:** This item is a straight, simple wooden ladder.

**Lamp, Common:** A lamp clearly illuminates a 15-foot radius, provides shadowy illumination out to a 30-foot radius, and burns for 6 hours on a pint of oil. It burns with a more even flame than a torch, but, unlike a lantern, it uses an open flame and it can spill easily, a fact that makes it too dangerous for most adventuring. You can carry a lamp in one hand. See page 164 for more rules on illumination.

**Lantern, Bullseye:** A bullseye lantern has only a single shutter. Its other sides are highly polished inside to reflect the light in a single direction. A bullseye lantern provides clear illumination in a 60-foot cone and shadowy illumination in a 120-foot cone. It burns for 6 hours on a pint of oil. You can carry a bullseye lantern in one hand. See page 164 for more rules on illumination.

**Lantern, Hooded:** A hooded lantern has shuttered or hinged sides. It clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It burns for 6 hours on a pint of oil. You can carry a hooded lantern in one hand. See page 164 for more rules on illumination.

**Lock:** A lock is worded with a large, bulky key. The DC to open a lock with the Open Lock skill depends on the lock’s quality: simple (DC 20), average (DC 25), good (DC 30), or superior (DC 40).

**Manacles and Manacles, Masterwork:** The manacles detailed on Table 7–8: Goods and Services can bind a Medium creature. A manacled creature can use the Escape Artist skill to slip free (DC 30, or DC 35 for masterwork manacles). Breaking the manacles requires a Strength check (DC 26, or DC 28 for masterwork manacles).

Manacles have hardness 10 and 10 hit points. Most manacles have locks; add the cost of the lock you want to the cost of the manacles.

For the same cost, you can buy manacles for a Small creature. For a Large creature, manacles cost ten times the indicated amount, and for a Huge creature, one hundred times this amount. Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can be held only by specially made manacles.

**Mirror, Small Steel:** A polished steel mirror is handy when you want to look around corners, signal friends with reflected sunlight, keep an eye on a medusa, make sure that you look good enough to present yourself to the queen, or examine wounds that you’ve received on hard-to-see parts of your body.

**Oil:** A pint of oil burns for 6 hours in a lantern. You can use a flask of oil as a splash weapon (see Throw Splash Weapon, page 158). Use the rules for alchemist’s fire, except that it takes a full-round action to prepare a flask with a fuse. Once it is thrown, there is a 50% chance of the flask igniting successfully.

You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area.

**Paper:** A sheet of standard paper is made from cloth fibers.

**Parchment:** A sheet of parchment is a piece of goat hide or sheepskin that has been prepared for writing on.

Piton: When a wall doesn’t offer handholds and footholds, you can make your own. A piton is a steel spike with an eye through which you can loop a rope. (See the Climb skill, page 69).

**Pole, 10-foot:** When you suspect a trap, you can put the end of your 10-foot pole through that hole in the wall instead of reaching in with your hand.

**Pouch, Belt:** This leather pouch straps to your belt. It’s good for holding small items.

**Ram, Portable:** This iron-shod wooden beam is the perfect tool

for battering down a door. Not only does it gives you a +2 circumstance bonus on Strength checks made to break open a door and it allows a second person to help you without having to roll, increasing your bonus by 2 (see Breaking Items, page 167).

**Rations, Trail:** Trail rations are compact, dry, high-energy foods suitable for travel, such as jerky, dried fruit, hardtack, and nuts.

**Rope, Hempen:** This rope has 2 hit points and can be burst with a DC 23 Strength check.

**Rope, Silk:** This rope has 4 hit points and can be burst with a DC 24 Strength check. It is so supple that it provides a +2 circumstance bonus on Use Rope checks.

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**Sack:** This item is made of burlap or a similar material and has a drawstring so it can be closed.

**Signet Ring:** Each signet ring has a distinctive design carved into it. When you press this ring into warm sealing wax, you leave an identifying mark.

**Sledge:** This two-handed, iron-headed hammer is good for smashing open treasure chests.

**Spyglass:** Objects viewed through a spyglass are magnified to twice their size.

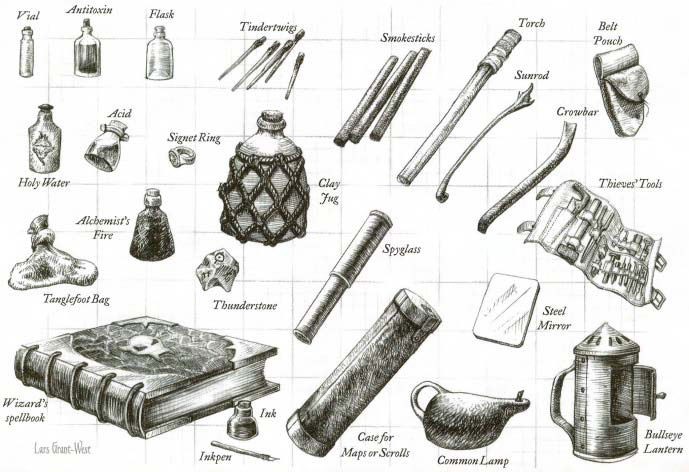
**Tent:** This simple tent sleeps two.

**Torch:** A typical torch is a wooden rod capped with a twisted flax soaked in tallow. A torch burns for 1 hour, clearly illuminating a 20- foot radius and providing shadowy illumination out to a 40- foot radius. See page 164 for more rules on illumination. If a torch is used in combat, treat it as a one-handed improvised weapon (see page

113) that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage.

**Vial:** This ceramic, glass, or metal vial is fitted with a tight stopper and holds 1 ounce of liquid. The stoppered container usually is no more than 1 inch wide and 3 inches high.

**Waterskin:** A waterskin is a leather pouch with a narrow neck that is used for holding water.



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### SPECIAL SUBSTANCES AND ITEMS

These special substances are prized by adventurers. Any of them except for the everburning torch and holy water can be made by a character with the Craft (alchemy) skill (page 70).

**Acid:** You can throw a flask of acid as a splash weapon (see Throw Splash Weapon, page 158). Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit deals 1d6 points of acid damage. Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

**Alchemist’s Fire:** Alchemist’s fire is sticky, adhesive substance that ignites when exposed to air. You can throw a flask of alchemist’s fire as a splash weapon (see Throw Splash Weapon, page 158). Treat this attack as a ranged touch attack with a range increment of 10 feet.

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A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

**Antitoxin:** If you drink antitoxin, you get a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

**Everburning Torch:** This otherwise normal torch has a *continual flame* spell cast upon it. An everburning torch clearly illuminates a 20-foot radius and provides shadowy illumination out to a 40-foot radius. See page 164 for more rules on illumination.

**Holy Water:** Holy water damages undead creatures and evil outsiders almost as if it were acid. A flask of holy water can be thrown as a splash weapon (see Throw Splash Weapon, page 158). Treat this attack as a ranged touch attack with a range increment of 10 feet. A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, you must open the flask and pour the holy water out onto the target. Thus, you can douse an incorporeal creature with holy water only if you are adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity.

A direct hit by a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

Temples to good deities sell holy water at cost (making no profit)

because the clerics are happy to supply people with what they need to battle evil.

**Smokestick:** This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10- foot cube (treat the effect as a *fog cloud* spell, except that a moderate or stronger wind dissipates the smoke in 1 round). The stick is consumed after 1 round, and the smoke dissipates naturally.

**Sunrod:** This 1-foot-long, gold-tipped, iron rod glows brightly when struck. It clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It glows for 6 hours, after which the gold tip is burned out and worthless. See pages 164 for more rules on illumination.

**Tanglefoot Bag:** This round leather bag is full of alchemical goo. When you throw a tanglefoot bag at a creature (as a ranged touch

##### Table 7–8: Goods and Services

**Adventuring Gear**

**Item Cost Weight**

Backpack (empty) 2 gp 2 lb.1

Barrel (empty) 2 gp 30 lb.

Basket (empty) 4 sp 1 lb.

Bedroll 1 sp 5 lb. 1

Bell 1 gp —

Blanket, winter 5 sp 3 lb. 1

Block and tackle 5 gp 5 lb.

Bottle, wine, glass 2 gp —

Bucket (empty) 5 sp 2 lb.

Caltrops 1 gp 2 lb.

Candle 1 cp —

Canvas (sq. yd.) 1 sp 1 lb.

Case, map or scroll 1 gp 1/ 2 lb.

Chain (10 ft.) 30 gp 2 lb.

Chalk, 1 piece 1 cp —

Average 40 gp 1 lb.

Good 80 gp 1 lb.

Amazing 150 gp 1 lb.

##### Special Substances and Items

**Item Cost Weight**

Acid (flask) 10 gp 1 lb.

|  |  |  |
| --- | --- | --- |
| M anacles | 15 gp | 2 lb. |
| M anacles, masterwork | 50 gp | 2 lb. |
| M irror, small steel | 10 gp | 1/ 2 lb. |
| M ug/ Tankard, clay | 2 cp | 1 lb. |
| Oil (1-pint flask) | 1 sp | 1 lb. |
| Paper (sheet) | 4 sp | — |
| Parchment (sheet) | 2 sp | — |
| Pick, miner’s | 3 gp | 10 lb. |
| Pitcher, clay | 2 cp | 5 lb. |
| Piton | 1 sp | 1/ 2 lb. |
| Pole, 10-foot | 2 sp | 8 lb. |
| Pot, iron | 5 sp | 10 lb. |
| Pouch, belt (empty) | 1 gp | 1/ 2 lb.1 |
| Ram, portable | 10 gp | 20 lb. |
| Rations, trail (per day) | 5 sp | 1 lb. 1 |
| Rope, hempen (50 ft.) | 1 gp | 10 lb. |
| Rope, silk (50 ft.) | 10 gp | 5 lb. |
| Sack (empty) | 1 sp | 1/ 2 lb. 1 |
| Sealing wax | 1 gp | 1 lb. |
| Sewing needle | 5 sp | — |
| Signal whistle | 8 sp | — |
| Signet ring | 5 gp | — |
| Sledge | 1 gp | 10 lb. |
| Soap (per lb.) | 5 sp | 1 lb. |
| Spade or shovel | 2 gp | 8 lb. |
| Spyglass | 1,000 gp | 1 lb. |
| Tent | 10 gp | 20 lb. 1 |
| Torch | 1 cp | 1 lb. |
| Vial, ink or potion | 1 gp | 1/ 10 lb. |
| Waterskin | 1 gp | 4 lb. 1 |
| Whetstone | 2 cp | 1 lb. |

Alchemist’s fire (flask) 20 gp 1 lb.

Antitoxin (vial) 50 gp —

Everburning torch 110 gp 1 lb.

H oly water (flask) 25 gp 1 lb.

Smokestick 20 gp 1/ 2 lb.

Sunrod 2 gp 1 lb.

Tanglefoot bag 50 gp 4 lb.

Thunderstone 30 gp 1 lb.

Tindertwig 1 gp —

##### Tools and Skill Kits

**Item Cost Weight**

Alchemist’s lab 500 gp 40 lb.

Artisan’s tools 5 gp 5 lb.

Artisan’s tools, 55 gp 5 lb. masterwork

Chest (empty) 2 gp 25 lb.

Crowbar 2 gp 5 lb.

Firewood (per day) 1 cp 20 lb.

Fishhook 1 sp —

Fishing net, 25 sq. ft. 4 gp 5 lb.

Flask (empty) 3 cp 1-1/ 2 lb.

Flint and steel 1 gp —

Grappling hook 1 gp 4 lb.

H ammer 5 sp 2 lb.

Ink (1 oz. vial) 8 gp —

Inkpen 1 sp —

Jug, clay 3 cp 9 lb.

Climber’s kit 80 gp 5 lb.1

Disguise kit 50 gp 8 lb.1

H ealer’s kit 50 gp 1 lb.

H olly and mistletoe — —

H oly symbol, wooden 1 gp —

H oly symbol, silver 25 gp 1 lb.

Hourglass 25 gp 1 lb.

M agnifying glass 100 gp —

M usical instrument, 5 gp 3 lb.1 common

M usical instrument, 100 gp 3 lb.1

masterwork



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Ladder, 10-foot 5 cp 20 lb.

Lamp, common 1 sp 1 lb.

Lantern, bullseye 12 gp 3 lb.

Lantern, hooded 7 gp 2 lb.

Lock 1 lb.

Very simple 20 gp 1 lb.

Scale, merchant’s 2 gp 1 lb.

Spell component 5 gp 2 lb. pouch

Spellbook, wizard’s 15 gp 3 lb. (blank)

Thieves’ tools 30 gp 1 lb.

attack with a range increment of 10 feet), the bag comes apart and the goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move. Even on a successful save, it can move only at half speed. Huge or larger creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but it must make a DC 15 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot bag does not function underwater.

A creature that is glued to the floor (or unable to fly) can break

free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. A character capable of spellcasting who is bound by the goo must make a DC 15 Concentration check to cast a spell. The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of *universal solvent* (see page 268 of the *Dungeon Master’s Guide*) to a stuck creature dissolves the alchemical goo immediately.

**Thunderstone:** You can throw this stone as a ranged attack with a range increment of 20 feet. When it strikes a hard surface (or is struck hard), it creates a deafening bang that is treated as a sonic attack. Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour. A deafened creature, in addition to the obvious effects, takes a –4 penalty on initiative and has a 20% chance to miscast and lose any spell with a verbal

component that it tries to cast.

Since you don’t need to hit a specific target, you can simply aim at a particular 5-foot square. Treat the target square as AC 5; if you miss, see Throw Splash Weapon, page 158, to determine where the thunderstone lands.

**Tindertwig:** The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch with a tindertwig is a standard action (rather than a full-round action), and lighting any other fire with one is at least a standard action.

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### TOOLS AND SKILL KITS

This equipment is particularly useful if you have certain skills or are of a certain class.

**Alchemist’s Lab:** This set of equipment includes beakers, bottles, mixing and measuring containers, and a miscellany of chemicals and substances. An alchemist’s lab always has the perfect tool for making alchemical items, so it provides a +2 circumstance bonus on Craft (alchemy) checks. It has no bearing on the costs related to the Craft (alchemy) skill (page 70). Without this lab, a character with the Craft (alchemy) skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the lab provides.

**Artisan’s Tools:** These special tools include the items needed to pursue any craft. Without them, you have to use improvised tools (– 2 penalty on Craft checks), if you can do the job at all.

**Artisan’s Tools, Masterwork:** These tools serve the same pur- pose as artisan’s tools (above), but masterwork artisan’s tools are the

Thieves’ tools, 100 gp 2 lb. masterwork

Tool, masterwork 50 gp 1 lb. Water clock 1,000 gp 200 lb.

##### Clothing

**Item Cost Weight**

Artisan’s outfit 1 gp 4 lb.1

Cleric’s vestments 5 gp 6 lb. 1

Cold weather outfit 8 gp 7 lb. 1

Wine

Common (pitcher) 2 sp 6 lb. Fine (bottle) 10 gp 1-1/ 2 lb.

##### Mounts and Related Gear

**Item Cost Weight**

Barding

M edium creature ×2 ×1

Large creature ×4 ×2

Bit and bridle 2 gp 1 lb.

Keelboat 3,000 gp —

Longship 10,000 gp —

Rowboat 50 gp 100 lb.

Oar 2 gp 10 lb.

Sailing ship 10,000 gp —

Sled 20 gp 300 lb.

Wagon 35 gp 400 lb.

Warship 25,000 gp —

##### Spellcasting and Services

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Courtier’s outfit | 30 gp | 6 lb. 1 | Dog, guard | 25 gp | — **Service** | **Cost** |
| Entertainer’s outfit | 3 gp | 4 lb. 1 | Dog, riding | 150 gp | — Coach cab | 3 cp per mile |
| Explorer’s outfit | 10 gp | 8 lb. 1 | Donkey or mule | 8 gp | — H ireling, trained | 3 sp per day |
| M onk’s outfit | 5 gp | 2 lb. 1 | Feed (per day) | 5 cp | 10 lb. H ireling, untrained | 1 sp per day |
| Noble’s outfit | 75 gp | 10 lb. 1 | H orse |  | M essenger | 2 cp per mile |
| Peasant’s outfit | 1 sp | 2 lb. 1 | H orse, heavy | 200 gp | — Road or gate toll | 1 cp |
| Royal outfit | 200 gp | 15 lb. 1 | H orse, light | 75 gp | — Ship’s passage | 1 sp per mile |
| Scholar’s outfit | 5 gp | 6 lb. 1 | Pony | 30 gp | — Spell, 0-level | Caster level × 5 gp2 |
| Traveler’s outfit | 1 gp | 5 lb. 1 | Warhorse, heavy | 400 gp | — Spell, 1st-level | Caster level × 10 gp2 |
|  |  |  | Warhorse, light | 150 gp | — Spell, 2nd-level | Caster level × 20 gp2 |

**Food, Drink, and Lodging**



|  |  |  |
| --- | --- | --- |
| **Item** | **Cost** | **Weight** |
| Ale |  |  |
| Gallon | 2 sp | 8 lb. |
| M ug | 4 cp | 1 lb. |
| Banquet (per person) | 10 gp | — |
| Bread, per loaf | 2 cp | 1/ 2 lb. |
| Cheese, hunk of | 1 sp | 1/ 2 lb. |
| Inn stay (per day) |  |  |
| Good | 2 gp | — |
| Common | 5 sp | — |
| Poor | 2 sp | — |

M eals (per day)

Good 5 sp —

Common 3 sp —

Poor 1 sp —

M eat, chunk of 3 sp 1/ 2 lb.

Warpony 100 gp — Saddle

M ilitary 20 gp 30 lb.

Pack 5 gp 15 lb.

Riding 10 gp 25 lb.

Saddle, Exotic

M ilitary 60 gp 40 lb.

Pack 15 gp 20 lb.

Riding 30 gp 30 lb.

Saddlebags 4 gp 8 lb.

Stabling (per day) 5 sp —

##### Transport

**Item Cost Weight**

Carriage 100 gp 600 lb.

Cart 15 gp 200 lb.

Galley 30,000 gp —

Spell, 3rd-level Caster level × 30 gp2

Spell, 4th-level Caster level × 40 gp2

Spell, 5th-level Caster level × 50 gp2

Spell, 6th-level Caster level × 60 gp2

Spell, 7th-level Caster level × 70 gp2

Spell, 8th-level Caster level × 80 gp2

Spell, 9th-level Caster level × 90 gp2

— No weight, or no weight worth noting.

1. These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.
2. See spell description for additional costs. If the additional costs put the spell’s total cost above 3,000 gp, that spell is not generally available, except by the DM ’s permission.

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perfect tools for the job, so you get a +2 circumstance bonus on Craft checks made with them.

**Climber’s Kit:** A climber’s kit includes special pitons, boot tips, gloves, and a harness that aids in all sorts of climbing. This is the perfect tool for climbing and gives you a +2 circumstance bonus on Climb checks.

**Disguise Kit:** This bag contains cosmetics, hair dye, and small physical props. The kit is the perfect tool for disguise and provides a

+2 circumstance bonus on Disguise checks. A disguise kit is exhausted after ten uses.

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**Healer’s Kit:** This kit is full of herbs, salves, bandages and other useful materials. It is the perfect tool for healing and provides a +2 circumstance bonus on Heal checks. A healer’s kit is exhausted after ten uses.

**Holly and Mistletoe:** Sprigs of holly and mistletoe are used by druids as the default divine focus for druid spells. Druids can easily find these plants in wooded areas and then harvest sprigs from them essentially for free.

**Holy Symbol, Silver or Wooden:** A holy symbol focuses posi- tive energy. A cleric or paladin uses it as the focus for his spells and as a tool for turning undead. Each religion has its own holy symbol, and a sun symbol is the default holy symbol for clerics not associated with any particular religion.

A silver holy symbol works no better than a wooden one, but it serves as a mark of status for the wielder.

*Unholy Symbols:* An unholy symbol is like a holy symbol except that it focuses negative energy and is used by evil clerics (or by neutral clerics who want to cast evil spells or command undead). A skull is the default unholy symbol for clerics not associated with any particular religion.

**Magnifying Glass:** This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and at least a full-round action. A magnifying glass grants a +2 circumstance bonus on

Appraise checks involving any item that is small or highly detailed, such as a gem.

**Musical Instrument, Common or Masterwork:** Popular instruments include the fife, recorder, lute, mandolin, and shawm. A masterwork instrument grants a +2 circumstance bonus on Perform checks involving its use.

**Scale, Merchant’s:** This scale includes a small balance and pans, plus a suitable assortment of weights. A scale grants a +2 cir- cumstance bonus on Appraise checks involving items that are valued by weight, including anything made of precious metals.

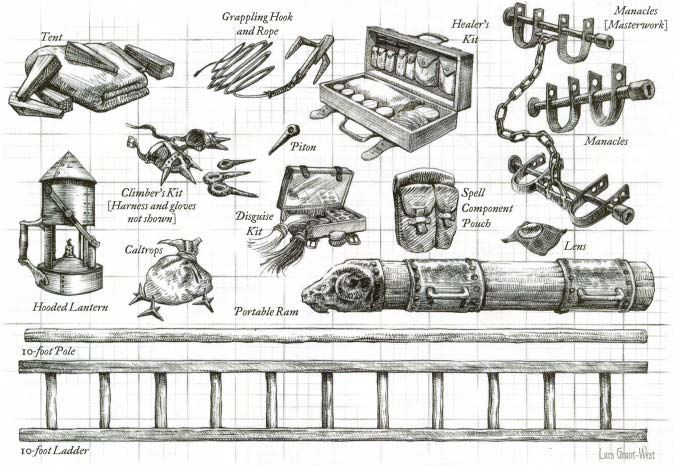
**Spell Component Pouch:** This small, watertight leather belt pouch has many compartments. A spellcaster with a spell compo- nent pouch is assumed to have all the material components and focuses needed for spellcasting, except for those components that have a specific cost, divine focuses, and focuses that wouldn’t fit in a pouch (such as the natural pool that a druid needs to look into to cast *scrying*).

**Spellbook, Wizard’s (Blank):** This large, leatherbound book serves as a wizard’s reference. A spellbook has 100 pages of parch- ment, and each spell takes up one page per spell level (one page each for 0-level spells). See Space in the Spellbook, page 179.

**Thieves’ Tools:** This kit contains the tools you need to use the Disable Device and Open Lock skills. The kit includes one or more skeleton keys, long metal picks and pries, a long-nosed clamp, a small hand saw, and a small wedge and hammer. Without these tools, you must improvise tools, and you take a –2 circumstance penalty on Disable Device and Open Locks checks.

**Thieves’ Tools, Masterwork:** This kit contains extra tools and tools of better make, which grant a +2 circumstance bonus on Dis- able Device and Open Lock checks.

**Tool, Masterwork:** This well-made item is the perfect tool for the job. It grants a +2 circumstance bonus on a related skill check (if any). Some examples of this sort of item from Table 7–8 include masterwork artisan’s tools, masterwork thieves’ tools, disguise kit, climber’s kit, healer’s kit, and masterwork musical instrument. This



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entry covers just about anything else. Bonuses provided by multiple masterwork items used toward the same skill check do not stack, so masterwork pitons and a masterwork climber’s kit do not provide a

+4 bonus if used together on a Climb check.

**Water Clock:** This large, bulky contrivance gives the time accu- rate to within half an hour per day since it was last set. It requires a source of water, and it must be kept still because it marks time by the regulated flow of droplets of water. It is primarily an amusement for the wealthy and a tool for the student of arcane lore. Most people have no way to tell exact time, and there’s little point in knowing that it is 2:30 p.m. if nobody else does.

### CLOTHING

Different characters may want different outfits for various occasions. A beginning character is assumed to have an artisan’s, entertainer’s, explorer’s, monk’s, peasant’s, scholar’s, or traveler’s outfit. This first outfit is free and does not count against the amount of weight a character can carry.

**Artisan’s Outfit:** This outfit includes a shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. It may also include a belt or a leather or cloth apron for carrying tools.

**Cleric’s Vestments:** These ecclesiastical clothes are for per- forming priestly functions, not for adventuring.

**Cold Weather Outfit:** A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. This outfit grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather (see the *Dungeon Master’s Guide* for information on cold dangers).

**Courtier’s Outfit:** This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it (–2 penalty on Charisma-based skill checks to influence such individuals). If you wear this outfit without jewelry (costing an additional 50 gp), you look like an out-of-place commoner.

**Entertainer’s Outfit:** This set of flashy, perhaps even gaudy, clothes is for entertaining. While the outfit looks whimsical, its

### FOOD, DRINK, AND LODGING

Many travelers are lodged by guilds, churches, family, or nobility. Adventurers, however, typically pay for hospitality.

**Inn:** Poor accommodations at an inn amount to a place on the floor near the hearth, plus the use of a blanket if the innkeeper likes you and you’re not worried about fleas. Common accommodations consist of a place on a raised, heated floor, the use of a blanket and a pillow, and the presence of a higher class of company. Good accommodations consist of a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

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**Meals:** Poor meals might be composed of bread, baked turnips, onions, and water. Common meals might consist of bread, chicken stew (easy on the chicken), carrots, and watered-down ale or wine. Good meals might be composed of bread and pastries, beef, peas, and ale or wine.

### MOUNTS AND RELATED GEAR

Horses and other mounts let you travel faster and more easily.

**Barding, Medium Creature and Large Creature:** Barding is a type of armor that covers the head, neck, chest, body, and possibly legs of a horse or other mount. Barding made of medium or heavy armor provides better protection than light barding, but at the expense of speed. Barding can be made of any of the armor types found on Table 7–6: Armor and Shields.

Armor for a horse (a Large nonhumanoid creature) costs four times as much as armor for a human (a Medium humanoid creature) and also weighs twice as much as the armor found on Table 7–6 (see Armor for Unusual Creatures, page 123). If the barding is for a pony or other Medium mount, the cost is only double, and the weight is the same as for Medium armor worn by a humanoid.

Medium or heavy barding slows a mount that wears it, as shown on the table below.

**———— Base Speed —––——**

**Barding (40 ft.) (50 ft.) (60 ft.)**

M edium 30 ft. 35 ft. 40 ft.

practical design lets you tumble, dance, walk a tightrope, or just run

H eavy 30 ft.1

35 ft.1

40 ft.1

(if the audience turns ugly).



**Explorer’s Outfit:** This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.

**Monk’s Outfit:** This simple outfit includes sandals, loose breeches, and a loose shirt, and is all bound together with sashes. The outfit is designed to give you maximum mobility, and it’s made of high-quality fabric. You can hide small weapons in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes.

**Noble’s Outfit:** This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing. To fit into the noble crowd, every would-be noble also needs a signet ring (see Adventuring Gear, above) and jewelry (worth at least 100 gp).

**Peasant’s Outfit:** This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrap- pings are used for shoes.

**Royal Outfit:** This is just the clothing, not the royal scepter, crown, ring, and other accoutrements. Royal clothes are ostenta- tious, with gems, gold, silk, and fur in abundance.

**Scholar’s Outfit:** Perfect for a scholar, this outfit includes a robe, a belt, a cap, soft shoes, and possibly a cloak.

**Traveler’s Outfit:** This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

1 A mount wearing heavy armor moves at only triple its normal speed

when running instead of quadruple.

Flying mounts can’t fly in medium or heavy barding.

Barded animals require special attention. You must take care to prevent chafing and sores caused by the armor. The armor must be removed at night and ideally should not be put on the mount except to prepare for a battle. Removing and fitting barding takes five times as long as the figures given on Table 7–7: Donning Armor. A barded animal cannot be used to carry any load other than the rider and normal saddlebags. Because of this limitation, a mounted warrior often leads a second mount loaded with gear and supplies.

**Dog, Riding:** This Medium dog is specially trained to carry a Small humanoid rider. It is brave in combat like a warhorse. You take no damage when you fall from a riding dog. (See the *Monster Manual* for more information on riding dogs.)

**Donkey or Mule:** The best kinds of pack animals around, don- keys and mules are stolid in the face of danger, hardy, surefooted, and capable of carrying heavy loads over vast distances. Unlike a horse, a donkey or a mule is willing (though not eager) to enter dun- geons and other strange or threatening places. (See the *Monster Manual* for more information on donkeys and mules.)

**Feed:** Horses, donkeys, mules, and ponies can graze to sustain themselves, but providing feed for them(such as oats) is much better because it provides a more concentrated form of energy, especially if the animal is exerting itself. If you have a riding dog, you have to feed it at least some meat, which may cost more or less than the given amount.

**Horse:** The horse is the best all-around work animal and mount in common use. A horse (other than a pony) is suitable as a mount

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for a human, dwarf, elf, half-elf, or half-orc. A pony is smaller than a horse and is a suitable mount for a gnome or halfling. (See the *Monster Manual* for more information on horses and ponies.)

Warhorses and warponies can be ridden easily into combat. Light horses, ponies, and heavy horses are hard to control in combat (see Mounted Combat, page 157, and the Ride skill, page 80).

**Saddle, Exotic:** An exotic saddle is like a normal saddle of the same sort except that it is designed for an unusual mount, such as a hippogriff. Exotic saddles come in military, pack, and riding styles.

**Saddle, Military:** A military saddle braces the rider, providing a

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+2 circumstance bonus on Ride checks related to staying in the saddle. If you’re knocked unconscious while in a military saddle, you have a 75% chance to stay in the saddle (compared to 50% for a riding saddle).

**Saddle, Pack:** A pack saddle holds gear and supplies, but not a rider. It holds as much gear as the mount can carry. (The *Monster Manual* has notes on how much mounts can carry.)

**Saddle, Riding:** The standard riding saddle supports a rider.

**Stabling:** Includes a stable, feed, and grooming.

### TRANSPORT

If you can’t go where you need to by horse—whether because of excess gear or distance—you’ll need some other form of transport.

**Carriage:** This four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.

**Cart:** This two-wheeled vehicle can be drawn by a single horse (or other beast of burden). It comes with a harness.

**Galley:** This three-masted ship has seventy oars on either side and requires a total crew of 200. A galley is 130 feet long and 20 feet wide, and it can carry 150 tons of cargo or 250 soldiers. For 8,000 gp more, it can be fitted with a ram and castles with firing platforms fore, aft, and amidships. This ship cannot make sea voyages and sticks to the coast. It moves about 4 miles per hour when being rowed or under sail.

**Keelboat:** This 50- to 75-foot-long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight to fifteen and can carry 40 to 50 tons of cargo or 100 soldiers. It can make sea voyages, as well as sail down rivers (thanks to its flat bottom). It moves about 1 mile per hour.

**Longship:** This 75-foot-long ship with forty oars requires a total crew of 50. It has a single mast and a square sail, and it can carry 50 tons of cargo or 120 soldiers. A longship can make sea voyages. It moves about 3 miles per hour when being rowed or under sail.

**Rowboat:** This 8- to 12-foot-long boat holds two or three Medium passengers. It moves about 1-1/2 miles per hour.

**Sailing Ship:** This larger, seaworthy ship is 75 to 90 feet long and 20 feet wide and has a crew of 20. It can carry 150 tons of cargo. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per hour.

**Sled:** This is a wagon on runners for moving through snow and over ice. In general, two horses (or other beasts of burden) draw it. A sled comes with the harness needed to pull it.

**Wagon:** This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. A wagon comes with the harness needed to pull it.

**Warship:** This 100-foot-long ship has a single mast, although oars can also propel it. It has a crew of 60 to 80 rowers. This ship can carry 160 soldiers, but not for long distances, since there isn’t room for supplies to support that many people. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2-1/2 miles per hour when being rowed or under sail.

### SPELLCASTING AND SERVICES

Sometimes the best solution for a problem is to hire someone else to take care of it. Since the characters are adventurers, such a solution

should be the exception rather than the rule, but there will come times when the PCs prefer to pay someone else to handle some- thing, whether that something is to deliver a message, cast a spell, or ferry them across the sea.

**Coach Cab:** The price given is for a ride in a coach that transports people (and light cargo) between towns. For a ride in a cab that transports passengers within a city, 1 copper piece usually takes you anywhere you need to go.

**Hireling, Trained:** The amount given is the typical daily wage for mercenary warriors, masons, craftsmen, scribes, teamsters, and other trained hirelings. This value represents a minimum wage; many such hirelings require significantly higher pay (see the *Dun- geon Master’s Guide* for more details).

**Hireling, Untrained:** The amount shown is the typical daily wage for laborers, porters, cooks, maids, and other menial workers.

**Messenger:** This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway (a crew member on a ship, for example) may ask for only half the indicated amount.

**Road or Gate Toll:** A toll is sometimes charged to cross a well- trodden, well-kept, and well-guarded road to pay for patrols on it and for its upkeep. Occasionally, a large walled city charges a toll to enter or exit (or sometimes just to enter).

**Ship’s Passage:** Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo. Double the given cost for creatures larger than Medium or creatures that are otherwise difficult to bring aboard a ship.

**Spell:** The indicated amount is how much it costs to get a spell- caster to cast a spell for you. This cost assumes that you can go to the spellcaster and have the spell cast at his or her convenience (generally at least 24 hours later, so that the spellcaster has time to prepare the spell in question). If you want to bring the spellcaster somewhere to cast a spell, such as into a dungeon to cast *knock* on a secret door that you can’t open, you need to negotiate with him or her, and the default answer is no.

The cost given is for a spell with no cost for a material component or focus component and no XP cost. If the spell includes a material component, add the cost of that component to the cost of the spell. If the spell has a focus component (other than a divine focus), add 1/10 the cost of that focus to the cost of the spell. If the spell has an XP cost, add 5 gp per XP lost. For instance, to get a 9th-level cleric to cast *commune* for you, you need to pay 450 gp for a 5th-level spell at caster level 9th, plus 500 gp for the 100 XP loss that the caster suf- fers, plus 25 gp for the holy water, for a total of 975 gp.

Furthermore, if a spell has dangerous consequences (such as *contact other plane*), the spellcaster will certainly require proof that you can and will pay for dealing with any such consequences (that is, assuming that the spellcaster even agrees to cast such a spell, which isn’t certain). In the case of spells that transport the caster and characters over a distance (such as *teleport*), you will likely have to pay for two castings of the spell, even if you aren’t returning with the caster.

In addition, not every town or village has a spellcaster of suffi- cient level to cast any spell. In general, you must travel to a small town (or larger settlement) to be reasonably assured of finding a spellcaster capable of casting 1st-level spells, a large town for 2nd- level spells, a small city for 3rd- or 4th-level spells, a large city for 5th- or 6th-level spells, and a metropolis for 7th- or 8th-level spells. Even a metropolis isn’t guaranteed to have a local spellcaster able to cast 9th-level spells, so seeking out such a caster may become an adventure itself. (The *Dungeon Master’s Guide* has more information on settlement sizes and demographics.)

Because you must get an actual spellcaster to cast a spell for you and can’t rely on a neutral broker, money is not always sufficient to get a spell cast. If the spellcaster is opposed to you on religious, moral, or political grounds, you may not be able to get the spell you want for any price. The DM always sets the final price of any spellcasting you want to purchase.

ighty swords clash, arrows hiss through the air, claws rip and tear and rend; these are the thrilling sounds of battle. D&D adventurers constantly find them- selves embroiled in combat situations—and they wouldn’t have it any other way! Whether the adven-

turers must fend off a bandit ambush on a deserted road or fight their way out of a bugbear lair in the deepest part of a dungeon, the rules in this chapter provides an exciting way to solve any combat situation.

Many special abilities and forms of damage that affect combat are also covered in the *Dungeon Master’s Guide*.

THE BATTLE GRID

To help visualize events in the fictional world of the D&D game, we recommend the use of miniature figures and a battle grid. A battle grid, such as the one provided in the *Dungeon Master’s Guide*, consists of a grid of 1-inch squares. Each of these squares represents a 5-foot square in the game world.

You can use the grid, along with miniature figures or some other form of markers or tokens, to show the marching order of your adventuring party (they can walk two abreast down a 10-foot-wide dungeon corridor or single file in a 5-foot-wide tunnel) or the relative location of the characters in any given situation.

As its name implies, however, the best use for a battle grid is when the adventurers charge or stumble into a combat situation. Then the grid helps everyone play out the battle. See the diagram on the following page for some specifics about the battle grid.

## HOW COMBAT WORKS

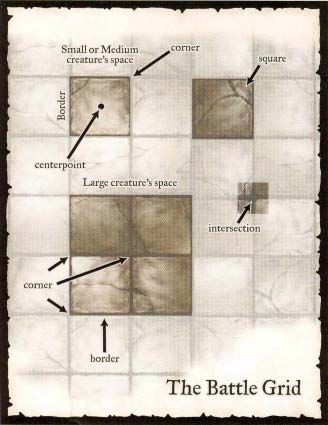
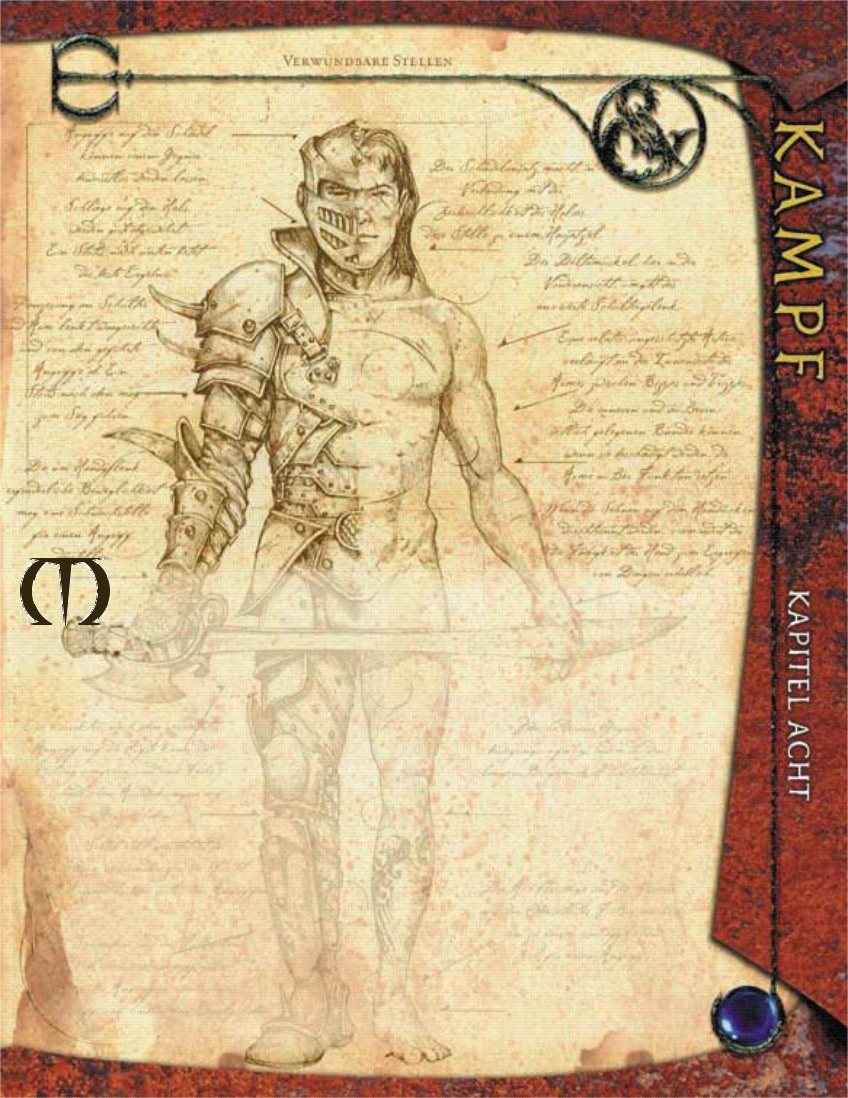
Combat in the D&D game is cyclical; everybody acts in turn in a regular cycle of rounds. Combat follows this sequence:

1. Each combatant starts out flat-footed. Once a combatant acts, he or she is no longer flat-footed.
2. The DM determines which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds of combat begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one action (either a standard action or a move action) during the surprise round. Combatants who were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.
3. Combatants who have not yet rolled initiative do so. All combatants are now ready to begin their first regular round of combat.
4. Combatants act in initiative order (highest to lowest).
5. When everyone has had a turn, the combatant with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

## COMBAT STATISTICS

This section summarizes the statistics that determine success in combat, and then details how to use them.

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CHAPTER 8:

COMBAT

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### ATTACK ROLL

An attack roll represents your attempt to strike your opponent on your turn in a round. When you make an attack roll, you roll a d20 and add your attack bonus. (Other modifiers may also apply to this roll.) If your result equals or beats the target’s Armor Class, you hit and deal damage.

**Automatic Misses and Hits:** A natural 1 (the d20 comes up 1) on an attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat—a possible critical hit (see the Critical Hits sidebar, page 140).

### ATTACK BONUS

Your attack bonus with a melee weapon is:

###### Base attack bonus + Strength modifier + size modifier

With a ranged weapon, your attack bonus is:

###### Base attack bonus + Dexterity modifier + size modifier

**+ range penalty**

**Strength Modifier:** Strength helps you swing a weapon harder and faster, so your Strength modifier applies to melee attack rolls.

**Dexterity Modifier:** Dexterity measures coordination and steadiness, so your Dexterity modifier applies to attacks with ranged weapons.

**Size Modifier:** The smaller you are, the bigger other creatures are relative to you. A human is a big target to a halfling, just as an ogre is a big target to a human. Since this same size modifier applies to Armor Class, two creatures of the same size strike each other normally, regardless of what size they actually are.

**Table 8–1: Size Modifiers**

**Size Size Modifier Size Size Modifier**

Colossal –8 Small +1

Gargantuan –4 Tiny +2

H uge –2 Diminutive +4

Large –1 Fine +8

M edium +0

**Range Penalty:** The range penalty for a ranged weapon depends on the weapon and the distance to the target. All ranged weapons have a range increment, such as 10 feet for a thrown dart or 100 feet for a longbow (see Table 7–5: Weapons, page 116). Any attack from a distance of less than one range increment is not penalized for range, so an arrow from a shortbow (range increment 60 feet) can strike at enemies up to 59 feet away with no penalty. However, each full range increment causes a cumulative –2 penalty on the attack roll. A shortbow archer firing at a target 200 feet away takes a –6 penalty on his attack roll (because 200 feet is at least three range increments but not four increments).

Thrown weapons, such as throwing axes, have a maximum range of five range increments. Projectile weapons, such as bows, can shoot up to ten increments.

### DAMAGE

When your attack succeeds, you deal damage. The type of weapon used (see Table 7–5: Weapons, page 116) determines the amount of damage you deal. Effects that modify weapon damage apply to unarmed strikes and the natural physical attack forms of creatures.

Damage reduces a target’s current hit points.

**Minimum Damage:** If penalties reduce the damage result to less than 1, a hit still deals 1 point of damage.

**Strength Bonus:** When you hit with a melee or thrown weapon, including a sling, add your Strength modifier to the damage result. A Strength penalty, but not a bonus, applies on attacks made with a bow that is not a composite bow.

*Off-Hand Weapon:* When you deal damage with a weapon in your off hand, you add only 1/2 your Strength bonus.

*Wielding a Weapon Two-Handed:* When you deal damage with a weapon that you are wielding two-handed, you add 1-1/2 times your Strength bonus. However, you don’t get this higher Strength bonus when using a light weapon with two hands (see Light, One-Handed, and Two-Handed Melee Weapons, page 113).

**Multiplying Damage:** Sometimes you multiply damage by some factor, such as on a critical hit. Roll the damage (with all modifiers) multiple times and total the results. *Note:* When you multiply damage more than once, each multiplier works off the original, unmultiplied damage (see Multiplying, page 304).

*Exception:* Extra damage dice over and above a weapon’s normal damage, such as that dealt by a sneak attack or the special ability of a flaming sword, are never multiplied.

For example, Krusk the half-orc barbarian has a Strength bonus of

+3. That means he gets a +3 bonus on damage rolls when using a longsword, a +4 bonus on damage when using a greataxe (two- handed), and a +1 bonus to damage when using a weapon in his off hand. His critical multiplier with a greataxe is ×3, so if he scores a critical hit with that weapon, he would roll 1d12+4 points of damage three times (the same as rolling 3d12+12).

**Ability Damage:** Certain creatures and magical effects can cause temporary ability damage (a reduction to an ability score). The *Dungeon Master’s Guide* has details on ability damage.

### ARMOR CLASS

Your Armor Class (AC) represents how hard it is for opponents to land a solid, damaging blow on you. It’s the attack roll result that an opponent needs to achieve to hit you. The average, unarmored peasant has an AC of 10. Your AC is equal to the following:

###### 10 + armor bonus + shield bonus + Dexterity modifier

**+ size modifier**

**Armor and Shield Bonuses:** Your armor and shield each pro- vide a bonus to your AC. This bonus represents their ability to pro- tect you from blows.

**Dexterity Modifier:** If your Dexterity is high, you are adept at dodging blows. If your Dexterity is low, you are inept at it. That’s

COMBAT BASICS



This section summarizes the rules and details concerning combat.

### THE BATTLE GRID

Use a battle grid (such as the one in the *Dungeon Master’s Guide*) to visualize combat situations. On a battle grid, each 1-inch square represents a 5-foot square in the game world.

### ROUNDS

Combat occurs in rounds. In every round, each combatant gets to do something. A round represents 6 seconds in the game world.

### INITIATIVE

Before the first round, each player makes an initiative check for his or her character. The DM makes initiative checks for the opponents. An initiative check is a Dexterity check (1d20+Dexterity modifier). Characters act in order from highest initiative result to lowest, with the check applying to all rounds of the combat.

A character is flat-footed until he or she takes an action.

### ACTIONS

Every round, on your character’s turn, you may take a standard action and a move action (in either order), two move actions, or one full-round action. You may also perform one or more free actions along with any other action, as your DM allows.

### ATTACKS

In combat, the most prevalent standard action is an attack. You can move your speed and make an attack in a round (a move action and a standard action). Experienced characters can attack more than once, but only if they don’t move (a full-round action). Making a ranged attack provokes attacks of opportunity from opponents that threaten you (see below).

#### Attack Roll

To score a hit that deals damage on your attack roll, your result must equal or exceed the target’s Armor Class (AC).

**Melee Attack Roll:** 1d20 + base attack bonus + Strength modifier

+ size modifier.

**Ranged Attack Roll:** 1d20 + base attack bonus + Dexterity modifier + size modifier + range penalty.

#### Damage

If you score a hit, roll damage and deduct it from the target’s current hit points. Add your Strength modifier on damage rolls involving melee and thrown weapons. If you’re using a weapon in your off hand, add one-half your Strength modifier (if it’s a bonus). If you’re wielding a weapon with both hands, add one and a half times your Strength modifier (if it’s a bonus.)

#### Armor Class

A character’s Armor Class (AC) is the result you need to get on your attack roll to hit that character in combat.

**Armor Class:** 10 + armor bonus + shield bonus + Dexterity modifier + size modifier.

#### Hit Points

Hit points represent how much damage a character can take before falling unconscious or dying.

### SPELLS

In most cases, you can move your speed and cast a spell in the same round (a move action and a standard action). Casting a spell

provokes attacks of opportunity from opponents that threaten your (see below).

### SAVING THROWS

When you are subject to an unusual or magical attack, you generally get a saving throw to negate or reduce its effect. To succeed on a saving throw, you need a result equal to or higher than its Difficulty Class.

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**Fortitude Saving Throw:** 1d20 + base save bonus + Constitution modifier

**Reflex Saving Throw:** 1d20 + base save bonus + Dexterity modifier

**Will Saving Throw:** 1d20 + base save bonus + Wisdom modifier

### MOVEMENT

Each character has a speed measured in feet. You can move that distance as a move action. You can take a move action before or after a standard action on your turn in a round.

You can instead forego a standard action and take two move actions in a round, which lets you move double your speed. Or you can run, which lets you move quadruple your speed but takes all of your actions for the round.

### ATTACKS OF OPPORTUNITY

During combat, you threaten all squares adjacent to yours, even when it’s not your turn. An opponent that takes certain actions while in a threatened square provokes an attack of opportunity from you. An attack of opportunity is a free melee attack that does not use up any of your actions. You can make one attack of opportunity per round. Actions that provoke attacks of opportunity include moving (except as noted below), casting a spell, and attacking with a ranged weapon.

You provoke an attack of opportunity when you move out of a threatened square, except:

* If you withdraw (a full-round action), opponents don’t get attacks of opportunity when you move from your initial square. If you move into another threatened square, however, opponents get attacks of opportunity when you leave that square.
* If your entire move for the round is 5 feet (a 5-foot step), oppo- nents don’t get attacks of opportunity when you move.

### DEATH, DYING, AND HEALING

Your hit points represent how much damage you can take before being disabled, knocked unconscious, or killed.

**1 or More Hit Points:** As long as you have 1 or more hit points, you remain fully functional.

**0 Hit Points:** If your hit points drop to 0, you are disabled. You can only take one move action or standard action per turn, and you take 1 point of damage after completing an action.

**–1 to –9 Hit Points:** If your hit points drop to from –1 to –9 hit points, you’re unconscious and dying, and you lose 1 hit point per round. Each round, before losing that hit point, you have a 10% chance of becoming stable. While stable, you’re still unconscious. Each hour you have a 10% chance to regain consciousness, and if you don’t, you lose 1 hit point instead.

**–10 Hit Points:** If your hit points fall to –10 or lower, you’re dead. **Healing:** You can stop a dying character’s loss of hit points with a DC 15 Heal check or with even 1 point of magical healing. If healing raises a character’s hit points to 1 or more, the character can

resume acting as normal.

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why you apply your Dexterity modifier to your AC.

Note that armor limits your Dexterity bonus, so if you’re wearing armor, you might not be able to apply your whole Dexterity bonus to your AC (see Table 7–6: Armor and Shields, page 123).

Sometimes you can’t use your Dexterity bonus (if you have one). If you can’t react to a blow, you can’t use your Dexterity bonus to AC. (If you don’t have a Dexterity bonus, nothing happens.) You lose your Dexterity bonus when, for example, an invisible opponent attacks you, you’re hanging on the face of a crumbling cliff high above a river of lava, or you’re caught flat-footed at the beginning of a combat.

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**Size Modifier:** The bigger a creature is, the easier it is to hit in combat. The smaller it is, the harder it is to hit. Since this same modifier applies to attack rolls, a halfling, for example, doesn’t have a hard time hitting another halfling. See Table 8–1: Size Modifiers, page 134.

**Other Modifiers:** Many other factors modify your AC.

*Enhancement Bonuses:* Enhancement effects make your armor better (*+1 chainmail*, *+2 large shield*, etc.).

*Deflection Bonus:* Magical deflection effects ward off attacks and improve your AC.

*Natural Armor:* Natural armor improves your AC. (Members of the common races don’t have natural armor, which usually consists of scales, fur, or layers of huge muscles.)

*Dodge Bonuses:* Some other AC bonuses represent actively avoiding blows, such as the dwarf’s AC bonus against giants or the AC bonus for fighting defensively. These bonuses are called dodge bonuses. Any situation that denies you your Dexterity bonus also denies you dodge bonuses. (Wearing armor, however, does not limit these bonuses the way it limits a Dexterity bonus to AC.) Unlike most sorts of bonuses, dodge bonuses stack with each other. A dwarf’s +4 dodge bonus against giants and his +2 dodge bonus for fighting defensively combine to give him a +6 bonus.

**Touch Attacks:** Some attacks disregard armor, including shields and natural armor. For example, a wizard’s touch with a *shocking grasp* spell hurts you regardless of what armor you’re wearing or how thick your skin happens to be. In these cases, the attacker makes a touch attack roll (either ranged or melee). When you are the target of a touch attack, your AC doesn’t include any armor bonus, shield bonus, or natural armor bonus. All other modifiers, such as your size modifier, Dexterity modifier, and deflection bonus (if any) apply normally.

For example, if a sorcerer tries to touch Tordek with a *shocking grasp* spell, Tordek gets his +1 Dexterity bonus, but not his +4 armor bonus for his scale mail or his +2 shield bonus for his large wooden shield. His AC is only 11 against a touch attack.

### HIT POINTS

Your hit points tell you how much punishment you can take before dropping. Your hit points are based on your class and level, and your Constitution modifier. applies Most monsters’ hit points are based on their type, though some monsters have classes and levels, too. (Watch out for medusa sorcerers!)

When your hit point total reaches 0, you’re disabled. When it reaches –1, you’re dying. When it gets to –10, your problems are over—you’re dead (see Injury and Death, page 145).

### SPEED

Your speed tells you how far you can move in a round and still do something, such as attack or cast a spell. Your speed depends mostly on your race and what armor you’re wearing.

Dwarves, gnomes, and halflings have a speed of 20 feet (4 squares), or 15 feet (3 squares) when wearing medium or heavy armor (except for dwarves, who move 20 feet in any armor).

Humans, elves, half-elves, and half-orcs have a speed of 30 feet (6 squares), or 20 feet (4 squares) in medium or heavy armor.

If you use two move actions in a round (sometimes called a “double move” action), you can move up to double your speed. If you spend the entire round to run all out, you can move up to quadruple your normal speed (or triple if you are in heavy armor).

### SAVING THROWS

As an adventurer, you have more to worry about than taking dam- age. You also have to face the petrifying gaze of a medusa, a wyvern’s lethal venom, and a harpy’s compelling song. Luckily, a tough adventurer can survive these threats, too.

Generally, when you are subject to an unusual or magical attack, you get a saving throw to avoid or reduce the effect. Like an attack roll, a saving throw is a d20 roll plus a bonus based on your class, level, and an ability score. Your saving throw modifier is:

###### Base save bonus + ability modifier

**Saving Throw Types:** The three different kinds of saving throws are Fortitude, Reflex, and Will:

*Fortitude:* These saves measure your ability to stand up to physical punishment or attacks against your vitality and health. Apply your Constitution modifier to your Fortitude saving throws. Fortitude saves can be made against attacks or effects such as poison, disease, paralysis, petrification, energy drain, and *disintegrate*.

*Reflex:* These saves test your ability to dodge area attacks. Apply your Dexterity modifier to your Reflex saving throws. Reflex saves can be made against attacks or effects such as pit traps, catching on fire, *fireball*, *lighting bolt*, and red dragon breath.

*Will:* These saves reflect your resistance to mental influence as well as many magical effects. Apply your Wisdom modifier to your Will saving throws. Will saves can be made against attacks or effects such as *charm person*, *hold person*, and most illusion spells.

**Saving Throw Difficulty Class:** The DC for a save is determined by the attack itself. Two examples: A Medium monstrous centipede’s poison allows a DC 11 Fortitude save. An ancient red dragon’s fiery breath allows a DC 36 Reflex save.

**Automatic Failures and Successes:** A natural 1 (the d20 comes up 1) on a saving throw is always a failure (and may cause damage to exposed items; see Items Surviving after a Saving Throw, page 177). A natural 20 (the d20 comes up 20) is always a success.

INITIATIVE

Every round, each combatant gets to do something. The combatants’ initiative checks, from highest to lowest, determine the order in which they act.

**Initiative Checks:** At the start of a battle, each combatant makes an initiative check. An initiative check is a Dexterity check. Each character applies his or her Dexterity modifier to the roll. The DM finds out what order characters are acting in, counting down from highest result to lowest, and each character acts in turn. In every round that follows, the characters act in the same order (unless a character takes an action that results in his or her initiative changing; see Special Initiative Actions, page 160). Usually, the DM writes the names of the characters down in initiative order so that on subsequent rounds he can move quickly from one character to the next. If two or more combatants have the same initiative check result, the combatants who are tied act in order of total initiative modifier (highest first). If there is still a tie, the tied characters should roll again to determine which one of them goes before the other.

Monster Initiative: Typically, the DM makes a single initiative checks for monsters and other opponents. That way, each player gets a turn each round and the DM also gets one turn. At the DM’s option, however, he can make separate initiative checks for different

groups of monsters or even for individual creatures. For instance, the DM may make one initiative checks for an evil cleric of Nerull and another check for all seven of her zombie guards.



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**Flat-Footed:** At the start of a battle, before you have had a chance to act (specifically, before your first regular turn in the initiative order), you are flat-footed. You can’t use your Dexterity bonus to AC (if any) while flat-footed. (This fact can be very bad for you if you’re attacked by rogues.) Barbarians and rogues have the uncanny dodge extraordinary ability, which allows them to avoid losing their Dexterity bonus to AC due to being flat-footed. A flat-footed character can’t make attacks of opportunity.

**Inaction:** Even if you can’t take actions (for instance, if you become paralysed or unconscious), you retain your initiative score for the duration of the encounter. For example, when paralysed by a ghoul, you may miss one or more actions, but once the cleric casts *remove paralysis* on you, you may act again on your next turn.

### SURPRISE

When a combat starts, if you are not aware of your opponents and they are aware of you, you’re surprised.

#### Determining Awareness

Sometimes all the combatants on a side are aware of their oppo- nents, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware.

The DM determines who is aware of whom at the start of a battle. He may call for Listen checks, Spot checks, or other checks to see how aware the adventurers are of their opponents. Some example situations:

* The party (including Tordek, a fighter, and Jozan, a cleric, clang- ing along in metal armor) comes to a door in a dungeon. The DM knows that the displacer beasts beyond the door hear the party. Lidda listens at the door, hears guttural snarling, and warns the rest of the party. Tordek breaks the door open. Both sides are aware; neither is surprised. The characters and displacer beasts make initiative checks, and the battle begins.
* The party explores a ruined armory, looking through the rusted weapons for anything of value. Kobolds lurk in the nooks and crannies, waiting for the right time to strike. Jozan spots one of the kobolds, and the kobolds shriek and charge. The kobolds and Jozan each get a standard action during the surprise round. Kobolds that are close enough can charge adventurers and attack them. Others can move to try to put themselves in advantageous positions or shoot arrows at the flat-footed party members. Jozan can cast a spell, attack, or take some other action. After the surprise round, the first regular round begins.
* The party advances down a dark corridor, using *light* spells to see where they’re going. At the end of the corridor, outside the range of the illumination, a kobold sorcerer doesn’t want to be disturbed, and she angrily casts a *lightning bolt*. That’s the surprise round. After the *lightning bolt*, the first regular round begins with the party in a tough spot, since they still can’t see who attacked them.

**The Surprise Round:** If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. Any combatants aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a standard action during the surprise round (see Standard Actions, page 139). You can also take free actions during the surprise round, at the DM’s discretion. If no one or everyone is surprised, no surprise round occurs.

**Unaware Combatants:** Combatants who are unaware at the start of battle don’t get to act in the surprise round. Unaware combatants are flat-footed because they have not acted yet, so they lose any Dexterity bonus to AC.

## ATTACKS OF OPPORTUNITY

The melee combat rules assume that combatants are actively avoiding attacks. A player doesn’t have to declare anything special for her character to be on the defensive. Even if a character’s miniature figure is just standing there on the battle grid, you can be sure that if some orc with a falchion attacks the character, she is weaving, dodging, and even threatening the orc with a weapon to keep the orc a little worried for his own hide.

Sometimes, however, a combatant in a melee lets her guard down. In this case, combatants near her can take advantage of her lapse in defense to attack her for free. These free attacks are called attacks of opportunity (see the diagram on the next page).

**Threatened Squares:** You threaten all squares into which you can make a melee attack, even when it is not your action. Generally, that means everything in all squares adjacent to your space (including diagonally). An enemy that takes certain actions while in a threatened square provokes an attack of opportunity from you. If you’re unarmed, you don’t normally threaten any squares and thus can’t make attacks of opportunity (but see Unarmed Attacks, page 139).

*Reach Weapons:* Most creatures of Medium or smaller size have a reach of only 5 feet. This means that they can make melee attacks only against creatures up to 5 feet (1 square) away. However, Small and Medium creatures wielding reach weapons (such as a longspear) threaten more squares than a typical creature. For instance, a longspear-wielding human threatens all squares 10 feet (2 squares) away, even diagonally. (This is an exception to the rule that 2 squares of diagonal distance is measured as 15 feet.) In addition, most creatures larger than Medium have a natural reach of 10 feet or more; see Big and Little Creatures in Combat, page 149.

**Provoking an Attack of Opportunity:** Two kinds of actions can provoke attacks of opportunity: moving out of a threatened square and performing an action within a threatened square.

*Moving:* Moving out of a threatened square usually provokes an attack of opportunity from the threatening opponent. There are two common methods of avoiding such an attack—the 5-foot-step (see page 144) and the withdraw action (see page 143).

*Performing a Distracting Act:* Some actions, when performed in a threatened square, provoke attacks of opportunity as you divert your attention from the battle. Casting a spell and attacking with a ranged weapon, for example, are distracting actions. Table 8–2: Actions in Combat notes many of the actions that provoke attacks of oppor- tunity.

Remember that even actions that normally provoke attacks of opportunity may have exceptions to this rule. For instance, a char- acter with the Improved Unarmed Strike feat doesn’t incur an attack of opportunity for making an unarmed attack.

**Making an Attack of Opportunity:** An attack of opportunity is

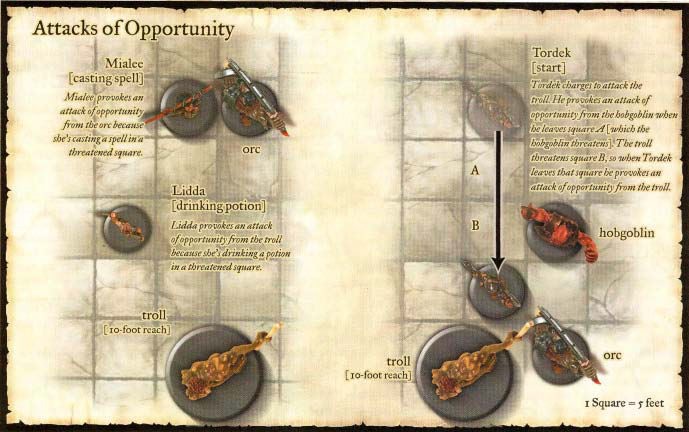
a single melee attack, and you can only make one per round. You don’t have to make an attack of opportunity if you don’t want to.

An experienced character gets additional regular melee attacks (by using the full attack action), but at a lower attack bonus. You make your attack of opportunity, however, at your normal attack bonus—even if you’ve already attacked in the round.

An attack of opportunity “interrupts” the normal flow of actions in the round. If an attack of opportunity is provoked, immediately resolve the attack of opportunity, then continue with the next character’s turn (or complete the current turn, if the attack of opportunity was provoked in the midst of a character’s turn).

*Combat Reflexes and Additional Attacks of Opportunity:* If you have the Combat Reflexes feat (page 92), you can add your Dexterity modifier to the number of attacks of opportunity you can make in a round. This feat does not let you make more than one attack for a given opportunity, but if the same opponent provokes two attacks of opportunity from you—such as by moving out of a threatened square and then casting a spell in a threatened square—you could

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make two separate attacks of opportunity (since each one represents a different opportunity). Moving out of more than one square threatened by the same opponent in the same round doesn’t count as more than one opportunity for that opponent. All these attacks are at your full normal attack bonus.

## ACTIONS IN COMBAT

The fundamental actions of moving, attacking, and casting spells cover most of what you want to do in a battle. They’re all described here. Other, more specialized options are covered later in Special Attacks, page 154, and Special Initiative Actions, page 160.

### THE COMBAT ROUND

Each round represents 6 seconds in the game world. At the table, a round presents an opportunity for each character involved in a combat situation to take an action. Anything a person could reasonably do in 6 seconds, your character can do in 1 round.

Each round’s activity begins with the character with the highest initiative result and then proceeds, in order, from there. Each round of a combat uses the same initiative order. When a character’s turn comes up in the initiative sequence, that character performs his entire round’s worth of actions. (For exceptions, see Attacks of Opportunity, page 137, and Special Initiative Actions, page 160.)

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. The term “round” works like the word “month.” A month can mean either a calendar month or a span of time from a day in one month to the same day the next month. In the same way, a round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from one round to the same initiative count in the next round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

For example, a monk acts on initiative count 15. The monk’s stunning attack stuns a creature for 1 round. The stun lasts through

initiative count 16 in the next round, not until the end of the current round. On initiative count 15 in the next round, the stun effect has ended and the previously stunned creature can act.

### ACTION TYPES

An action’s type essentially tells you how long the action takes to perform (within the framework of the 6-second combat round) and how movement is treated. There are four types of actions: standard actions, move actions, full-round actions, and free actions.

In a normal round, you can perform a standard action and a move action, or you can perform a full-round action. You can also perform as many free actions (see below) as your DM allows. You can always take a move action in place of a standard action.

In some situations (such as in a surprise round), you may be limited to taking only a single move action or standard action.

**Standard Action:** A standard action allows you to do something. The most common type of standard action is an attack—a single melee or ranged attack. Other common standard actions including casting a spell, concentrating to maintain an active spell, activating a magic item, and using a special ability. See Table 8–2: Actions in Combat for other standard actions.

**Move Action:** A move action allows you to move your speed or perform an action that takes a similar amount of time. You can move

your speed, climb one-quarter of your speed, draw or stow a weapon or other item, stand up, pick up an object, or perform some equivalent action (see Table 8–2: Actions in Combat).

You can take a move action in place of a standard action. For in- stance, rather than moving your speed and attacking, you could stand up and move your speed (two move actions), put away a weapon and climb one-quarter of your speed (two move actions), or pick up an item and stow it in your backpack (two move actions).

If you move no actual distance in a round (commonly because you have swapped your move for one or more equivalent actions, such as standing up), you can take one 5-foot step either before, during, or after the action. For example, if Tordek is on the ground,

he can stand up (a move action), move 5 feet (a 5-foot step), and then attack.



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**Full-Round Action:** A full-round action consumes all your effort during a round. The only movement you can take during a full- round action is a 5-foot step before, during, or after the action. You can also perform free actions (see below) as your DM allows. The most common type of full-round action is a full attack, which allows you to make multiple melee or ranged attacks in a single round.

Some full-round actions do not allow you to take a 5-foot step.

Some full-round actions can be taken as standard actions, but only in situations when you are limited to performing only a standard action during your round (such as in a surprise round). The descriptions of specific actions, below, detail which actions allow this option.

**Free Action:** Free actions consume a very small amount of time and effort, and over the span of the round, their impact is so minor that they are considered free. You can perform one or more free actions while taking another action normally. However, the DM puts reasonable limits on what you can really do for free. For in- stance, calling out to your friends for help, dropping an object, and ceasing to concentrate on a spell are all free actions.

**Not an Action:** Some activities are so minor that they are not even considered free actions. They literally don’t take any time at all to do and are considered an inherent part of doing something else. For instance, using the Use Magic Device skill (page 85) while trying to activate a device is not an action, it is part of the standard action to activate a magic item.

**Restricted Activity:** In some situations (such as when you’re *slowed* or during a surprise round), you may be unable to take a full round’s worth of actions. In such cases, you are restricted to taking only a single standard action or a single move action (plus free actions as normal). You can’t take a full-round action (though you can start or complete a full-round action by using a standard action; see below).

### STANDARD ACTIONS

Most standard actions involve making an attack, casting a spell, or activating an item. These are the most common, straightforward actions that a character might take in a combat round. More spe- cialized actions are covered in Special Attacks, page 154.

#### Attack

Making an attack is a standard action.

**Melee Attacks:** With a normal melee weapon, you can strike any opponent within 5 feet. (Opponents within 5 feet are considered adjacent to you.) Some melee weapons have reach, as indicated in their descriptions in Chapter 7: Equipment. With a typical reach weapon, you can strike opponents 10 feet away, but you can’t strike adjacent foes (those within 5 feet).

**Unarmed Attacks:** Striking for damage with punches, kicks, and head butts is much like attacking with a melee weapon, except for the following:

*Attacks of Opportunity:* Attacking unarmed provokes an attack of opportunity from the character you attack, provided she is armed. The attack of opportunity comes before your attack. An unarmed attack does not provoke attacks of opportunity from other foes, as shooting a bow does, nor does it provoke an attack of opportunity from an unarmed foe. You provoke the attack of opportunity be- cause you have to bring your body close to your opponent.

An unarmed character can’t take attacks of opportunity (but see “Armed” Unarmed Attacks, below).

*“Armed” Unarmed Attacks:* Sometimes a character’s or creature’s unarmed attack counts as an armed attack. A monk, a character with the Improved Unarmed Strike feat (page 96), a spellcaster delivering a touch attack spell, and a creature with claws, fangs, and similar natural physical weapons all count as being armed. Note that being armed counts for both offense and defense. Not only does a monk

not provoke an attack opportunity when attacking an armed foe, but you provoke an attack of opportunity from a monk if you make an unarmed attack against her.

*Unarmed Strike Damage:* An unarmed strike from a Medium character deals 1d3 points of damage (plus your Strength modifier, as normal). A Small character’s unarmed strike deals 1d2 points of damage, while a Large character’s unarmed strike deals 1d4 points of damage. All damage from unarmed strikes is nonlethal damage. Unarmed strikes count as light weapons (for purposes of two- weapon attack penalties and so on).

*Dealing Lethal Damage:* You can specify that your unarmed strike will deal lethal damage before you make your attack roll, but you take a –4 penalty on your attack roll because you have to strike a particularly vulnerable spot to deal lethal damage. . If you have the Improved Unarmed Strike feat, you can deal lethal damage with an unarmed strike without taking a penalty on the attack roll.

**Ranged Attacks:** With a ranged weapon, you can shoot or throw at any target that is within the weapon’s maximum range and in line of sight. The maximum range for a thrown weapon is five range increments. For projectile weapons, it is ten range increments. Some ranged weapons have shorter maximum ranges, as specified in their descriptions.

**Attack Rolls:** An attack roll represents your attempts to strike your opponent. It does not represent a single swing of the sword, for example. Rather, it indicates whether, over several attempts in the round, you managed to connect solidly.

Your attack roll is 1d20 + your attack bonus with the weapon you’re using. If the result is at least as high as the target’s AC, you hit and deal damage.

**Automatic Misses and Hits:** A natural 1 (the d20 comes up 1) on the attack roll is always a miss. A natural 20 (the d20 comes up

20) is always a hit. A natural 20 is also a threat—a possible critical hit (see the Critical Hits sidebar, page 140).

**Damage Rolls:** If the attack roll result equals or exceeds the target’s AC, the attack hits and you deal damage. Roll the appropriate

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damage for your weapon (see Table 7–5: Weapon, page 116). Damage is deducted from the target’s current hit points. If the opponent’s hit points drop to 0 or lower, he’s in bad shape (see Injury and Death, page 145).

**Multiple Attacks:** A character who can make more than one attack per round must use the full attack action (see Full-Round Actions, below) in order to get more than one attack.

**Shooting or Throwing into a Melee:** If you shoot or throw a

ranged weapon at a target engaged in melee with a friendly char- acter, you take a –4 penalty on your attack roll because you have to aim carefully to avoid hitting your friend. Two characters are engaged in melee if they are enemies of each other and either threatens the other. (An unconscious or otherwise immobilized character is not considered engaged unless he is actually being attacked.)

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If your target (or the part of your target you’re aiming at, if it’s a big target) is at least 10 feet away from the nearest friendly character, you can avoid the –4 penalty, even if the creature you’re aiming at is engaged in melee with a friendly character.

*Precise Shot:* If you have the Precise Shot feat (page 98), you don’t take this penalty.

**Fighting Defensively as a Standard Action:** You can choose to

fight defensively when attacking. If you do so, you take a –4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round. This bonus stacks with the AC bonus granted by the Combat Expertise feat (page 92).

#### Cast a Spell

Most spells require 1 standard action to cast. You can cast such a spell either before or after you take a move action. See Chapter 10: magic for details on casting spells, their effects, and so on.

*Note:* You retain your Dexterity bonus to AC while casting.

**Spell Components:** To cast a spell with a verbal (V) component, your character must speak in a firm voice. If you’re gagged or in the area of a silence spell, you can’t cast such a spell. A spellcaster who has been deafened has a 20% chance to spoil any spell he tries to cast if that spell has a verbal component.

To cast a spell with a somatic (S) component, you must gesture freely with at least one hand. You can’t cast a spell of this type while bound, grappling, or with both your hands full or occupied (swimming, clinging to a cliff, or the like).

To cast a spell with a material (M), focus (F), or divine focus (DF) component, you have to have the proper materials, as described by the spell. Unless these materials are elaborate, such as the 2-foot-by- 4-boot mirror that a wizard needs to cast *scrying*, preparing these materials is a free action. For material components and focuses whose costs are not listed, you can assume that you have them if you have your spell component pouch.

Some spells have an experience point (XP) component and entail an experience point cost to you. No spell, not even *restoration*, can restore the lost XP. You cannot spend so much XP that you lose a level, so you cannot cast the spell unless you have enough XP to spare. However, you may, on gaining enough XP to achieve a new level, immediately spend the XP on casting the spell rather than keeping it to advance a level. The XP are expended when you cast the spell, whether or not the casting succeeds.

**Concentration:** You must concentrate to cast a spell. If you can’t concentrate (because you are on the deck of a storm-tossed ship, for instance), you can’t cast a spell. If you start casting a spell but something interferes with your concentration, such as an ogre taking the opportunity to hit you with its club (successfully hitting you with his attack of opportunity), you must make a Concentration check or lose the spell. The check’s DC depends on what is threatening your concentration (see the Concentration skill, page 69, and Concentration, page 170). If you fail, the spell fizzles with no effect. If you prepare spells (as a wizard, cleric, druid, paladin, or ranger does), it is lost from preparation. If you cast at will (as a sorcerer or bard does), it counts against your daily limit of spells even though you did not cast it successfully.

**Concentrating to Maintain a Spell:** Some spells require con- tinued concentration to keep them going. Concentrating to main- tain a spell is a standard action that doesn’t provoke an attack of opportunity. Anything that could break your concentration when casting a spell can keep you from concentrating to maintain a spell. If your concentration breaks, the spell ends.

**Casting Time:** Most spells have a casting time of 1 standard action. A spell cast in this manner immediately takes effect.

**Attacks of Opportunity:** Generally, if you cast a spell, you provoke attacks of opportunity from threatening enemies. If you take damage from an attack of opportunity, you must make a Concentration check (DC 10 + points of damage taken + spell level) or lose the spell. Spells that require only a free action to cast (such as *feather fall* or any quickened spell) don’t provoke attacks of oppor- tunity.

**Casting on the Defensive:** You may attempt to cast a spell while paying attention to threats and avoiding blows. In this case, you are no more vulnerable to attack than you would be if you were just standing there, so casting a spell while on the defensive does not provoke an attack of opportunity. It does, however, require a Concentration check (DC 15 + spell level) to pull off. Failure means that you lose the spell.

**Touch Spells in Combat:** Many spells have a range of touch. To use these spells, you cast the spell and then touch the subject, either in the same round or any time later. In the same round that you cast the spell, you may also touch (or attempt to touch) the target. You may take your move before casting the spell, after touching the



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#### CRITICAL HITS

When you make an attack roll and get a natural 20 (the d20 shows 20), you hit regardless of your target’s Armor Class, and you have scored a threat. The hit might be a critical hit (or “ crit” ). To find out if it’s a critical hit, you immediately make a critical roll— another attack roll with all the same modifiers as the attack roll you just made. If the critical roll also results in a hit against the target’s AC, your original hit is a critical hit. (The critical roll just needs to hit to give you a crit. It doesn’t need to come up 20 again.) If the critical roll is a miss, then your hit is just a regular hit.

A critical hit means that you roll your damage more than once, with all your usual bonuses, and add the rolls together. Unless otherwise specified, the threat range for a critical hit on an attack roll is 20, and the multiplier is ×2.

**Exception:** Extra damage over and above a weapon’s normal damage,

such as that dealt by a sneak attack or the special ability of a flaming sword, is not multiplied when you score a critical hit.

**Increased Threat Range:** Sometimes your threat range is greater than

20. That is, you can score a threat on a lower number. Longswords, for instance, give you a thread on a natural attack roll of 19 or 20. In such cases, a roll of lower than 20 is not an automatic hit. Any attack roll that doesn’t result in a hit is not a threat.

**Increased Critical Multiplier:** Some weapons, such as battleaxes and

arrows, deal better than double damage on a critical hit. See Table 7–5: Weapons (page 116) and the Critical section of Weapon Qualities (page 114).

**Spells and Critical Hits:** A spell that requires an attack roll, such as

*shocking grasp* or *Melf’s acid arrow*, can score a critical hit. A spell attack that requires no attack roll, such as *lightning bolt*, cannot score a critical hit.

target, or between casting the spell and touching the target. You can automatically touch one friend or use the spell on yourself, but to touch an opponent, you must succeed on an attack roll.

*Touch Attacks:* Since you need only touch your enemy, you make a touch attack instead of a regular attack. Touching an opponent with a touch spell is considered to be an armed attack and therefore does not provoke attacks of opportunity. The touch spell provides you with a credible threat that the defender is obliged to take into account just as if it were a weapon. However, the act of casting a spell does provoke an attack of opportunity, so you may want to cast the spell and then move to the target instead of vice versa. Touch attacks come in two types: melee touch attacks (for touches made with, say, your hand) and ranged touch attacks (for touches made

##### Table 8–2: Actions in Combat

with magic rays, for example). You can score critical hits with either type of attack. Your opponent’s AC against a touch attack does not include any armor bonus, shield bonus, or natural armor bonus. His size modifier, Dexterity modifier, and deflection bonus (if any) all apply normally.

*Holding the Charge:* If you don’t discharge the spell in the round when you cast the spell, you can hold the discharge of the spell (hold the charge) indefinitely. You can continue to make touch attacks round after round. You can touch one friend as a standard action or up to six friends as a full-round action. If you touch anything or anyone while holding a charge, even unintentionally, the spell discharges. If you cast another spell, the touch spell dissipates. Alternatively, you may make a normal unarmed attack (or

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**Attack of**



**Standard Action Opportunity1**

Attack (melee) No

Attack (ranged) Yes

Attack (unarmed) Yes

Activate a magic item other than a potion or oil No

Aid another (page 154) M aybe2

Bull rush (page 154) No

Cast a spell (1 standard action casting time) Yes

Concentrate to maintain an active spell No

Dismiss a spell No

Draw a hidden weapon (see Sleight of H and, page 81) No Drink a potion or apply an oil Yes

Escape a grapple (page 156) No

Feint (page 155) No

Light a torch with a tindertwig (page 129) Yes

Lower spell resistance No

M ake a dying friend stable (see Heal, page 75) Yes

Overrun (page 157) No

Read a scroll Yes

Ready (triggers a standard action) No

Sunder a weapon (attack) Yes

Sunder an object (attack) M aybe3

Total defense No

Turn or rebuke undead (page 159) No

Use extraordinary ability No

Use skill that takes 1 action Usually

Use spell-like ability Yes

Use supernatural ability No

**Attack of**

**Move Action Opportunity1**

M ove Yes

Control a frightened mount Yes

Direct or redirect an active spell No

Draw a weapon4 No

Load a hand crossbow or light crossbow Yes

Open or close a door No

M ount a horse or dismount No

M ove a heavy object Yes

Pick up an item Yes

Sheathe a weapon Yes

Stand up from prone Yes

Ready or loose a shield4 No

Retrieve a stored item Yes

**Attack of**

**Full-Round Action Opportunity1**

Full attack No

Charge5 (page 154) No

Deliver coup de grace (page 153) Yes

Escape from a net (page 119) Yes

Extinguish flames No

Light a torch Yes

Load a heavy or repeating crossbow Yes

Lock or unlock weapon in locked gauntlet Yes

Prepare to throw splash weapon (page 158) Yes

Run Yes

Use skill that takes 1 round Usually

Use touch spell on up to six friends (page 141) Yes

Withdraw5 No

**Attack of**

**Free Action Opportunity1**

Cast a quickened spell (page 98) No

Cease concentration on a spell No

Drop an item No

Drop to the floor No

Prepare spell components to cast a spell6 No

Speak No

**Attack of**

**No Action Opportunity1**

Delay No

5-foot step No

**Action Type Varies**

Disarm 7 (page 155) Yes

Grapple7 (page 155) Yes

Trip an opponent7 (page 158) No

Use feat8 Varies

1. Regardless of the action, if you move out of a threatened square, you usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.
2. If you aid someone performing an action that would normally provoke an attack of opportunity, then the act of aiding another provokes an attack of opportunity as well.
3. If the object is being held, carried, or worn by a creature, yes. If not, no.
4. 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.
5. M ay be taken as a standard action if you are limited to taking only a single action in a round.
6. Unless the component is an extremely large or awkward item (DM ’s call).
7. 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.
8. The description of a feat defines its effect.

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an attack with a natural weapon) while holding a charge. In this case, you aren’t considered armed and you provoke attacks of opportunity as normal for the attack. (If your unarmed attack or natural weapon attack doesn’t provoke attacks of opportunity, neither does this attack.) If the attack hits, you deal normal damage for your unarmed attack or natural weapon and the spell discharges. If the attack misses, you are still holding the charge.

**Dismiss a Spell:** Dismissing an active spell (such as *alter self*) is a standard action that doesn’t provoke attacks of opportunity.

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#### Activate Magic Item

Many magic items don’t need to be activated—magic weapons, magic armor, *gauntlets of Dexterity*, and so forth. However, certain magic items need to be activated, especially potions, scrolls, wands, rods, and staffs. Activating a magic item is a standard action (unless the item description indicates otherwise).

**Spell Completion Items:** Activating a spell completion item, such as a scroll, is the equivalent of casting a spell. It requires con- centration and provokes attacks of opportunity. You lose the spell if your concentration is broken, and you can attempt to activate the item while on the defensive, as with casting a spell (see Casting on the Defensive, above).

**Spell Trigger, Command Word, or Use-Activated Items:** Activating any of these kinds of items does not require concentra- tion and does not provoke attacks of opportunity. The *Dungeon Master’s Guide* has much more information on magic items.

#### Use Special Ability

Using a special ability is usually a standard action, but whether it is a standard action, a full-round action, or not an action at all is defined by the ability (see Special Abilities, page 180).

**Spell-Like Abilities:** Using a spell-like ability (such as a paladin calling her special mount) works like casting a spell in that it requires concentration and provokes attacks of opportunity. Spell- like abilities can be disrupted. If your concentration is broken, the attempt to use the ability fails, but the attempt counts as if you had used the ability. The casting time of a spell-like ability is 1 standard action, unless the ability description notes otherwise.

*Using a Spell-Like Ability on the Defensive:* You may attempt to use a spell-like ability on the defensive, just as with casting a spell. If the Concentration check (DC 15 + spell level) fails, you can’t use the ability, but the attempt counts as if you had used the ability.

**Supernatural Abilities:** Using a supernatural ability (such as a cleric’s turn or rebuke undead ability) is usually a standard action (unless defined otherwise by the ability’s description). Its use cannot be disrupted, does not require concentration, and does not provoke attacks of opportunity.

**Extraordinary Abilities:** Using an extraordinary ability (such as a barbarian’s uncanny dodge ability) is usually not an action because most extraordinary abilities automatically happen in a reactive fashion. Those extraordinary abilities that are actions are usually standard actions that cannot be disrupted, do not require concen- tration, and do not provoke attacks of opportunity.

#### Total Defense

You can defend yourself as a standard action. You get a +4 dodge bonus to your AC for 1 round. Your AC improves at the start of this action, so it helps you against any attacks of opportunity you incur during the round. You can’t combine total defense with fighting defensively or with the benefit of the Combat Expertise feat (since both of those require you to declare an attack or full attack). You can’t make attacks of opportunity while using total defense.

#### Start/Complete Full-Round Action

The “start full-round action” standard action lets you start under- taking a full-round action, which you can complete in the following round by using another standard action. For instance, if you are limited to taking only a standard action each turn, you can shoot a heavy crossbow every 3 rounds, needing 2 rounds to load it (a full- round action) and 1 round to shoot it. Also, if you want to cast a spell whose casting time is 1 full round, you can start the casting in one round and complete it in the following round, for example. You can’t use this action to start or complete a full attack, charge, run, or withdraw.

### MOVE ACTIONS

With the exception of specific movement-related skills, most move actions don’t require a check.

#### Move

The simplest move action is moving your speed. If you take this kind of move action during your turn, you can’t also take a 5-foot step.

Many nonstandard modes of movement are covered under this category, including climbing (up to one-quarter of your speed) and swimming (up to one-quarter of your speed).

**Accelerated Climbing:** You can climb one-half your speed as a move action by accepting a –5 penalty on your Climb check.

**Crawling:** You can crawl 5 feet as a move action. Crawling incurs attacks of opportunity from any attackers who threaten you at any point of your crawl.

#### Draw or Sheathe a Weapon

Drawing a weapon so that you can use it in combat, or putting it away so that you have a free hand, requires a move action. This action also applies to weapon-like objects carried in easy reach, such as wands. If your weapon or weapon-like object is stored in a pack or otherwise out of easy reach, treat this action as retrieving a stored item.

If you have a base attack bonus of +1 or higher, you may draw a weapon as a free action combined with a regular move. If you have the Two-Weapon Fighting feat (page 102), you can draw two light or one-handed weapons in the time it would normally take you to draw one.

Drawing ammunition for use with a ranged weapon (such as

arrows, bolts, sling bullets, or shuriken) is a free action.

#### Ready or Loose a Shield

Strapping a shield to your arm to gain its shield bonus to your AC, or unstrapping and dropping a shield so you can use your shield hand for another purpose, requires a move action. If you have a base attack



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#### SPEEDING UP COMBAT

You can use a few tricks to make combat run faster.

**Attack and Damage:** Roll your attack die and damage die (or dice) at the same time. If you miss, you can ignore the damage, but if you hit, your friends don’t have to wait for you to make a second roll for damage. **Multiple Attacks:** Use dice of different colors so you can make your attack rolls all at once instead of one at a time. Designate which attack is

which color before you roll.

**Dice as Counters:** Use dice to keep track of how many rounds a short- duration magical effect has been active. Each round, turn the die to the next number until the effect ends.

**Concealment Rolls:** If you know what your chance to miss is because

of your target’s concealment, you can roll it along with your attack roll. If the concealment roll indicates a miss, just ignore the attack roll.

bonus of +1 or higher, you can ready or loose a shield as a free action combined with a regular move.



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Dropping a carried (but not worn) shield is a free action.

#### Manipulate an Item

In most cases, moving or manipulating an item is a move action. This includes retrieving or putting away a stored item, picking up an item, moving a heavy object, and opening a door. Examples of this kind of action, along with whether they incur an attack of opportunity, are given in Table 8–2: Actions in Combat.

#### Direct or Redirect a Spell

Some spells, such as *flaming sphere* and *spiritual weapon*, allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell requires a move action and does not provoke attacks of opportunity or require concentration (see Cast a Spell under Standard Actions, page 140).

#### Stand Up

Standing up from a prone position requires a move action and pro- vokes attacks of opportunity.

#### Mount/Dismount a Steed

Mounting or dismounting from a steed requires a move action.

**Fast Mount or Dismount:** You can mount or dismount as a free action with a DC 20 Ride check (your armor check penalty, if any, applies to this check). If you fail the check, mounting or dis- mounting is a move action instead. (You can’t attempt a fast mount or fast dismount unless you can perform the mount or dismount as a move action in the current round.)

### FULL-ROUND ACTIONS

A full-round action requires an entire round to complete. Thus, it can’t be coupled with a standard or a move action, though if it does not involve moving any distance, you can take a 5-foot step.

#### Full Attack

If you get more than one attack per round because your base attack bonus is high enough, because you fight with two weapons or a double weapon (see Two-Weapon Fighting under Special Attacks, page 160), or for some special reason (such as a feat or a magic item) you must use a full-round action to get your additional attacks. You do not need to specify the targets of your attacks ahead of time. You can see how the earlier attacks turn out before assigning the later ones.

The only movement you can take during a full attack is a 5-foot step. You may take the step before, after, or between your attacks.

If you get multiple attacks because your base attack bonus is high enough, you must make the attacks in order from highest bonus to lowest. If you are using two weapons, you can strike with either weapon first. If you are using a double weapon, you can strike with either part of the weapon first.

**Deciding between an Attack or a Full Attack:** After your first attack, you can decide to take a move action instead of making your remaining attacks, depending on how the first attack turns out. If you’ve already taken a 5-foot step, you can’t use your move action to move any distance, but you could still use a different kind of move action.

**Fighting Defensively as a Full-Round Action:** You can choose to fight defensively when taking a full attack action. If you do so, you take a –4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

**Cleave:** The extra attack granted by the Cleave feat (page 92) or Great Cleave feat (page 94) can be taken whenever they apply. This is an exception to the normal limit to the number of attacks you can take when not using a full attack action.

#### Cast a Spell

A spell that takes 1 round to cast is a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the spell. You then act normally after the spell is completed.

A spell that takes 1 minute to cast comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are casting a spell as a full-round action). These actions must be consecutive and uninterrupted, or the spell automatically fails.

When you begin a spell that takes 1 round or longer to cast, you must continue the invocations, gestures, and concentration from one round to just before your turn in the next round (at least). If you lose concentration after starting the spell and before it is complete, you lose the spell.

You only provoke attacks of opportunity when you begin casting a spell, even though you might continue casting for at least one full round. While casting a spell, you don’t threaten any squares around you.

This action is otherwise identical to the cast a spell action de- scribed under Standard Actions.

**Casting a Metamagic Spell:** Sorcerers and bards must take more time to cast a metamagic spell (one enhanced by a metamagic feat) than a regular spell. If a spell’s normal casting time is 1 standard action, casting a metamagic version of the spell is a full-round action for a sorcerer or bard. Note that this isn’t the same as a spell with a 1- round casting time—the spell takes effect in the same round that you begin casting, and you aren’t required to continue the invocations, gestures, and concentration until your next turn. For spells with a longer casting time, it takes an extra full-round action to cast the metamagic spell.

Clerics must take more time to spontaneously cast a metamagic version of a *cure* or *inflict* spell. For instance, an 11th-level cleric can swap out a prepared 6th-level spell to cast an empowered *cure critical wounds*. Spontaneously casting a metamagic version of a spell with a casting time of 1 standard action is a full-round action, and spells with longer casting times take an extra full-round action to cast.

#### Use Special Ability

Using a special ability is usually a standard action, but some may be full-round actions, as defined by the ability. See Special Abilities, page 180, and the Use Special Ability action under Standard Actions, page 142.

#### Withdraw

Withdrawing from melee combat is a full-round action. When you withdraw, you can move up to double your speed. The square you start out in is not considered threatened by any opponent you can see, and therefore visible enemies do not get attacks of opportunity against you when you move from that square. (Invisible enemies still get attacks of opportunity against you, and you can’t withdraw from combat if you’re blinded.) You can’t take a 5-foot step during the same round in which you withdraw.

If, during the process of withdrawing, you move out of a threatened square (other than the one you started in), enemies get attacks of opportunity as normal.

You may not withdraw using a form of movement for which you don’t have a listed speed. For example, a monstrous spider has a listed climb speed, so it can withdraw by climbing away. Your character doesn’t normally have a listed climb speed (unless you’re under the effect of a *spider climb* spell, for example), so you can’t use climbing to withdraw from combat.

Note that despite the name of this action, you don’t actually have to leave combat entirely. For instance, you could use a withdraw action to move away from one enemy and toward another.

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### FREE ACTIONS

Free actions don’t take any time at all, though your DM may limit the number of free actions you can perform in a turn. Free actions rarely incur attacks of opportunity. Some common free actions are described below.

#### Drop an Item

Dropping an item in your space or into an adjacent square is a free action.

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#### Drop Prone

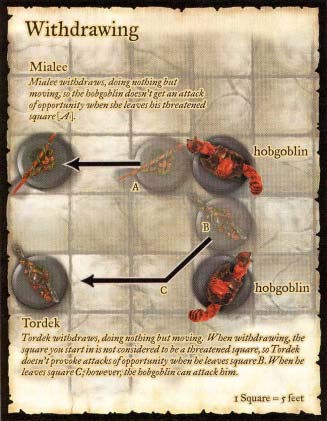
Dropping to a prone position in your space is a free action.

#### Speak

In general, speaking is a free action that you can perform even when it isn’t your turn. Some DMs may rule that a character can only speak on his turn, or that a character can’t speak while flat-footed (and thus can’t warn allies of a surprise threat until he has a chance to act). Speaking more than few sentences is generally beyond the limit of a free action; to communicate more information than that, your DM may require that you take a move action or even a full- round action.

#### Cease Concentration on Spell

You can stop concentrating on an active spell (such as *detect evil*) as a free action.



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**Restricted Withdraw:** If you are limited to taking only a stan- dard action each round (for instance, if you have been *slowed* or during a surprise round), you can withdraw as a standard action. In this case, you may move up to your speed (rather than up to double your speed).

#### Run

You can run as a full-round action. (If you do, you do not also get a 5- foot step.) When you run, you can move up to four times your speed in a straight line (or three times your speed if you’re in heavy armor). You lose any Dexterity bonus to AC unless you have the Run feat (page 99), which allows you to keep your Dexterity bonus to AC when running.

You can run for a number of rounds equal to your Constitution score, but after that you must make a DC 10 Constitution check to continue running. You must check again each round in which you continue to run, and the DC of this check increases by 1 for each check you have made. When you fail this check, you must stop running. A character who has run to his limit must rest for 1 minute (10 rounds) before running again. During a rest period, a character can move no faster than a normal move action.

You can’t run across difficult terrain (page 148), or if you can’t see where you’re going.

A run represents a speed of about 12 miles per hour for an unen- cumbered human.

#### Move 5 Feet through Difficult Terrain

In some situations, your movement may be so hampered that you don’t have sufficient speed even to move 5 feet (a single square). In such a case, you may spend a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-foot step, it’s not, and thus it provokes attacks of opportunity normally. (You can’t take advantage of this rule to move through impassable terrain or to move when all movement is prohibited to you, such as while paralyzed.)

#### Cast a Quickened Spell

You can cast a quickened spell (see the Quicken Spell feat, page 98) or any spell whose casting time is designated as a free action (such as the *feather fall* spell) as a free action. Only one such spell can be cast in any round, and such spells don’t count toward your normal limit of one spell per round. Casting a spell with a casting time of a free action doesn’t incur an attack of opportunity.

MISCELLANEOUS ACTIONS

Some actions don’t fit neatly into the above categories. Some of these options are actions that take the place of or are variations on the actions described under Standard Actions, Move Actions, and Full-Round Actions. For actions not covered below, the DM lets you know how long such an action takes to perform and whether doing so provokes attacks of opportunity from threatening enemies. The variant and special attacks mentioned here are covered under Special Attacks, page 154.

#### Take 5-Foot Step

You can move 5 feet in any round when you don’t perform any other kind of movement. Taking this 5-foot step never provokes an attack of opportunity. You can’t take more than one 5-foot step in a round, and you can’t take a 5-foot step in the same round when you move any distance.

You can take a 5-foot step before, during, or after your other ac- tions in the round. For example, you could draw a weapon (a move action), take a 5-foot step, and then attack (a standard action), or you could cast *fireball* (a standard action), take a 5-foot step through an open door, then close the door (a move action).

You can only take a 5-foot-step if your movement isn’t hampered by difficult terrain (see page 148) or darkness. Any creature with a speed of 5 feet or less can’t take a 5-foot step, since moving even 5 feet requires a move action for such a slow creature.

You may not take a 5-foot step using a form of movement for which you do not have a listed speed. For example, if you don’t have a Climb speed listed, you can’t use climbing to make a 5-foot step. Similarly, you can’t take a 5-foot step when swimming unless you have a listed swim speed.

**Damaging Helpless Defenders:** Even if you have lots of hit points, a dagger through the eye is a dagger through the eye. When a character is helpless, meaning that he can’t avoid damage or deflect blows somehow, he’s in trouble (see Helpless Defenders, page 153).

**Effects of Hit Point Damage:** Damage gives you scars, bangs up your armor, and gets blood on your tunic, but it doesn’t slow you down until your current hit points reach 0 or lower.

At 0 hit points, you’re disabled.

At from –1 to –9 hit points, you’re dying. At –10 or lower, you’re dead.

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**Massive Damage:** If you ever sustain damage so massive that a single attack deals 50 points of damage or more and it doesn’t kill you outright, you must make a DC 15 Fortitude save. If this saving throw fails, you die regardless of your current hit points. This amount of damage represents a single trauma so major that it has a chance to kill even the toughest creature. If you take 50 points of damage or more from multiple attacks, no one of which dealt 50 or more points of damage itself, the massive damage rule does not apply.



#### Use Feat

Certain feats, such as Whirlwind Attack, let you take special actions in combat. Other feats do not require actions themselves, but they give you a bonus when attempting something you can already do, such as Improved Disarm. Some feats, such as item creation feats, are not meant to be used within the framework of combat. The individual feat descriptions in Chapter 5 tell you what you need to know about them.

#### Use Skill

Most skill uses are standard actions, but some might be move actions, full-round actions, free actions, or something else entirely. The individual skill descriptions in Chapter 4 tell you what sorts of actions are required to perform skills.

INJURY AND DEATH

Your hit points measure how hard you are to kill. No matter how many hit points you lose, your character isn’t hindered in any way until your hit points drop to 0 or lower.

### LOSS OF HIT POINTS

The most common way that your character gets hurt is to take lethal damage and lose hit points, whether from an orc’s falchion, a wizard’s *lightning bolt* spell, or a fall into molten lava. You record your character’s hit point total on your character sheet. As your character takes damage, you subtract that damage from your hit points, leaving you with your current hit points. Current hit points go down when you take damage and go back up when you recover.

**What Hit Points Represent:** Hit points mean two things in the game world: the ability to take physical punishment and keep going, and the ability to turn a serious blow into a less serious one. For some characters, hit points may represent divine favor or inner power. When a paladin survives a *fireball*, you will be hard pressed to convince bystanders that she doesn’t have the favor of some higher power.

### DISABLED (0 HIT POINTS)

When your current hit points drop to exactly 0, you’re disabled. You’re not unconscious, but you’re close to it. You can only take a single move or standard action each turn (but not both, nor can you take full-round actions). You can take move actions without further injuring yourself, but if you perform any standard action (or any other action the DM deems as strenuous, including some free actions such as casting a quickened spell) you take 1 point of damage after the completing the act. Unless your activity increased your hit points, you are now at –1 hit points, and you’re dying.

Healing that raises your hit points above 0 makes you fully functional again, just as if you’d never been reduced to 0 or fewer hit points. A spellcaster retains the spellcasting capability she had before dropping to 0 hit points.

You can also become disabled when recovering from dying. In this case, it’s a step toward recovery, and you can have fewer than 0 hit points (see Stable Characters and Recovery, below).

### DYING (–1 TO –9 HIT POINTS)

When your character’s current hit points drop to between –1 and –9 inclusive, he’s dying.

A dying character immediately falls unconscious and can take no actions.

A dying character loses 1 hit point every round. This continues until the character dies or becomes stable (see below).

### DEAD (–10 HIT POINTS OR LOWER)

When your character’s current hit points drop to –10 or lower, or if he takes massive damage (see above), he’s dead. A character can also die from taking ability damage or suffering an ability drain that reduces his Constitution to 0. When a character dies, his soul immediately departs. Getting it back into the body is a major hassle (see Bringing Back the Dead, page 171).

### STABLE CHARACTERS AND RECOVERY

On the next turn after a character is reduced to between –1 and –9 hit points and on all subsequent turns, roll d% to see whether the dying character becomes stable. He has a 10% chance of becoming stable. If he doesn’t, he loses 1 hit point. (A character who’s uncon- scious or dying can’t use any special action that changes the initia- tive count on which his action occurs.)

If the character’s hit points drop to –10 or lower, he’s dead.

You can keep a dying character from losing any more hit points and make him stable with a DC 15 Heal check.

If any sort of healing cures the dying character of even 1 point of damage, he stops losing hit points and becomes stable.

Healing that raises the dying character’s hit points to 0 makes

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him conscious and disabled. Healing that raises his hit points to 1 or more makes him fully functional again, just as if he’d never been reduced to 0 or lower. A spellcaster retains the spellcasting capa- bility she had before dropping below 0 hit points.

A stable character who has been tended by a healer or who has been magically healed eventually regains consciousness and re- covers hit points naturally. If the character has no one to tend him, however, his life is still in danger, and he may yet slip away.

**Recovering with Help:** One hour after a tended, dying character becomes stable, roll d%. He has a 10% chance of becoming con- scious, at which point he is disabled (as if he had 0 hit points). If he remains unconscious, he has the same chance to revive and become disabled every hour. Even if unconscious, he recovers hit points naturally. He is back to normal when his hit points rise to 1 or higher.

**Recovering without Help:** A severely wounded character left alone usually dies. He has a small chance, however, of recovering on his own. Even if he seems as though he’s pulling through, he can still finally succumb to his wounds hours or days after originally taking damage.

A character who becomes stable on his own (by making the 10% roll while dying) and who has no one to tend to him still loses hit points, just at a slower rate. He has a 10% chance each hour of becoming conscious. Each time he misses his hourly roll to become conscious, he loses 1 hit point. He also does not recover hit points through natural healing.

Even once he becomes conscious and is disabled, an unaided character still does not recover hit points naturally. Instead, each day he has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, he loses 1 hit point.

Once an unaided character starts recovering hit points naturally, he is no longer in danger of naturally losing hit points (even if his current hit point total is negative).

### HEALING

After taking damage, you can recover hit points through natural healing or through magical healing. In any case, you can’t regain hit points past your full normal hit point total.

**Natural Healing:** With a full night’s rest (8 hours of sleep or

more), you recover 1 hit point per character level. For example, a 5th-level fighter recovers 5 hit points with a night of rest. Any sig- nificant interruption (such as combat or the like) during your rest prevents you from healing that night.

If you undergo complete bed rest for an entire day and night, you recover twice your character level in hit points. A 5th-level fighter recovers 10 hit points per 24 hours of bed rest.

**Magical Healing:** Various abilities and spells, such as a cleric’s

*cure* spells or a paladin’s lay on hands ability, can restore hit points.

**Healing Limits:** You can never recover more hit points than you lost. Magical healing won’t raise your current hit points higher than your full normal hit point total.

**Healing Ability Damage:** Ability damage is temporary, just as hit point damage is. Ability damage returns at the rate of 1 point per night of rest (8 hours) for each affected ability score. Complete bed rest restores 2 points per day (24 hours) for each affected ability score.

### TEMPORARY HIT POINTS

Certain effects, such as the *aid* spell, give a character temporary hit points. When a character gains temporary hit points, note his cur- rent hit point total. When the temporary hit points go away, such as at the end of the *aid* spell’s duration, the character’s hit points drop to his current hit point total. If the character’s hit points are below his current hit point total at that time, all the temporary hit points have already been lost and the character’s hit point total does not drop further.

When temporary hit points are lost, they cannot be restored as real hit points can be, even by magic.

**Increases in Constitution Score and Current Hit Points:** An increase in a character’s Constitution score, even a temporary one, can give her more hit points (an effective hit point increase), but these are not temporary hit points. They can be restored, such as with *cure light wounds*, and they are not lost first as temporary hit points are. For example, Krusk (now a 3rd-level barbarian) gains +4 to his Constitution score and +6 hit points when he rages, raising his hit points from 31 to 37. If Krusk takes damage dropping him to 32 hit points, Jozan can cure those lost points and get him back to 37. If Krusk is so wounded at the end of his rage that he only has 5 hit points left, then when he loses his 6 extra hit points, he drops to –1 hit points and is dying.

### NONLETHAL DAMAGE

Sometimes you get roughed up or weakened, such as by getting clocked in a fistfight or tired out by a forced march. This sort of trauma won’t kill you, but it can knock you out or make you faint.

If you take sufficient nonlethal damage, you fall unconscious, but you don’t die. Nonlethal damage goes away much faster than lethal damage does.

**Dealing Nonlethal Damage:** Certain attacks deal nonlethal damage, such as a normal human’s unarmed strike (a punch, kick, or head butt). Other effects, such as heat or being exhausted, also deal nonlethal damage. When you take nonlethal damage, keep a running total of how much you’ve accumulated. *Do not deduct the nonlethal damage number from your current hit points*. It is not “real” damage. Instead, when your nonlethal damage equals your current hit points, you’re staggered, and when it exceeds your current hit points, you fall unconscious. It doesn’t matter whether the nonlethal damage equals or exceeds your current hit points because the nonlethal damage has gone up or because your current hit points have gone down.

*Nonlethal Damage with a Weapon that Deals Lethal Damage:* You can use a melee weapon that deals lethal damage to deal nonlethal damage instead, but you take a –4 penalty on your attack roll because you have to use the flat of the blade, strike at nonvital areas, or check your swing.

*Lethal Damage with a Weapon that Deals Nonlethal Damage:* You can use a weapon that deals nonlethal damage, including an unarmed strike, to deal lethal damage instead, but you take a –4 penalty on your attack roll because you have to strike only in the most vulnerable areas to inflict lethal damage.

**Staggered and Unconscious:** When your nonlethal damage equals your current hit points, you’re staggered. You’re so roughed up that you can only take a standard action or a move action in each round. You cease being staggered when your current hit points once again exceed your nonlethal damage.

When your nonlethal damage exceeds your current hit points, you fall unconscious. While unconscious, you are helpless (see Helpless Defenders, page 153).

Spellcasters who fall unconscious retain any spellcasting ability they had before going unconscious.

**Healing Nonlethal Damage:** You heal nonlethal damage at the rate of 1 hit point per hour per character level. For example, a 7th- level wizard heals 7 points of nonlethal damage each hour until all the nonlethal damage is gone.

When a spell or a magical power cures hit point damage, it also removes an equal amount of nonlethal damage.

MOVEMENT, POSITION,

AND DISTANCE

Few characters in a fight stand around motionless. Enemies appear and charge the party. The heroes reply, advancing to take on new foes after they down their first opponents. Wizards remain outside the fight, looking for the best place to use their magic. Rogues

quietly skirt the fracas seeking a straggler or an unwary opponent to strike with a sneak attack. Finally, if the fight is lost, most characters seek to remove themselves from the vicinity. Movement is an important element for gaining the upper hand on the battlefield.

Dungeons & Dragons miniatures are on the 30mm scale—a miniature figure of a six-foot-tall human is approximately 30mm tall. A square on the battle grid is 1 inch across, representing a 5-foot-by- 5-foot area.

### TACTICAL MOVEMENT

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Where you can move, how long it takes you to get there, and whether you’re vulnerable to attacks of opportunity while you’re moving are key questions in combat.

#### How Far Can Your Character Move?

Your speed is determined by your race and your armor (see Table 8– 3: Tactical Speed). Your speed while unarmored is your base land speed.

**Encumbrance:** A character encumbered by carrying a large amount of gear, treasure, or fallen comrades may move slower than normal (see Carrying Capacity, page 161).

**Hampered Movement:** Difficult terrain, obstacles, or poor vis- ibility can hamper movement (see Terrain and Obstacles, below, and Hampered Movement, page 163).

**Movement in Combat:** Generally, you can move your speed in a

round and still do something, such as swing an axe or cast a spell. If you do nothing but move (that is, if you use both of your actions in a round to move your speed), you can move double your speed. If you spend the entire round running, you can move quadruple your speed. If you do something that requires a full round you can only take a 5-foot step.

**Bonuses to Speed:** A barbarian has a +10 foot bonus to his speed (unless he’s wearing heavy armor). Experienced monks also have higher speed (unless they’re wearing armor of any sort). In addition, many spells and magic items can affect a character’s speed. Always apply any modifiers to a character’s speed before adjusting the character’s speed based on armor or encumbrance, and remember that multiple bonuses of the same type to a character’s speed (such as enhancement bonuses) don’t stack.

**Opponent:** You can’t move through a square occupied by an op- ponent, unless the opponent is helpless (dead, unconscious, paralyzed, bound, or the like). You can move through a square occupied by a helpless opponent without penalty. (The DM may rule that some creatures, such as an enormous dragon, present an

##### Table 8–3: Tactical Speed

**No Armor or Medium or**

**Race Light Armor Heavy Armor** H uman, elf, half-elf, half-orc 30 ft.(6 squares) 20 ft.(4 squares) Dwarf 20 ft.(4 squares) 20 ft.(4 squares)

Halfling, gnome 20 ft.(4 squares) 15 ft.(3 squares)

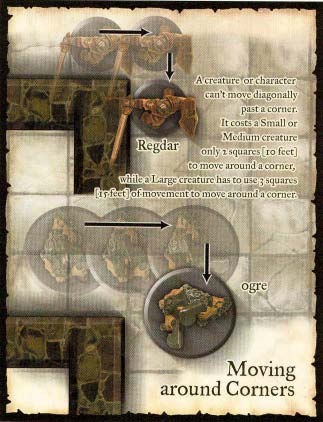
#### Measuring Distance

**Diagonals:** When measuring distance, the first diagonal counts as 1 square, the second counts as 2 squares, the third counts as 1, the fourth as 2, and so on. (If it helps, you can think of a diagonal as a distance of 1.5 squares.)

You can’t move diagonally past a corner (even by taking a 5-foot step). You can move diagonally past a creature, even an opponent. You can also move diagonally past other impassable obstacles, such as pits.

**Closest Creature:** When it’s important to determine the closest square or creature to a location, if two squares or creatures are equally close, randomly determine which one counts as closest by rolling a die.

#### Moving through a Square



**Friend:** You can move through a square occupied by a friendly character, unless you are charging (page 154). When you move through a square occupied by a friendly character, that character doesn’t provide you with cover (see page 150).

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obstacle even when helpless. In such cases, each square you move through counts as 2 squares.)

**Ending Your Movement:** You can’t end your movement in the same square as another creature unless it is helpless.

**Overrun:** During your movement, but not a charge, you can attempt to move through a square occupied by an opponent (see Overrun, page 157).

**Tumbling:** A trained character can attempt to tumble through a square occupied by an opponent (see the Tumble skill, page 84).

**Very Small Creature:** A Fine, Diminutive, or Tiny creature can

move into or through an occupied square. The creature provokes attacks of opportunity when doing so.

**Square Occupied by Creature Three Sizes Larger or Smaller:** Any creature can move through a square occupied by a creature three size categories larger than it is. A gnome (Small), for example, can run between the legs of a cloud giant (Huge).

A big creature can move through a square occupied by a creature three size categories smaller than it is. A cloud giant, for example, can step over a gnome.

**Designated Exceptions:** Some creatures break the above rules. For example, a gelatinous cube fills the squares it occupies to a height of 15 feet. A creature that completely fills the squares it occupies cannot be moved past, even with the Tumble skill or similar special abilities.

#### Terrain and Obstacles

The rules presented so far in this section assume that you’re moving through an area clear of obstacles or difficult terrain. However, in dungeons and wilderness areas, that’s often not the case.

**Difficult Terrain:** Difficult terrain, such as rubble, an uneven cave floor, thick undergrowth, and the like, hampers movement. Each square of difficult terrain counts as 2 squares of movement. (Each diagonal move into a difficult terrain square counts as 3 squares.) You can’t run or charge across difficult terrain.

If you occupy squares with different kinds of terrain, you can move only as fast as the most difficult terrain you occupy will allow.

(This is often significant for creatures whose space fills more than one square, such as a giant.)

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Flying and incorporeal creatures are not hampered by difficult terrain.

**Obstacles:** Like difficult terrain, obstacles can hamper move- ment. If an obstacle hampers movement but doesn’t completely block it, such as a low wall or a deadfall of branches, each obstructed square or obstacle between squares counts as 2 squares of move- ment. You must pay this cost to cross the barrier, in addition to the cost to move into the square on the other side. If you don’t have sufficient movement to cross the barrier and move into the square on the other side, you can’t cross the barrier. Some obstacles may also require a skill check to cross (such as Climb of Jump).

On the other hand, some obstacles, such as floor-to-ceiling walls, block movement entirely. A character can’t move through a blocking obstacle.

Flying and incorporeal creatures can avoid most obstacles though

a floor-to-ceiling wall blocks a flying creature as well as a landbound creature.

**Squeezing:** In some cases, you may have to squeeze into or through an area that isn’t as wide as the space you take up. (This is particularly true for creatures whose space fills more than one square, such as a giant.) You can squeeze through or into a space that is at least half as wide as your normal space. For instance, an ogre (whose space is 10 feet, or 2 squares, wide) can squeeze through or into a space at least 5 feet (1 square) wide. Each move into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space you take a –4 penalty on attack rolls and a –4 penalty to AC.

When a Large creature (which normally takes up four squares) squeezes into a space that’s one square wide, the creature’s miniature figure occupies two squares, centered on the line between the two squares. For a bigger creature, center the creature likewise in the area it squeezes into.

A creature can squeeze past an opponent while moving but it can’t end its movement in an occupied square.

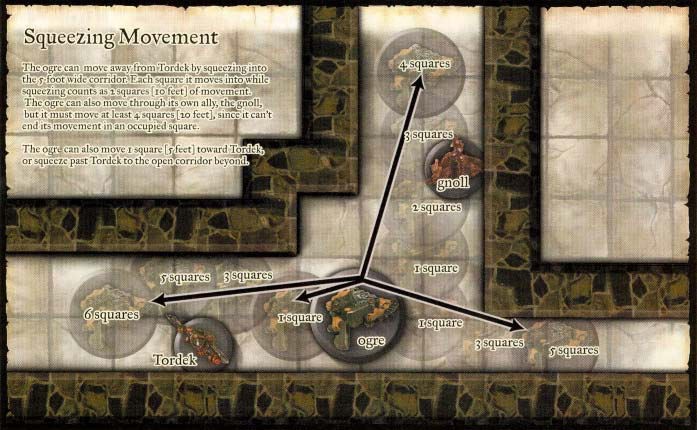
To squeeze through or into a space less than half your space’s width, you must use the Escape Artist skill (page 73). You can’t attack while using Escape Artist to squeeze through or into a narrow space, you take a –4 penalty to AC, and you lose any Dexterity bonus to AC.

#### Special Movement Rules

These rules cover special movement situations.

**Accidentally Ending Movement in an Illegal Space:** Some- times a character ends its movement while moving through a space where it’s not allowed to stop. For example, you might incur an attack of opportunity from a monk while moving through a friend’s square and become stunned. When that happens, put your miniature in the last legal position you occupied, or the closest legal position, if there’s a legal position that’s closer.

**Double Movement Cost:** When your movement is hampered in some way, your movement usually costs double. For example, each square of movement through difficult terrain counts as 2 squares, and each diagonal move through such terrain counts as 3 squares (just as two diagonal moves normally do).



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If movement cost is doubled twice, then each square counts as 4 squares (or as 6 squares if moving diagonally). If movement cost is doubled three times, then each square counts as 8 squares (12 if diagonal) and so on. This is an exception to the general rule that two doublings are equivalent to a tripling.

**Minimum Movement:** Despite penalties to movement, you can take a full-round action to move 5 feet (1 square) in any direction, even diagonally. (This rule doesn’t allow you to move through im- passable terrain or to move when all movement is prohibited, such as while paralyzed.) Such movement provokes attacks of opportu- nity as normal (despite the distance covered, this move isn’t a 5-foot step).

### BIG AND LITTLE CREATURES IN COMBAT

Creatures smaller than Small or larger than Medium have special rules relating to position. This section covers the basics; the Dungeon Master’s Guide has more information on how to handle exceptionally big or small creatures. The illustration on the fol- lowing page depicts creatures of various size categories.

**Tiny, Diminutive, and Fine Creatures:** Very small creatures take up less than 1 square of space. This means that more than one such creature can fit into a single square. For example, a Tiny crea- ture (such as a cat) typically occupies a space only 2-1/2 feet across, so four can fit into a single square. Twenty-five Diminutive creatures or 100 Fine creatures can fit into a single square.

Creatures that take up less than 1 square of space typically have a natural reach of 0 feet, meaning they can’t reach into adjacent squares. They must enter an opponent’s square to attack in melee. This provokes an attack of opportunity from the opponent. You can attack into your own square if you need to, so you can attack such

creatures normally. Since they have no natural reach, they do not threaten the squares around them. You can move past them without provoking attacks of opportunity. They also can’t flank an enemy.

###### Large, Huge, Gargantuan, and Colossal Creatures: Very large

creatures take up more than 1 square. For instance, an ogre (Large) takes up a space 10 feet on a side (2 squares wide).

Creatures that take up more than 1 square typically have a natural reach of 10 feet or more, meaning that they can reach targets even if they aren’t in adjacent squares. For instance, an ogre can attack targets up to 10 feet (2 squares) away from it in any direction, even diagonally. (This is an exception to the rule that 2 squares of diagonal distance is measured as 15 feet.)

Unlike when someone uses a reach weapon, a creature with greater than normal natural reach (more than 5 feet) still threatens

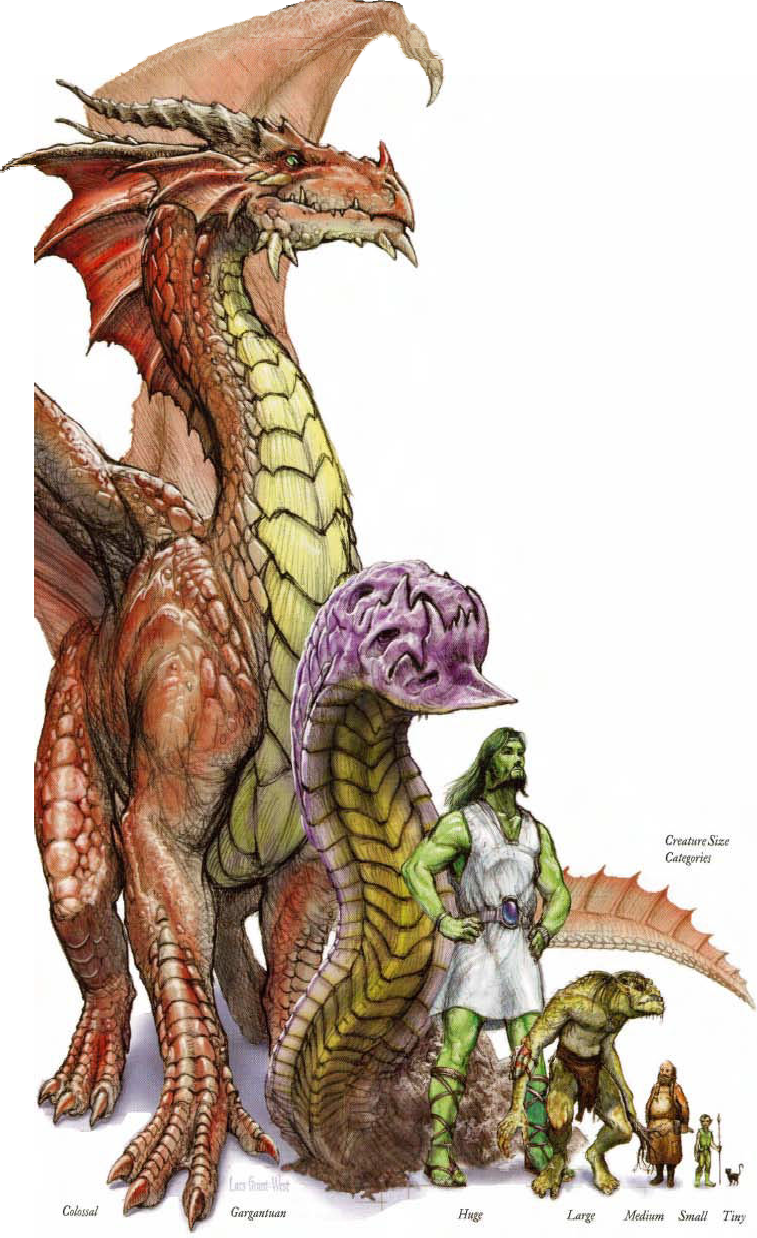
**Table 8–4: Creature Size and Scale**

|  |  |  |  |
| --- | --- | --- | --- |
| **Creature**  **Size** | **Example**  **Creature** | **Space1** | **Natural Reach1** |
| Fine | Fly | 1/ 2 ft. | 0 |
| Diminutive | Toad | 1 ft. | 0 |
| Tiny | Cat | 2-1/ 2 ft. | 0 |
| Small | H alfling | 5 ft. | 5 ft. |
| M edium | H uman | 5 ft. | 5 ft. |
| Large (tall) | Ogre | 10 ft. | 10 ft. |
| Large (long) | H orse | 10 ft. | 5 ft. |
| H uge (tall) | Cloud giant | 15 ft. | 15 ft. |
| H uge (long) | Bulette | 15 ft. | 10 ft. |
| Gargantuan (tall) | 50-ft. animated statue | 20 ft. | 20 ft. |
| Gargantuan (long) | Kraken | 20 ft. | 15 ft. |
| Colossal (tall) | Colossal animated object | 30 ft. or more | 30 ft. or more |
| Colossal (long) | Great wyrm red dragon | 30 ft. or more | 20 ft. or more |

1 These values are typical for creatures of the indicated size. Some exceptions exist.

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squares adjacent to it. A creature with greater than normal natural reach usually gets an attack of opportunity against



you if you approach it, because you must enter and move within the range of its reach before you can attack it. (This attack of oppor- tunity is not provoked if you take a 5-foot step.)

Large or larger creatures using reach weapons can strike up to double their natural reach but can’t strike at their natural reach or less. For example, an ogre with a Large longspear could strike with the longspear at opponents 15 or 20 feet away, but not at those 5 or 10 feet away.

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COMBAT MODIFIERS

Sometimes you just have to go toe-to-toe in a fight, but you can usually gain some advantage by seeking a better position, either offensively or defensively. This section covers the rules for when you can line up a particularly good attack or are forced to make a disadvantageous one.

### FAVORABLE AND UNFAVORABLE CONDITIONS

Depending on the situation, you may gain bonuses or take penalties

on your attack roll. Generally, any situational modifier created by the attacker’s position or tactics applies to the attack roll, while any situational modifier created by the defender’s position, state, or tactics applies to the defender’s AC. Your DM judges what bonuses and penalties apply, using Table 8–5: Attack Roll Modifiers and

Table 8–6: Armor Class Modifiers as guides.

### COVER

One of the best defenses available is cover. By taking cover behind a tree, a wall, the side of a wagon, or the battlements of a castle, you can protect yourself from attacks, especially ranged

attacks, and also from being spotted.

To determine whether your target has cover from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target’s square passes through a square or border that blocks line of effect or provides cover, or through a square occupied by a creature, the target has cover (+4 to

AC).

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