# SRD 3.0

**Bonus Languages:** A wizard may substitute Draconic for one of the bonus languages available to the character.

[**Familiar:**](http://www.dragon.ee/30srd/familiars.htm) A wizard can call a familiar. Doing so takes a day and uses up magical materials that cost 100 gp. A familiar is a magical, unusually tough, and intelligent version of a small animal. It is a magical beast, not an animal. The creature serves as a companion and servant.

**Scribe Scroll:** A wizard has the bonus item creation feat Scribe Scroll, enabling her to create magic scrolls.

**Bonus Feats**: Every five levels, a wizard gains a bonus feat. This feat must be a metamagic feat, an item creation feat, or Spell Mastery.

**Spellbooks:**Wizards must study their spellbooks each day to prepare their spells. A wizard cannot prepare any spell not recorded in her spellbook (except for read magic, which all wizards can prepare from memory).

**Spell Mastery:**A wizard (and only a wizard) can take the special feat Spell Mastery. Each time the wizard takes this feat, choose a number of spells equal to the wizard's Intelligence modifier (they must be spells that the wizard already knows). From that point on, the wizard can prepare these spells without referring to a spellbook.

### School Specialization

A school is one of eight groupings of spells, each defined by a common theme, such as illusion or necromancy. A wizard may specialize in one school of magic.

Specialization allows a wizard to cast extra spells from the chosen school, but the wizard then never learns to cast spells from one or more other schools. Spells of the school or schools that the specialist gives up are not available to her, and she can't even cast such spells from scrolls or wands.

The wizard must choose whether to specialize and how at 1st level. She may not change her specialization later.

The specialist can prepare one additional spell (of the school selected as a specialty) per spell level each day.

The specialist gains a +2 bonus to Spellcraft checks to learn the spells of her chosen school.

The eight schools of arcane magic are Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, and Transmutation. Spells that do not fall into any of these schools are called Universal spells.

* Abjuration: To become an abjurer, a wizard must select a prohibited school or schools from the following choices: (1) either Conjuration, Enchantment, Evocation, Illusion, or Transmutation; or (2) both Divination and Necromancy.
* Conjuration: To become a conjurer, a wizard must select a prohibited school or schools from one of the following choices: (1) Evocation; (2) any two of the following three schools: Abjuration, Enchantment, and Illusion; (3) Transmutation, or (4) any three schools.
* Divination: To become a diviner, a wizard must select any other single school as a prohibited school.
* Enchantment: To become an enchanter, a wizard must select a prohibited school or schools from the following choices: (1) either Abjuration, Conjuration, Evocation, Illusion, or Transmutation; or (2) both Divination and Necromancy.
* Evocation: To become an evoker, a wizard must select a prohibited school or schools from one of the following choices: (1) Conjuration; (2) any two of the following three schools: Abjuration, Enchantment, and Illusion; (3) Transmutation; or (4) any three schools.
* Illusion: To become an illusionist, a wizard must select a prohibited school or schools from the following choices: (1) either Abjuration, Conjuration, Enchantment, Evocation, or Transmutation; or (2) both Divination and Necromancy.
* Necromancy: To become a necromancer, a wizard must select any other single school as a prohibited school.  
  Transmutation: To become a transmuter, a wizard must select a prohibited school or schools from one of the following choices: (1) Conjuration; (2) Evocation; (2) any two of the following three schools: Abjuration, Enchantment, and Illusion; or (4) any three schools.
* Universal: Not a school, but a category for spells all wizards can learn. A wizard cannot select universal as a specialty school or as a school to which she does not have access.

# **Bard**

**Alignment:** Any nonlawful  
**Hit Die:** d6

**Class Skills:** The bard's class skills (and the key ability for each skill) are Alchemy (Int), Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha, exclusive skill).

**Weapon and Armor Proficiency:**A bard is proficient with all simple weapons. Additionally, the bard is proficient with one of the following weapons: longbow, composite longbow, longsword, rapier, sap, short composite bow, short sword, shortbow, or whip. Bards are proficient with light armor, medium armor, and shields.

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| **Table: Bard** |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Class Level** | **Base Attack Bonus** | **Fort Save** | **Ref Save** | **Will Save** | **Special** |
| 1 | +0 | +0 | +2 | +2 | Bardic music, bardic knowledge |
| 2 | +1 | +0 | +3 | +3 |  |
| 3 | +2 | +1 | +3 | +3 |  |
| 4 | +3 | +1 | +4 | +4 |  |
| 5 | +3 | +1 | +4 | +4 |  |
| 6 | +4 | +2 | +5 | +5 |  |
| 7 | +5 | +2 | +5 | +5 |  |
| 8 | +6/+1 | +2 | +6 | +6 |  |
| 9 | +6/+1 | +3 | +6 | +6 |  |
| 10 | +7/+2 | +3 | +7 | +7 |  |
| 11 | +8/+3 | +3 | +7 | +7 |  |
| 12 | +9/+4 | +4 | +8 | +8 |  |
| 13 | +9/+4 | +4 | +8 | +8 |  |
| 14 | +10/+5 | +4 | +9 | +9 |  |
| 15 | +11/+6/+1 | +5 | +9 | +9 |  |
| 16 | +12/+7/+2 | +5 | +10 | +10 |  |
| 17 | +12/+7/+2 | +5 | +10 | +10 |  |
| 18 | +13/+8/+3 | +6 | +11 | +11 |  |
| 19 | +14/+9/+4 | +6 | +11 | +11 |  |
| 20 | +15/+10/+5 | +6 | +12 | +12 |  |

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| **Table: Bard Spells Per Day** |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **0** | **1st** | **2nd** | **3rd** | **4th** | **5th** | **6th** |
| 1 | 2 | — | — | — | — | — | — |
| 2 | 3 | 0 | — | — | — | — | — |
| 3 | 3 | 1 | — | — | — | — | — |
| 4 | 3 | 2 | 0 | — | — | — | — |
| 5 | 3 | 3 | 1 | — | — | — | — |
| 6 | 3 | 3 | 2 | — | — | — | — |
| 7 | 3 | 3 | 2 | 0 | — | — | — |
| 8 | 3 | 3 | 3 | 1 | — | — | — |
| 9 | 3 | 3 | 3 | 2 | — | — | — |
| 10 | 3 | 3 | 3 | 2 | 0 | — | — |
| 11 | 3 | 3 | 3 | 3 | 1 | — | — |
| 12 | 3 | 3 | 3 | 3 | 2 | — | — |
| 13 | 3 | 3 | 3 | 3 | 2 | 0 | — |
| 14 | 4 | 3 | 3 | 3 | 3 | 1 | — |
| 15 | 4 | 4 | 3 | 3 | 3 | 2 | — |
| 16 | 4 | 4 | 4 | 3 | 3 | 2 | 0 |
| 17 | 4 | 4 | 4 | 4 | 3 | 3 | 1 |
| 18 | 4 | 4 | 4 | 4 | 4 | 3 | 2 |
| 19 | 4 | 4 | 4 | 4 | 4 | 4 | 3 |
| 20 | 4 | 4 | 4 | 4 | 4 | 4 | 4 |

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| **Table: Bard Spells Known** |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **0** | **1st** | **2nd** | **3rd** | **4th** | **5th** | **6th** |
| 1 | 4 | — | — | — | — | — | — |
| 2 | 5 | 2\* | — | — | — | — | — |
| 3 | 6 | 3 | — | — | — | — | — |
| 4 | 6 | 3 | 2\* | — | — | — | — |
| 5 | 6 | 4 | 3 | — | — | — | — |
| 6 | 6 | 4 | 3 | — | — | — | — |
| 7 | 6 | 4 | 4 | 2\* | — | — | — |
| 8 | 6 | 4 | 4 | 3 | — | — | — |
| 9 | 6 | 4 | 4 | 3 | — | — | — |
| 10 | 6 | 4 | 4 | 4 | 2\* | — | — |
| 11 | 6 | 4 | 4 | 4 | 3 | — | — |
| 12 | 6 | 4 | 4 | 4 | 3 | — | — |
| 13 | 6 | 4 | 4 | 4 | 4 | 2\* | — |
| 14 | 6 | 4 | 4 | 4 | 4 | 3 | — |
| 15 | 6 | 4 | 4 | 4 | 4 | 3 | — |
| 16 | 6 | 5 | 4 | 4 | 4 | 4 | 2\* |
| 17 | 6 | 5 | 5 | 4 | 4 | 4 | 3 |
| 18 | 6 | 5 | 5 | 5 | 4 | 4 | 3 |
| 19 | 6 | 5 | 5 | 5 | 5 | 4 | 4 |
| 20 | 6 | 5 | 5 | 5 | 5 | 5 | 4 |

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| \*Provided the bard has sufficient Charisma to have a bonus spell of this level. |

[**Spells:**](http://www.dragon.ee/30srd/bardspells.htm) A bard casts arcane spells. The bard casts these spells without needing to memorize them beforehand or keep a spellbook. Bards receive bonus spells for high Charisma, and to cast a spell a bard must have a Charisma score at least equal to 10 + the level of the spell. The Difficulty Class for a saving throw against a bard's spell is 10 + the spell's level + the bard's Charisma modifier.

**Bardic Music:**Once per day per level, a bard can use song or poetics to produce magical effects on those around him or her. While these abilities fall under the category of bardic music, they can include reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. As with casting a spell with a verbal component, a deaf bard suffers a 20% chance to fail with bardic music. If the bard fails, the attempt still counts against the daily limit.

The Bardic Music effects are:

* **Inspire Courage:**A bard with 3 or more ranks in Perform can to inspire courage in his or her allies. To be affected, an ally must hear the bard sing for a full round. The effect lasts as long as the bard sings and for 5 rounds after the bard stops singing (or 5 rounds after the ally can no longer hear the bard). While singing, the bard can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Affected allies receive a +2 morale bonus to saving throws against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls. Inspire courage is a supernatural, mind-affecting ability.
* **Countersong:**A bard with 3 or more ranks in Perform can counter magical effects that depend on sound (but not spells that simply have verbal components). As with inspire courage, a bard may sing, play, or recite a countersong while taking other mundane actions, but not magical actions. Each round of the countersong, the bard makes a Perform check. Any creature within 30 feet of the bard (including the bard) who is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of his saving throw if, after rolling the saving throw, the Perform check result proves to be better. The bard may keep up the countersong for 10 rounds. Countersong is a supernatural ability.
* **Fascinate:**A bard with 3 or more ranks in Perform can cause a single creature to become fascinated with him. The creature to be fascinated must be able to see and hear the bard and must be within 90 feet. The bard must also see the creature. The creature must be able to pay attention to the bard. The distraction of a nearby combat or other dangers prevents the ability from working. The bard makes a Perform check, and the target can negate the effect with a Will saving throw equal to or greater than the bard's check result. If the saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If the saving throw fails, the creature sits quietly and listens to the song for up to 1 round per level of the bard. While fascinated, the target's Spot and Listen checks suffer a -4 penalty. Any potential threat (such as an ally of the bard moving behind the fascinated creature) allows the fascinated creature a second saving throw against a new Perform check result. Any obvious threat, such as casting a spell, drawing a sword, or aiming, automatically breaks the effect.  
    
  While fascinating (or attempting to fascinate) a creature, the bard must concentrate, as if casting or maintaining a spell. Fascinate is a spell-like, mind- affecting charm ability.
* **Inspire Competence:**A bard with 6 or more ranks in Perform can help an ally succeed at a task. The ally must be able to see and hear the bard and must be within 30 feet. The bard must also see the creature. The ally gets a +2 competence bonus on his skill checks with a particular skill as long as he or she continues to hear the bard's music. The DM may rule that certain uses of this ability are infeasible. The bard can maintain the effect for 2 minutes (long enough for the ally to take 20). Inspire competence is a supernatural, mind-affecting ability.
* **Suggestion:**A bard with 9 or more ranks in Perform can make a suggestion (as the spell) to a creature that he has already fascinated (see above). The suggestion doesn't count against the bard's daily limit on bardic music performances (one per day per level), but the fascination does. A Will saving throw (DC 13 + the bard's Charisma modifier) negates the effect. Suggestion is a spell-like, mind-affecting charm ability.
* **Inspire Greatness:**A bard with 12 or more ranks in Perform can inspire greatness in another creature. For every three levels the bard attains beyond 9th, the bard can inspire greatness in one additional creature. To inspire greatness, the bard must sing and the creature must hear the bard sing for a full round, as with inspire courage. The creature must also be within 30 feet. A creature inspired with greatness gains temporary Hit Dice, attack bonuses, and saving throw bonuses as long as he or she hears the bard continue to sing and for 5 rounds thereafter. (All these bonuses are competence bonuses.)

The target gains the following boosts:

* + +2 Hit Dice (d10s that grant temporary hit points).
  + +2 competence bonus on attacks.
  + +1 competence bonus on Fortitude saves.

Apply the target's Constitution modifier, if any, to each bonus Hit Die. These extra Hit Dice count as regular Hit Dice for determining effects such as the sleep spell. Inspire greatness is a supernatural, mind-affecting enchantment ability.

**Bardic Knowledge:**A bard may make a special bardic knowledge check with a bonus equal to his level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. This check will not reveal the powers of a magic item but may give a hint as to its general function. The bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The DM will determine the Difficulty Class of the check by referring to the table below.

|  |  |
| --- | --- |
| **DC** | **Type of Knowledge** |
| 10 | Common, known by at least a substantial minority of the local population. |
| 20 | Uncommon but available, known by only a few people in the area. |
| 25 | Obscure, known by few, hard to come by. |
| 30 | Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge. |

**Ex-Bards:**A bard who becomes lawful in alignment cannot progress in levels as a bard, though he retains all his bard abilities.

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| **Table: Cleric Spells Per Day\*** |

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **0** | **1st** | **2nd** | **3rd** | **4th** | **5th** | **6th** | **7th** | **8th** | **9th** |
| 1 | 3 | 1+1 | — | — | — | — | — | — | — | — |
| 2 | 4 | 2+1 | — | — | — | — | — | — | — | — |
| 3 | 4 | 2+1 | 1+1 | — | — | — | — | — | — | — |
| 4 | 5 | 3+1 | 2+1 | — | — | — | — | — | — | — |
| 5 | 5 | 3+1 | 2+1 | 1+1 | — | — | — | — | — | — |
| 6 | 5 | 3+1 | 3+1 | 2+1 | — | — | — | — | — | — |
| 7 | 6 | 4+1 | 3+1 | 2+1 | 1+1 | — | — | — | — | — |
| 8 | 6 | 4+1 | 3+1 | 3+1 | 2+1 | — | — | — | — | — |
| 9 | 6 | 4+1 | 4+1 | 3+1 | 2+1 | 1+1 | — | — | — | — |
| 10 | 6 | 4+1 | 4+1 | 3+1 | 3+1 | 2+1 | — | — | — | — |
| 11 | 6 | 5+1 | 4+1 | 4+1 | 3+1 | 2+1 | 1+1 | — | — | — |
| 12 | 6 | 5+1 | 4+1 | 4+1 | 3+1 | 3+1 | 2+1 | — | — | — |
| 13 | 6 | 5+1 | 5+1 | 4+1 | 4+1 | 3+1 | 2+1 | 1+1 | — | — |
| 14 | 6 | 5+1 | 5+1 | 4+1 | 4+1 | 3+1 | 3+1 | 2+1 | — | — |
| 15 | 6 | 5+1 | 5+1 | 5+1 | 4+1 | 4+1 | 3+1 | 2+1 | 1+1 | — |
| 16 | 6 | 5+1 | 5+1 | 5+1 | 4+1 | 4+1 | 3+1 | 3+1 | 2+1 | — |
| 17 | 6 | 5+1 | 5+1 | 5+1 | 5+1 | 4+1 | 4+1 | 3+1 | 2+1 | 1+1 |
| 18 | 6 | 5+1 | 5+1 | 5+1 | 5+1 | 4+1 | 4+1 | 3+1 | 3+1 | 2+1 |
| 19 | 6 | 5+1 | 5+1 | 5+1 | 5+1 | 5+1 | 4+1 | 4+1 | 3+1 | 3+1 |
| 20 | 6 | 5+1 | 5+1 | 5+1 | 5+1 | 5+1 | 4+1 | 4+1 | 4+1 | 4+1 |

# **Animal Companions**

Druids and rangers can use the animal friendship spell to gain animal companions. Use these rules of thumb when characters have animal companions.

While the spell allows a character to have animals whose Hit Dice total double the character's caster level, that maximum assumes optimal conditions. The typical adventurer should be able to maintain animal companions whose Hit Dice total half the maximum caster level. If the character spends most of her time in the animals' home territory and treats them well, she can approach and even achieve her maximum Hit Dice. If she spends most of her time at sea, in cities, or otherwise in places that the animals don't like, her animals desert, and she will not be able to retain even half her maximum. Remember, these creatures are loyal friends but not pets or servants. They won't remain loyal if being the character's friend becomes too onerous.

The animal is still an animal. It's not a magical beast, as a familiar or a paladin's mount is. While it may have learned some tricks, it's still no more intelligent than any other animal of its kind, and it retains all its bestial instincts. Unlike intelligent followers or cohorts, animals can't follow complex instructions, such as "Attack the gnoll with the wand." A character can give a simple verbal command, such as "Attack" or "Come," as a free action, provided such a command is among the tricks the animal has learned. A more complex instruction, such as telling an animal to attack and pointing out a specific target, is a standard action. Animals are ill-equipped to handle unusual situations, such as combats with invisible opponents, and they typically hesitate to attack weird and unnatural creatures, such as beholders and oozes.

Left to its own judgment, an animal follows a character and attacks creatures that attack her (or that attack the animal itself). To do more than that, it needs to learn tricks. An animal with an Intelligence of 2 can learn six tricks.

Possible tricks include:

* **"Attack"—**The animal attacks apparent enemies. The character may point to a particular creature to direct the animal to attack that creature. Normally, an animal will not attack unnatural creatures (though it will defend people, guard places, and protect characters against them). Teaching an animal to be willing to attack unnatural creatures counts as two tricks.
* **"Come"—**The animal comes to the character, even if the animal normally would not do so (such as following the character onto a boat).
* **"Defend"—**The animal defends the character (or is ready to defend the character if no threat is present).
* **"Down"—**The animal breaks off from combat or otherwise backs down.
* **"Fetch"—**The animal goes and gets something. The character must point out a specific object or the animal fetches some random object.
* **"Guard"—**The animal stays in place and prevents others from approaching.
* **"Heel"—**The animal follows the character closely, even to places where it normally wouldn't go.
* **"Perform"—**The animal does a variety of simple tricks like sitting up, rolling over, roaring, and so on.
* **"Protect"—**The animal follows a specific other character and protects him from danger (like "Defend," but for another character).
* **"Seek"—**The animal moves into an area and looks around for anything unusual.
* **"Stay"—**The animal stays in place waiting for the character to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.
* **"Track"—**The animal tracks the scent presented to it.

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| * **Table: Druid Spells Per Day** |

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **0** | **1st** | **2nd** | **3rd** | **4th** | **5th** | **6th** | **7th** | **8th** | **9th** |
| 1 | 3 | 1 | — | — | — | — | — | — | — | — |
| 2 | 4 | 2 | — | — | — | — | — | — | — | — |
| 3 | 4 | 2 | 1 | — | — | — | — | — | — | — |
| 4 | 5 | 3 | 2 | — | — | — | — | — | — | — |
| 5 | 5 | 3 | 2 | 1 | — | — | — | — | — | — |
| 6 | 5 | 3 | 3 | 2 | — | — | — | — | — | — |
| 7 | 6 | 4 | 3 | 2 | 1 | — | — | — | — | — |
| 8 | 6 | 4 | 3 | 3 | 2 | — | — | — | — | — |
| 9 | 6 | 4 | 4 | 3 | 2 | 1 | — | — | — | — |
| 10 | 6 | 4 | 4 | 3 | 3 | 2 | — | — | — | — |
| 11 | 6 | 5 | 4 | 4 | 3 | 2 | 1 | — | — | — |
| 12 | 6 | 5 | 4 | 4 | 3 | 3 | 2 | — | — | — |
| 13 | 6 | 5 | 5 | 4 | 4 | 3 | 2 | 1 | — | — |
| 14 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | — | — |
| 15 | 6 | 5 | 5 | 5 | 4 | 4 | 3 | 2 | 1 | — |
| 16 | 6 | 5 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | — |
| 17 | 6 | 5 | 5 | 5 | 5 | 4 | 4 | 3 | 2 | 1 |
| 18 | 6 | 5 | 5 | 5 | 5 | 4 | 4 | 3 | 3 | 2 |
| 19 | 6 | 5 | 5 | 5 | 5 | 5 | 4 | 4 | 3 | 3 |
| 20 | 6 | 5 | 5 | 5 | 5 | 5 | 4 | 4 | 4 | 4 |

# **Monk**

**Alignment:** Any lawful  
**Hit Die:** d8

**Class Skills:**The monk's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex).

**Weapon and Armor Proficiency:**Monks are proficient with basic peasant weapons and special weapons whose use is part of monk training. The full list includes club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, shuriken, siangham, and sling.

A monk using a kama, nunchaku, or siangham can strike with his or her unarmed base attack, including her more favorable number of attacks per round (see below). His or her damage, however, is standard for the weapon (1d6, crit X2), not his or her unarmed damage. The weapon must be light, so a Small monk must use Tiny versions of these weapons in order to use the more favorable base attack.

A monk adds her Wisdom bonus (if any) to AC, in addition to her normal Dexterity modifier, and her AC improves as she gains levels. (Only add this extra AC bonus if the total of the monk's Wisdom modifier and the number in the "AC Bonus" column is a positive number.) The Wisdom bonus and the AC bonus represent a preternatural awareness of danger, and a monk does not lose either even in situations when he or she loses her Dexterity modifier due to being unprepared, ambushed, stunned, and so on. (Monks do lose these AC bonuses when immobilized.)

When wearing armor, a monk loses her AC bonus for Wisdom, AC bonus for class and level, favorable multiple unarmed attacks per round, and heightened movement. Furthermore, her special abilities all face the arcane spell failure chance that the armor type normally imposes.

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| **Table: Monk** |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Class Level** | **Base Attack Bonus** | **Fort Save** | **Ref Save** | **Will Save** | **Special** |
| 1 | +0 | +2 | +2 | +2 | Unarmed strike, stunning attack, evasion |
| 2 | +1 | +3 | +3 | +3 | Deflect Arrows feat |
| 3 | +2 | +3 | +3 | +3 | Still mind |
| 4 | +3 | +4 | +4 | +4 | Slow fall (20 ft.) |
| 5 | +3 | +4 | +4 | +4 | Purity of body |
| 6 | +4 | +5 | +5 | +5 | Slow fall (30 ft.), Improved Trip feat |
| 7 | +5 | +5 | +5 | +5 | Wholeness of body, leap of the clouds |
| 8 | +6/ | +6 | +6 | +6 | Slow fall (50 ft.) |
| 9 | +6/ | +6 | +6 | +6 | Improved evasion |
| 10 | +7/+2 | +7 | +7 | +7 | Ki strike (+1) |
| 11 | +8/+3 | +7 | +7 | +7 | Diamond body |
| 12 | +9/+4 | +8 | +8 | +8 | Abundant step |
| 13 | +9/+4 | +8 | +8 | +8 | Diamond soul, ki strike (+2) |
| 14 | +10/+5 | +9 | +9 | +9 |  |
| 15 | +11/+6/ | +9 | +9 | +9 | Quivering palm |
| 16 | +12/+7/+2 | +10 | +10 | +10 | Ki strike (+3) |
| 17 | +12/+7/+2 | +10 | +10 | +10 | Timeless body, tongue of the sun and moon |
| 18 | +13/+8/+3 | +11 | +11 | +11 | Slow fall (any distance) |
| 19 | +14/+9/+4 | +11 | +11 | +11 | Empty body |
| 20 | +15/+10/+5 | +12 | +12 | +12 | Perfect self |

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| **Table: More Monk Abilities** |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Class Level** | **Unarmed Attack Bonus** | **Unarmed Damage\*** | **AC Bonus** | **Unarmored Speed\*\*** |
| 1 | +0 | 1d6 | +0 | 30 ft. |
| 2 | +1 | 1d6 | +0 | 30 ft. |
| 3 | +2 | 1d6 | +0 | 40 ft. |
| 4 | +3 | 1d8 | +0 | 40 ft. |
| 5 | +3 | 1d8 | +1 | 40 ft. |
| 6 | +4 | 1d8 | +1 | 50 ft. |
| 7 | +5 | 1d8 | +1 | 50 ft. |
| 8 | +6/ | 1d10 | +1 | 50 ft. |
| 9 | +6/ | 1d10 | +1 | 60 ft. |
| 10 | +7/+2 | 1d10 | +2 | 60 ft. |
| 11 | +8/+3 | 1d10 | +2 | 60 ft. |
| 12 | +9/+4 | 1d12 | +2 | 70 ft. |
| 13 | +9/+4 | 1d12 | +2 | 70 ft. |
| 14 | +10/+5 | 1d12 | +2 | 70 ft. |
| 15 | +11/+6/ | 1d12 | +3 | 80 ft. |
| 16 | +12/+7/+2 | 1d20 | +3 | 80 ft. |
| 17 | +12/+7/+2 | 1d20 | +3 | 80 ft. |
| 18 | +13/+8/+3 | 1d20 | +3 | 90 ft. |
| 19 | +14/+9/+4 | 1d20 | +3 | 90 ft. |
| 20 | +15/+10/+5 | 1d20 | +4 | 90 ft. |

|  |
| --- |
| \* Small monks deal less damage. \*\* Small and dwarven monks are slower. |

|  |
| --- |
| **Table: Small Monk Unarmed Damage and Small Monk & Dwarf Monk Speed** |

|  |  |  |
| --- | --- | --- |
| **Class Level** | **Unarmed Damage** | **Unarmored Speed** |
| 1-2 | 1d4 | 20 ft. |
| 3 | 1d4 | 25 ft. |
| 4-5 | 1d6 | 25 ft. |
| 6-7 | 1d6 | 35 ft. |
| 8 | 1d8 | 35 ft. |
| 9-11 | 1d8 | 40 ft. |
| 12-14 | 1d10 | 45 ft. |
| 15 | 1d10 | 55 ft. |
| 16-17 | 2d6 | 55 ft. |
| 18-20 | 2d6 | 60 ft. |

**Unarmed Strike:** A monk fighting unarmed gains the benefits of the Improved Unarmed Strike feat and thus does not provoke attacks of opportunity from armed opponents that she attacks.

Making an off-hand attack makes no sense for a monk striking unarmed.

A monk fighting with a one-handed weapon can make an unarmed strike as an off-hand attack, but she suffers the standard penalties for two-weapon fighting. Likewise, a monk with a weapon (other than a special monk weapon) in her off hand gets an extra attack with that weapon but suffers the usual penalties for two-weapon fighting and can't strike with a flurry of blows.

**Flurry of Blows:** The monk may make one extra attack in a round at her highest base attack, but this attack and each other attack made that round suffer a -2 penalty apiece. This penalty applies for 1 round, so it affects attacks of opportunity the monk might make before her next action. The monk must use the full attack action to strike with a flurry of blows. A monk may also use the flurry of blows if armed with a special monk weapon (kama, nunchaku, or siangham). If armed with one such weapon, the monk makes the extra attack either with that weapon or unarmed. If armed with two such weapons, she uses one for the regular attack (or attacks) and the other for the extra attack. In any case, her damage bonus on the attack with her off hand is not reduced.

Usually, a monk's unarmed strikes deal normal damage rather than subdual damage. However, she can choose to deal her damage as subdual damage when grappling.

**Stunning Attack:**The monk can use this ability once per round, but no more than once per level per day. The monk must declare she is using a stun attack before making the attack roll (thus, a missed attack roll ruins the attempt). A foe struck by the monk is forced to make a Fortitude saving throw (DC 10 + one-half the monk's level + Wisdom modifier). In addition to receiving normal damage, If the saving throw fails, the opponent is stunned for 1 round. The stunning attack is a supernatural ability.

**Evasion:** If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, the monk instead takes no damage. Evasion can only be used if the monk is wearing light armor or no armor. It is an extraordinary ability.

**Deflect Arrows:**At 2nd level, a monk gains the Deflect Arrows feat, even if she doesn't have the prerequisite Dexterity score.

**Fast Movement:** At 3rd level and higher, a monk moves faster than normal. A monk in armor (even light armor) or carrying a medium or heavy load loses this extra speed. A dwarf or a Small monk moves more slowly than a Medium-size monk.

From 9th level on, the monk's running ability is actually a supernatural ability.

**Still Mind:**At 3rd level, a monk gains a +2 bonus to saving throws against spells and effects from the Enchantment school.

**Slow Fall:** At 4th level, the monk takes damage as if a fall were 20 feet shorter than it actually is. At 18th level, the monk can use a nearby wall to slow her descent and fall any distance without harm.

**Purity of Body:** At 5th level, a monk gains immunity to all diseases except for magical diseases.

**Improved Trip:**At 6th level, a monk gains the Improved Trip feat. She need not have taken the Expertise feat, normally a prerequisite.

**Wholeness of Body:** At 7th level, a monk can cure her own wounds. She can cure up to twice her current level in hit points each day, and she can spread this healing out among several uses. Wholeness of body is a supernatural ability.

**Leap of the Clouds:** At 7th level or higher, a monk's jumping distance (vertical or horizontal) is not limited according to her height.

**Improved Evasion:** At 9th level, a monk only takes half damage on a failed save.

**Ki Strike:** At 10th level, a monk's unarmed attack is empowered with ki. The unarmed strike damage from such an attack can deal damage to a creature with damage reduction as if the blow were made with a weapon with a +1 enhancement bonus. Ki strike is a supernatural ability.

**Diamond Body:**At 11th level, a monk gains immunity to poison of all kinds. Diamond body is a supernatural ability.

**Abundant Step:**At 12th level, a monk can slip magically between spaces, as per the spell dimension door, once per day. This is a spell-like ability, and the monk's effective casting level is one-half her actual level (rounded down).

**Diamond Soul:**At 13th level, a monk gains spell resistance. Her spell resistance equals her level + 10.

**Quivering Palm:**Starting at 15th level, a monk can use the quivering palm. The monk can use the quivering palm attack once a week, and she must announce her intent before making her attack roll. Creatures immune to critical hits cannot be affected. The monk must be of higher level than the target (or have more levels than the target's number of Hit Dice). If the monk strikes successfully and the target takes damage from the blow, the quivering palm attack succeeds. Thereafter the monk can choose to try to slay the victim at any later time within 1 day per level of the monk. The monk merely wills the target to die (a free action), and unless the target makes a Fortitude saving throw (DC 10 + one-half the monk's level + Wisdom modifier), it dies. If the saving throw is successful, the target is no longer in danger from that particular quivering palm attack (but may be affected by another one at a later time). Quivering palm is a supernatural ability.

**Timeless Body:** After achieving 17th level, a monk no longer suffers ability penalties for aging and cannot be magically aged. (Any penalties she may have already suffered remain in place.) Bonuses still accrue, and the monk still dies of old age when her time is up.

**Tongue of the Sun and Moon:** A monk of 17th level or above can speak with any living creature.

**Empty Body:**At 19th level or higher, a monk can assume an ethereal state for 1 round per level per day, as per the spell etherealness. The monk may go ethereal on a number of different occasions during any single day as long as the total number of rounds spent ethereal does not exceed her level. Empty body is a supernatural ability.

**Perfect Self:**At 20th level, a monk is forevermore treated as an outsider rather than as a humanoid. Additionally, the monk gains damage reduction 20/+1.

**Ex-Monks:** A monk who becomes nonlawful cannot gain new levels as a monk but retain all monk abilities.

# **Ranger**

**Alignment:**Any  
**Hit Die:**d10

**Class Skills:** The ranger's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

**Weapon and Armor Proficiency:** A ranger is proficient with all simple and martial weapons, light armor, medium armor, and shields.

When wearing light armor or no armor, a ranger can fight with two weapons as if he or she had the feats Ambidexterity and Two-Weapon Fighting. The ranger loses this special bonus when fighting in medium or heavy armor, or when using a double-headed weapon (such as a double sword).

|  |
| --- |
| **Table: Ranger** |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Class Level** | **Base Attack Bonus** | **Fort Save** | **Ref Save** | **Will Save** | **Special** |
| 1 | +1 | +2 | +0 | +0 | Track, 1st favored enemy |
| 2 | +2 | +3 | +0 | +0 |  |
| 3 | +3 | +3 | +1 | +1 |  |
| 4 | +4 | +4 | +1 | +1 |  |
| 5 | +5 | +4 | +1 | +1 | 2nd favored enemy |
| 6 | +6/+1 | +5 | +2 | +2 |  |
| 7 | +7/+2 | +5 | +2 | +2 |  |
| 8 | +8/+3 | +6 | +2 | +2 |  |
| 9 | +9/+4 | +6 | +3 | +3 |  |
| 10 | +10/+5 | +7 | +3 | +3 | 3rd favored enemy |
| 11 | +11/+6/+1 | +7 | +3 | +3 |  |
| 12 | +12/+7/+2 | +8 | +4 | +4 |  |
| 13 | +13/+8/+3 | +8 | +4 | +4 |  |
| 14 | +14/+9/+4 | +9 | +4 | +4 |  |
| 15 | +15/+10/+5 | +9 | +5 | +5 | 4th favored enemy |
| 16 | +16/+11/+6/+1 | +10 | +5 | +5 |  |
| 17 | +17/+12/+7/+2 | +10 | +5 | +5 |  |
| 18 | +18/+13/+8/+3 | +11 | +6 | +6 |  |
| 19 | +19/+14/+9/+4 | +11 | +6 | +6 |  |
| 20 | +20/+15/+10/+5 | +12 | +6 | +6 | 5th favored enemy |

|  |
| --- |
| **Table: Ranger Spells Per Day** |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Level** | **1st** | **2nd** | **3rd** | **4th** |
| 1 | — | — | — | — |
| 2 | — | — | — | — |
| 3 | — | — | — | — |
| 4 | — | — | — | — |
| 5 | 0 | — | — | — |
| 6 | 0 | — | — | — |
| 7 | 1 | — | — | — |
| 8 | 1 | 0 | — | — |
| 9 | 1 | 0 | — | — |
| 10 | 1 | 1 | — | — |
| 11 | 1 | 1 | 0 | — |
| 12 | 1 | 1 | 1 | — |
| 13 | 1 | 1 | 1 | — |
| 14 | 2 | 1 | 1 | 0 |
| 15 | 2 | 1 | 1 | 1 |
| 16 | 2 | 2 | 1 | 1 |
| 17 | 2 | 2 | 2 | 1 |
| 18 | 3 | 2 | 2 | 1 |
| 19 | 3 | 3 | 3 | 2 |
| 20 | 3 | 3 | 3 | 3 |

[**Spells:**](http://www.dragon.ee/30srd/rangerspells.htm) Beginning at 4th level, a ranger gains the ability to cast a small number of divine spells. To cast a spell, the ranger must have a Wisdom score of at least 10 + the spell's level. Ranger bonus spells are based on Wisdom, and saving throws against these spells have a Difficulty Class of 10 + spell level + Wisdom modifier. When the ranger gets 0 spells of a given level, such as 0 1st-level spells at 4th level, the ranger gets only bonus spells. A ranger without a bonus spell for that level cannot yet cast a spell of that level. A ranger has access to any spell on the ranger spell list and can freely choose which to prepare. A ranger prepares and casts spells just as a cleric does (though the ranger cannot use spontaneous casting to lose a spell and cast a cure or inflict spell in its place).

Through 3rd level, a ranger has no caster level. Starting at 4th level, a ranger's caster level is one-half his class level.

**Track:**A ranger gains Track as a bonus feat.

**Favored Enemy:** At 1st level, a ranger may select a type of creature as a favored enemy. (A ranger can only select his own race as a favored enemy if he is evil.) Due to his extensive study of his foes and training in the proper techniques for combating them, the ranger gains a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against this type of creature. Likewise, he gets the same bonus to weapon damage rolls against creatures of this type. A ranger also gets the damage bonus with ranged weapons, but only against targets within 30 feet (the ranger cannot strike with deadly accuracy beyond that range). The bonus doesn't apply to damage against creatures that are immune to critical hits.

At 5th level and at every five levels thereafter (10th, 15th, and 20th level), the ranger may select a new favored enemy, and the bonus associated with every previously selected favored enemy goes up by +1.

|  |
| --- |
| **Table: Ranger Favored Enemies** |

|  |  |  |
| --- | --- | --- |
| **Type:** |  |  |
| Aberrations | Animals | Beasts |
| Constructs | Dragons | Elementals |
| Fey | Giants | Humanoid type\* |
| Magical beasts | Oozes | Outsider type\* |
| Plants | Shapechangers | Undead |
| Vermin |  |  |

|  |
| --- |
| \* Rangers may not select "humanoid" or "outsider" as a favored enemy, but they may select a more narrowly defined type of humanoid or outsider. A ranger can only select his own race as a favored enemy if he is evil. |

**Improved Two-Weapon Fighting:**A ranger with a base attack bonus of at least +9 can choose to gain the Improved Two-Weapon Fighting feat even if he does not have the other prerequisites for the feat. The ranger must be wearing light armor or no armor in order to use this benefit.

# **Paladin's Special Mount**

The paladin's mount is different from a standard animal of its type in many ways. The standard mount for a Medium-size paladin is a warhorse, and the standard mount for a Small paladin is a warpony. A paladin's mount is a magical beast, not an animal. It is superior to a normal mount of its kind and has special powers, as shown below

|  |
| --- |
| **Table: Paladin's Mount** |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Paladin Level** | **Bonus Hit Dice** | **Natural Armor** | **Str. Adj.** | **Int. Score** | **Special** |
| 5-7 | +2 HD | 4 | +1 | 6 | Improved evasion, share spells, empathic link, share saving throws |
| 8-10 | +4 HD | 6 | +2 | 7 |  |
| 11-14 | +6 HD | 8 | +3 | 8 | Command creatures of its kind |
| 15-20 | +8 HD | 10 | +4 | 9 | Spell resistance |

**Paladin Level:**The level of the paladin. If the mount suffers a level drain, treat it as a mount of a lower-level paladin.

**Bonus Hit Dice:** These are extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the mount's base attack and base save bonuses.

**Natural Armor:** The number listed here is an improvement to the mount's AC. It represents the preternatural toughness of a paladin's mount.

**Strength Adjustment:**Add this figure to the mount's Strength score.

**Intelligence Score:**The mount's Intelligence score.

**Improved Evasion:**If the mount is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw and half damage even if the saving throw fails. Improved evasion is an extraordinary ability.

**Share Spells:** At the paladin's option, the paladin may have any spell cast on him or herself also affect her mount. The mount must be within 5 feet. If the spell has a duration other than instantaneous, the spell stops affecting the mount if it moves farther than 5 feet away and will not affect the mount again even if the mount returns to the paladin before the duration expires. Additionally, the paladin may cast a spell with a target of "You" on the mount (as a touch range spell) instead of on herself. The paladin and the mount can share spells even if the spells normally do not affect creatures of the mount's type.

**Empathic Link:**The paladin has an empathic link with the mount out to a distance of up to one mile. The paladin cannot see through the mount's eyes, but they can communicate telepathically. Even intelligent mounts see the world differently from humans, so misunderstandings are always possible. This is a supernatural ability.

Because of the empathic link between the mount and the paladin, the paladin has the same connection to an item or place that the mount does, just as a master and his familiar.

**Share Saving Throws:** The mount uses its own base save or the paladin's, whichever is higher.

**Command:** The mount's command ability is a spell-like ability that it can use at will against other creatures of its kind with fewer Hit Dice than it has itself. The mount can use this ability once per day per two levels of its paladin, and the ability functions just like the spell command (for purposes of this spell, the mount can make itself be understood by any normal animal of its kind). Since this is a spell-like ability, the mount must make a Concentration check (DC 21) if it's being ridden at the time (as in combat). If the check fails, the ability does not work that time, but it still counts against the mount's daily uses.

**Spell Resistance:** The mount's spell resistance equals the paladin's level + 5.

# **Familiars**

A sorcerer or a wizard can call a familiar. Doing so takes a day and uses up magical materials that cost 100 gp. A familiar is a magical, unusually tough, and intelligent version of a small animal. It is a magical beast, not an animal. The creature serves as a companion and servant.

Even if the character is multiclassed with two or more classes that allow a familiar, only one familiar is permitted. For these kinds of multiclassed characters all the class levels in classes allowing a familiar are combined for determining the familiar’s abilities.

The master chooses the type of familiar he gets. As the master increases in level, the familiar also increases in power. In the special case of a character with both sorcerer and wizard levels, the character can add those levels together to determine the power level of the familiar.

If the familiar dies, or the master chooses to dismiss it, the master must attempt a Fortitude saving throw (DC 15). If the saving throw fails, the master loses 200 experience points per class level. A successful saving throw reduces the loss to half of that amount. However, a master's experience point total can never go below zero as the result of a familiar's demise. A slain or dismissed familiar cannot be replaced for a year and day. Slain familiars can be raised from the dead just as characters can be, but do not lose a level or a Constitution point when this happy event occurs.

**Familiar Basics:**Use the basic statistics for a creature of its type, but with additional changes (described below.)

**Hit Dice:**Treat as the master's character level (for effects related to Hit Dice). Use the familiar's normal total if it is higher.

**Hit Points:** One-half the master's total, rounded down.

**Attacks:**Use the master's base attack bonus. Use the familiar's Dexterity or Strength modifier, whichever is greater, to get the familiar's melee attack bonus with unarmed attacks. Damage equals that of a normal creature of that type.

**Saving Throws:**The familiar uses the master's base saving throw bonuses if they're better than the familiar's.

**Skills:** Use the normal skills for an animal of that type or the master's, whichever are better.

**Familiar Ability Descriptions:** All familiars have special abilities (or impart abilities to their masters) depending on the level of the master. The abilities are cumulative.

|  |
| --- |
| **Table: Familiar Special Abilities** |

|  |  |  |  |
| --- | --- | --- | --- |
| **Master's Class Level** | **Natural Armor** | **Intelligence Score** | **Special** |
| 1-2 | +1 | 6 | Alertness, improved evasion, share spells, empathic link |
| 3-4 | +2 | 7 | Touch |
| 5-6 | +3 | 8 | Speak with master |
| 7-8 | +4 | 9 | Speak with animals of its type |
| 9-10 | +5 | 10 |  |
| 11-12 | +6 | 11 | Spell resistance |
| 13-14 | +7 | 12 | Scry on familiar |
| 15-16 | +8 | 13 |  |
| 17-18 | +9 | 14 |  |
| 19-20 | +10 | 15 |  |

The following breed-depenedent special abilities apply only when the master and familiar are within one mile of each other:

|  |
| --- |
| **Table: Breed-Dependent Special Abilities** |

|  |  |
| --- | --- |
| **Familiar** | **Special** |
| Bat | – |
| Cat | Master gains a +2 bonus to Move Silently checks |
| Hawk | – |
| Owl | Has low-light vision; master gains a +2 bonus on Move Silently checks |
| Rat | Master gains a +2 bonus to Fortitude saves |
| Raven | Speaks one language |
| Snake (Tiny) | Poisonous bite |
| Toad | Master gains +2 to Constitution score |
| Weasel | Master gains a +2 bonus on Reflex saves |

**Natural Armor:**This number improves the familiar's AC.

**Intelligence:**The familiar's Intelligence score.

**Alertness:**The presence of the familiar sharpens its master's senses. While the familiar is within arm's reach, the master gains Alertness.

**Improved Evasion:** If the familiar is subjected to an attack that normally allows a Reflex saving throw for half damage, the familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails. Improved evasion is an extraordinary ability.

**Share Spells:**At the master's option, he may have any spell he or she casts on themselves also affect a familiar. The familiar must be within 5 feet at the time. If the spell has a duration other than instantaneous, the spell stops affecting the familiar if it moves farther than 5 feet away. The spell's effect will not be restored even if the familiar returns to the master before the duration would otherwise have ended. Additionally, the master may cast a spell with a target of "You" on a familiar (as a Touch range spell) instead. The master and familiar can share spells even if the spells normally do not affect creatures of the familiar's type.

**Empathic Link:**The master has an empathic link with the familiar out to a distance of up to one mile. The master cannot see through the familiar's eyes, but the two of them can communicate telepathically. This is a supernatural ability.

Because of the empathic link between the familiar and the master, the master has the same connection to an item or place that the familiar does. For instance, if his familiar has seen a room, a master can teleport into that room as if he has seen it too.

**Touch:**If the master is 3rd level or higher, the familiar can deliver touch spells for the master. When the master casts a touch spell, the familiar can be designated as the "toucher." (The master and the familiar have to be in contact at the time of casting.) The familiar can then deliver the touch spell just as the master could. As normal, if the master casts another spell, the touch spell dissipates.

**Speak with Animals of Its Type:**The familiar can communicate with animals of approximately the same type as itself (including dire variants). The communication is limited by the Intelligence of the conversing creatures.

**Speak with Master:**The familiar and master can communicate verbally as if they were using a common language. Other creatures do not understand the communication with out magical help.

**Spell Resistance:**If the master is 11th level or higher, the familiar gains spell resistance equal to the master's level + 5.

**Scry:**If the master is 13th level or higher, the master may scry on the familiar (as if casting the spell scrying) once per day. This is a spell-like ability that requires no material components or focus.

# **Aristocrat**

**Alignment:**Any  
**Hit Die:**d8

**Class Skills:** The aristocrat's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Innuendo (Wis), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Perform (Cha), Read Lips (Int, exclusive skill), Ride (Dex), Sense Motive (Wis), Speak Language, Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

**Weapon and Armor Proficiency:**The aristocrat is proficient in the use of all simple and martial weapons and with all types of armor and shields.

|  |
| --- |
| **Table: Aristocrat** |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Class Level** | **Base Attack Bonus** | **Fort Save** | **Ref Save** | **Will Save** | **Special** |
| 1 | +0 | +0 | +0 | +2 |  |
| 2 | +1 | +0 | +0 | +3 |  |
| 3 | +2 | +1 | +1 | +3 |  |
| 4 | +3 | +1 | +1 | +4 |  |
| 5 | +3 | +1 | +1 | +4 |  |
| 6 | +4 | +2 | +2 | +5 |  |
| 7 | +5 | +2 | +2 | +5 |  |
| 8 | +6/+1 | +2 | +2 | +6 |  |
| 9 | +6/+1 | +3 | +3 | +6 |  |
| 10 | +7/+2 | +3 | +3 | +7 |  |
| 11 | +8/+3 | +3 | +3 | +7 |  |
| 12 | +9/+4 | +4 | +4 | +8 |  |
| 13 | +9/+4 | +4 | +4 | +8 |  |
| 14 | +10/+5 | +4 | +4 | +9 |  |
| 15 | +11/+6/+1 | +5 | +5 | +9 |  |
| 16 | +12/+7/+2 | +5 | +5 | +10 |  |
| 17 | +12/+7/+2 | +5 | +5 | +10 |  |
| 18 | +13/+8/+3 | +6 | +6 | +11 |  |
| 19 | +14/+9/+4 | +6 | +6 | +11 |  |
| 20 | +15/+10/+5 | +6 | +6 | +12 |  |

# **Expert**

**Alignment:**Any  
**Hit Die:**d6

**Class Skills:**The expert can choose any ten skills to be class skills. One or two of these skills can be skills exclusive to some other class.

**Weapon and Armor Proficiency:** The expert is proficient in the use of all simple weapons and with light armor but not shields.

|  |
| --- |
| **Table: Expert** |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Class Level** | **Base Attack Bonus** | **Fort Save** | **Ref Save** | **Will Save** | **Special** |
| 1 | +0 | +0 | +0 | +2 |  |
| 2 | +1 | +0 | +0 | +3 |  |
| 3 | +2 | +1 | +1 | +3 |  |
| 4 | +3 | +1 | +1 | +4 |  |
| 5 | +3 | +1 | +1 | +4 |  |
| 6 | +4 | +2 | +2 | +5 |  |
| 7 | +5 | +2 | +2 | +5 |  |
| 8 | +6/+1 | +2 | +2 | +6 |  |
| 9 | +6/+1 | +3 | +3 | +6 |  |
| 10 | +7/+2 | +3 | +3 | +7 |  |
| 11 | +8/+3 | +3 | +3 | +7 |  |
| 12 | +9/+4 | +4 | +4 | +8 |  |
| 13 | +9/+4 | +4 | +4 | +8 |  |
| 14 | +10/+5 | +4 | +4 | +9 |  |
| 15 | +11/+6/+1 | +5 | +5 | +9 |  |
| 16 | +12/+7/+2 | +5 | +5 | +10 |  |
| 17 | +12/+7/+2 | +5 | +5 | +10 |  |
| 18 | +13/+8/+3 | +6 | +6 | +11 |  |
| 19 | +14/+9/+4 | +6 | +6 | +11 |  |
| 20 | +15/+10/+5 | +6 | +6 | +12 |  |

# **Warrior**

**Alignment:** Any  
**Hit Die:**d8

**Class Skills:**The warrior's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str).

**Weapon and Armor Proficiency:** The warrior is proficient in the use of all simple and martial weapons and all armor and shields.

|  |
| --- |
| **Table: Warrior** |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Class Level** | **Base Attack Bonus** | **Fort Save** | **Ref Save** | **Will Save** | **Special** |
| 1 | +1 | +2 | +0 | +0 |  |
| 2 | +2 | +3 | +0 | +0 |  |
| 3 | +3 | +3 | +1 | +1 |  |
| 4 | +4 | +4 | +1 | +1 |  |
| 5 | +5 | +4 | +1 | +1 |  |
| 6 | +6/+1 | +5 | +2 | +2 |  |
| 7 | +7/+2 | +5 | +2 | +2 |  |
| 8 | +8/+3 | +6 | +2 | +2 |  |
| 9 | +9/+4 | +6 | +3 | +3 |  |
| 10 | +10/+5 | +7 | +3 | +3 |  |
| 11 | +11/+6/+1 | +7 | +3 | +3 |  |
| 12 | +12/+7/+2 | +8 | +4 | +4 |  |
| 13 | +13/+8/+3 | +8 | +4 | +4 |  |
| 14 | +14/+9/+4 | +9 | +4 | +4 |  |
| 15 | +15/+10/+5 | +9 | +5 | +5 |  |
| 16 | +16/+11/+6/+1 | +10 | +5 | +5 |  |
| 17 | +17/+12/+7/+2 | +10 | +5 | +5 |  |
| 18 | +18/+13/+8/+3 | +11 | +6 | +6 |  |
| 19 | +19/+14/+9/+4 | +11 | +6 | +6 |  |
| 20 | +20/+15/+10/+5 | +12 | +6 | +6 |  |

# **Adept**

**Alignment:** Any  
**Hit Die:**d6

**Class Skills:**The adept’s class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Profession (Wis), Scry (Int, exclusive skill), Spellcraft (Int), and Wilderness Lore (Wis).

**Weapon and Armor Proficiency:**Adepts are skilled with all simple weapons. Adepts are not proficient with any type of armor nor with shields.

|  |
| --- |
| **Table: Adept** |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Class Level** | **Base Attack Bonus** | **Fort Save** | **Ref Save** | **Will Save** | **Special** |
| 1 | +0 | +0 | +0 | +2 | Summon familiar |
| 2 | +1 | +0 | +0 | +3 |  |
| 3 | +1 | +1 | +1 | +3 |  |
| 4 | +2 | +1 | +1 | +4 |  |
| 5 | +2 | +1 | +1 | +4 |  |
| 6 | +3 | +2 | +2 | +5 |  |
| 7 | +3 | +2 | +2 | +5 |  |
| 8 | +4 | +2 | +2 | +6 |  |
| 9 | +4 | +3 | +3 | +6 |  |
| 10 | +5 | +3 | +3 | +7 |  |
| 11 | +5 | +3 | +3 | +7 |  |
| 12 | +6/+1 | +4 | +4 | +8 |  |
| 13 | +6/+1 | +4 | +4 | +8 |  |
| 14 | +7/+2 | +4 | +4 | +9 |  |
| 15 | +7/+2 | +5 | +5 | +9 |  |
| 16 | +8/+3 | +5 | +5 | +10 |  |
| 17 | +8/+3 | +5 | +5 | +10 |  |
| 18 | +9/+4 | +6 | +6 | +11 |  |
| 19 | +9/+4 | +6 | +6 | +11 |  |
| 20 | +10/+5 | +6 | +6 | +12 |  |

|  |
| --- |
| **Table: Adept Spells Per Day** |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Level** | **0** | **1st** | **2nd** | **3rd** | **4th** | **5th** |
| 1 | 3 | 1 | — | — | — | — |
| 2 | 3 | 1 | — | — | — | — |
| 3 | 3 | 2 | — | — | — | — |
| 4 | 3 | 2 | 0 | — | — | — |
| 5 | 3 | 2 | 1 | — | — | — |
| 6 | 3 | 2 | 1 | — | — | — |
| 7 | 3 | 3 | 2 | — | — | — |
| 8 | 3 | 3 | 2 | 0 | — | — |
| 9 | 3 | 3 | 2 | 1 | — | — |
| 10 | 3 | 3 | 2 | 1 | — | — |
| 11 | 3 | 3 | 3 | 2 | — | — |
| 12 | 3 | 3 | 3 | 2 | 0 | — |
| 13 | 3 | 3 | 3 | 2 | 1 | — |
| 14 | 3 | 3 | 3 | 2 | 1 | — |
| 15 | 3 | 3 | 3 | 3 | 2 | — |
| 16 | 3 | 3 | 3 | 3 | 2 | 0 |
| 17 | 3 | 3 | 3 | 3 | 2 | 1 |
| 18 | 3 | 3 | 3 | 3 | 2 | 1 |
| 19 | 3 | 3 | 3 | 3 | 3 | 2 |
| 20 | 3 | 3 | 3 | 3 | 3 | 2 |

**Spells:**An adept casts divine spells. She is limited to a certain number of spells of each spell level per day, according to her class level. Like a cleric, an adept may prepare and cast any spell on the adept list, provided she can cast spells of that level. Like a cleric, she prepares her spells ahead of time each day. The DC for a saving throw against an adept's spell is 10 + spell level + the adept's Wisdom modifier.

|  |  |
| --- | --- |
| **Adepts choose their spells from the following list:** | |
| 0 level | create water, cure minor wounds, detect magic, ghost sound, guidance, light, mending, purify food and drink, read magic. |
| 1st level | bless, burning hands, cause fear, command, comprehend languages, cure light wounds, detect chaos, detect evil, detect good, detect law, endure elements, obscuring mist, protection from chaos, protection from evil, protection from good, protection from law, sleep. |
| 2nd level | aid, animal trance, bull's strength, cat's grace, cure moderate wounds, darkness, delay poison, endurance, invisibility, mirror image, resist elements, see invisibility, web. |
| 3rd level | animate dead, bestow curse, contagion, continual flame, cure serious wounds, daylight, deeper darkness, lightning bolt, neutralize poison, remove curse, remove disease, tongues. |
| 4th level | cure critical wounds, minor creation, polymorph other, polymorph self, restoration, stoneskin, wall of fire. |
| 5th level | break enchantment, commune, heal, major creation, raise dead, true seeing, wall of stone. |

Adepts, unlike wizards, do not acquire their spells from books or scrolls, nor prepare them through study. Instead, they meditate or pray for their spells, receiving them as divine inspiration or through their own strength of faith. Each adept must choose a time each day at which she must spend an hour in quiet contemplation or supplication to regain her daily allotment of spells. Time spent resting has no effect on whether an adept can prepare spells.

When the adept gets 0 spells of a given level, she gets only bonus spells for that spell slot. An adept without a bonus spell for that level cannot yet cast a spell of that level. Bonus spells are based on Wisdom.

Each adept has a particular holy symbol (as a divine focus) depending on the adept's magical tradition.

**Familiar:**At 2nd level, an adept can call a familiar, just like a sorcerer or wizard can.

# **Equipment, General**

Weights for all the items listed on the Tables are their filled weights (except where otherwise designated). An asterisk (\*) in the weight column indicates no weight worth noting. A double asterisk (\*\*) in the weight column indiciates that ten of these items together weigh 1 pound.

## Coins

The most common coin that adventurers use is the gold piece (gp). A skilled (but not exceptional) artisan can earn a gold piece a day. The gold piece is the standard unit of measure for wealth.

The most prevalent coin among commoners is the silver piece (sp). A gold piece is worth 10 silver pieces.

Each silver piece is worth 10 copper pieces (cp).

Merchants also recognize platinum pieces (pp), which are each worth 10 gp.

The standard coin weighs about a third of an ounce (fifty to the pound).

## Trade Goods

In general, something can be sold for half its listed price.

Commodities are the exception to the half-price rule. A commodity, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself. Wheat, flour, cloth, and valuable metals are commodities, and merchants often trade in them directly without using currency. 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.

|  |
| --- |
| **Table: Trade Goods** |

|  |  |
| --- | --- |
| **Commodity** | **Cost** |
| Chicken, 1 | 2 cp |
| Cinnamon, 1 lb. | 1 gp |
| Copper, 1 lb. | 5 sp |
| Cow, 1 | 10 gp |
| Dog, 1 | 25 gp |
| Flour, 1 lb. | 2 cp |
| Ginger or pepper, 1 lb. | 2 gp |
| Goat, 1 lb. | 1 gp |
| Gold, 1 lb. | 50 gp |
| Iron, 1 lb. | 1 sp |
| Linen, 1 lb. (sq. yard) | 4 gp |
| Ox, 1 | 15 gp |
| Pig, 1 | 3 gp |
| Saffron or cloves, 1 lb. | 15 gp |
| Salt, 1 lb. | 5 gp |
| Sheep, 1 | 2 gp |
| Silk, 1 lb. (2 sq. yards) | 20 gp |
| Silver, 1 lb. | 5 gp |
| Tea leaves, 1 lb. | 2 sp |
| Tobacco, 1 lb. | 5 sp |
| Wheat, 1 lb. | 1 cp |

|  |
| --- |
| **Table: Dry Goods and Containers** |

|  |  |  |  |
| --- | --- | --- | --- |
| **Item** | **Cost** | **Weight** | **Holds** |
| Backpack | 2 gp | 2 lb. | 1 cu. ft. |
| Barrel | 2 gp | 30 lb. | 10 cu. ft. |
| Basket | 4 sp | 1 lb. | 2 cu ft. |
| Bucket | 5 sp | 2 lb. | 1 cu. ft. |
| Chest | 2 gp | 25 lb. | 2 cu. ft. |
| Pouch, belt | 1 gp | 3 lb. | 1/5 cu. ft. |
| Sack | 1 sp | 1/2 lb. | 1 cu. ft. |
| Saddlebags | 4 gp | 8 lb. | 5 cu. ft. |
| Spell component pouch | 5 gp | 1/4 lb. | 1/8 cu. ft. |

|  |
| --- |
| **Table: Liquid Containers** |

|  |  |  |  |
| --- | --- | --- | --- |
| **Item** | **Cost** | **Weight** | **Holds** |
| Bottle, wine, glass | 2 gp | \* | 1 1/2 pint |
| Flask | 3 cp | \* | 1 pint |
| Jug, clay | 3 cp | 1 lb. | 1 gallon |
| Mug/tankard, clay | 2 cp | \* | 1 pint |
| Pitcher, clay | 2 cp | 1 lb. | 1/2 gallon |
| Pot, iron | 5 cp | 2 lb. | 1 gallon |
| Vial,ink or potion | 1 gp | \* | 1 ounce |
| Waterskin | 1 gp | \* | 1/2 gallon |

## Adventuring Gear

|  |
| --- |
| **Table: Adventuring Gear** |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Item** | **Cost** | **Weight** |  | **Item** | **Cost** | **Weight** |
| Acid (flask) | 10 gp | \* |  | Lock‡ |  |  |
| Alchemist’s fire (flask) | 20 gp | \* |  | Very simple | 20 gp | 1 lb. |
| Antitoxin (vial) | 50 gp | \* |  | Average | 40 gp | 1 lb. |
| Backpack (empty) | 2 gp | 2 lb. |  | Good | 80 gp | 1 lb. |
| Barrel (empty) | 2 gp | 30 lb. |  | Amazing | 150 gp | 1 lb. |
| Basket (empty) | 4 sp | 1 lb. |  | Manacles | 15 gp | 2 lb. |
| Bedroll | 1 sp | 5 lb. |  | Manacles, masterwork | 50 gp | 2 lb. |
| Bell | 1 gp | \* |  | Mirror, small steel | 10 gp | 1/2 lb. |
| Blanket, winter | 5 sp | 3 lb. |  | Mug/tankard, clay | 2 cp | 1 lb. |
| Block and tackle | 5 gp | 5 lb. |  | Oil (1-pint flask) | 1 sp | 1 lb. |
| Bottle, wine, glass | 2 gp | \* |  | Paper (sheet) | 4 sp | \* |
| Bucket (empty) | 5 sp | 2 lb. |  | Parchment (sheet) | 2 sp | \* |
| Caltrops | 1 gp | 2 lb. |  | Pick, miner's | 3 gp | 10 lb. |
| Candle | 1 cp | \* |  | Pitcher, clay | 2 cp | 5 lb. |
| Canvas (sq. yd.) | 1 sp | 1 lb. |  | Piton | 1 sp | 1/2 lb. |
| Case, map or scroll | 1 gp | 1/2 lb. |  | Pole, 10-foot | 2 sp | 8 lb. |
| Chain (10 ft.) | 30 gp | 2 lb. |  | Pot, iron | 5 sp | 10 lb. |
| Chalk, 1 piece | 1 cp | \* |  | Pouch, belt | 1 gp | 3 lb. |
| Chest (empty) | 2 gp | 25 lb. |  | Ram, portable | 10 gp | 20 lb. |
| Crowbar | 2 gp | 5 lb. |  | Rations, trail(per day) | 5 sp | 1 lb. |
| Firewood (per day) | 1 cp | 20 lb. |  | Rope, hemp (50 ft.) | 1 gp | 10 lb. |
| Fishhook | 1 sp | \* |  | Rope, silk (50 ft.) | 10 gp | 5 lb. |
| Fishing net, 25 sq. ft. | 4 gp | 5 lb. |  | Sack (empty) | 1 sp | 1/2 lb. |
| Flask | 3 cp | \* |  | Sealing wax | 1 gp | 1 lb. |
| Flint and steel | 1 gp | \* |  | Sewing needle | 5 sp | \* |
| Grappling hook | 1 gp | 4 lb. |  | Signal whistle | 8 sp | \*\* |
| Hammer | 5 sp | 2 lb. |  | Signet ring‡ | 5 gp | \* |
| Ink (1 oz. vial) | 8 gp | \* |  | Sledge | 1 gp | 10 lb. |
| Inkpen | 1 sp | \* |  | Soap (per lb.) | 5 sp | 1 lb. |
| Jug, clay | 3 cp | 9 lb. |  | Spade or shovel | 2 gp | 8 lb. |
| Ladder, 10-foot | 5 cp | 20 lb. |  | Spyglass | 1000 gp | 1 lb. |
| Lamp, common | 1 sp | 1 lb. |  | Tent | 10 gp | 20 lb. |
| Lantern, bullseye | 12 gp | 3 lb. |  | Torch | 1 cp | 1 lb. |
| Lantern, hooded | 7 gp | 2 lb. |  | Vial, ink or potion | 1 gp | \* |
|  |  |  |  | Waterskin | 1 gp | 4 lb. |
|  |  |  |  | Whetstone | 2 cp | 1 lb. |

**Acid:** Throw a flask of acid as a grenadelike weapon.

**Alchemist's Fire:**Alchemist's fire is a sticky, adhesive substance that ignites when exposed to air. Throw a flask of alchemist's fire as a grenadelike weapon.

On the round following a direct hit, the target takes an additional 1d6 points of damage. The target can take a full-round action to attempt to extinguish the flames before taking this additional damage. It takes a successful Reflex saving throw (DC 15) to extinguish the flames. Rolling on the ground allows the character a +2 bonus. Leaping into a lake or magically extinguishing the flames automatically smothers the flames.

**Antitoxin:** After drinking antitoxin, a character gets a +5 alchemical bonus on all Fortitude saving throws against poison for 1 hour.

**Caltrops:**Caltrops resemble large metal jacks with sharpened points rather than balls on the ends of their arms. They are essentially iron spikes designed so that one point is always facing up. Scatter them on the ground in the hope that enemies step on them or are at least forced to slow down to avoid them. One bag of caltrops (the 2-pound unit listed on Table: Goods and Services) 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), the creature may 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 bonus do not count. (Deflection averts blows as they approach, but it does not prevent a character 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 at 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 1 day, until the creature is successfully treated with the Heal skill (DC 15), 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.

**Candle:** A candle clearly illuminates a 5-foot radius and burns for 1 hour.

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

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

**Flint and Steel:** Striking the steel and flint together creates sparks. By knocking sparks into tinder, a character 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.

**Ink:**This is black ink. Ink in other colors costs twice as much.

**Jug, Clay:** A basic ceramic jug fitted with a stopper. It holds 1 gallon of liquid.

**Lamp, Common:**A lamp clearly illuminates things in a 15-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, making it too dangerous for most adventuring. A lamp can be carried in one hand.

**Lantern, Bullseye:**A bullseye lantern has only a single shutter, with its other sides being highly polished inside to reflect the light in a single direction. It illuminates a cone 60 feet long and 20 feet wide at the end, and it burns for 6 hours on a pint of oil. A lantern can be carried in one hand.

**Lantern, Hooded:**A hooded lantern is a standard lantern with shuttered or hinged sides. A lantern can be carried in one hand. It clearly illuminates a 30-foot radius and burns for 6 hours on a pint of oil.

**Lock:** A lock is worked with a large, bulky key. The DC to open this kind of lock with the Open Locks skill depends on the lock's quality: very simple (DC 20), average (DC 25), good (DC 30), amazingly good (DC 40).

**Manacles and Manacles, Masterwork:**These manacles can bind a Medium-size creature. The manacled character can use the Escape Artist skill to slip free (DC 30, or DC 35 for masterwork manacles). To break the manacles requires success at a Strength check (DC 26, or DC 28 for masterwork manacles). Manacles have a hardness of 10 and 10 hit points. Most manacles have locks; add the cost of the lock to the cost of the manacles.

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

**Oil:**A pint of oil burns for 6 hours in a lantern. Use a flask of oil as a grenadelike weapon. 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 only a 50% chance that the flask ignites successfully.

A pint of oil poured on the ground covers an area 5 feet square (provided the surface is smooth). If lit, the oil burns for 2 rounds and deals 1d3 points of damage to each creature in the area.

**Piton:**When a wall doesn't offer handholds and footholds, a climber can make his or her own. A piton is a steel spike with an eye through which a rope can be looped.

**Ram, Portable:**This iron-shod wooden beam is the perfect tool for battering down doors. Not only does it provide a +2 circumstance bonus on a Strength check to break open a door, but it allows a second person to help without having to roll, adding another +2 to the check.

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

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

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

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

**Torch:**A wooden rod capped with twisted flax soaked in tallow or a similar item. A torch clearly illuminates a 20-foot radius and burns for 1 hour.

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

## Spells for Hire

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| --- |
| **Table: Spells for Hire** |

|  |  |
| --- | --- |
| **Spells** | **Cost** |
| 0-level | Caster level X 5 gp |
| 1st-level | Caster level X 10 gp |
| 2nd-level | Caster level X 20 gp |
| 3rd-level | Caster level X 30 gp |
| 4th-level | Caster level X 40 gp |
| 5th-level | Caster level X 50 gp |
| 6th-level | Caster level X 60 gp |
| 7th-level | Caster level X 70 gp |
| 8th-level | Caster level X 80 gp |
| 9th-level | Caster level X 90 gp |

**Spell:**This is how much it costs to get a spellcaster to cast a spell for hire. This cost assumes that a character can go to the spellcaster and have the spell cast at her convenience.

The cost listed 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 the component to the cost of the spell. If the spell requires a focus component (other than a divine focus), add 1/10 the cost of the focus to the cost of the spell. If the spell requires an XP cost, add 5 gp per XP lost.

## Class Toolkits and Skillkits

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| --- |
| **Table: Class Toolkits and Skillkits** |

|  |  |  |
| --- | --- | --- |
| **Item** | **Cost** | **Weight** |
| Alchemist's lab | 500 gp | 40 lb. |
| Artisan's tools | 5 gp | 5 lb. |
| Artisan's tools, masterwork | 55 gp | 5 lb. |
| Climber's kit | 80 gp | 5 lb. |
| Disguise kit | 50 gp | 8 lb. |
| Healer's kit | 50 gp | 1 lb. |
| Holly and mistletoe | – | \* |
| Holy symbol, wooden | 1 gp | \*\* |
| Holy symbol, silver | 25 gp | 1 lb. |
| Hourglass | 25 gp | 1 lb. |
| Magnifying glass | 100 gp | \* |
| Tool, masterwork | +50 gp | \* |
| Musical instrument, common | 5 gp | 3 lb |
| Musical instrument, masterwork | 100 gp | 3 lb |
| Scale, merchant's | 2 gp | 1 lb. |
| Spell component pouch | 5 gp | 3 lb |
| Spellbook, wizard's (blank) | 15 gp | 3 lb |
| Thieves' tools | 30 gp | 1 lb. |
| Thieves' tools, masterwork | 100 gp | 2 lb. |
| Water clock | 1000 gp | 200 lb. |

**Alchemist's Lab:**This includes beakers, bottles, mixing and measuring equipment and a miscellany of chemicals and substances. This is the perfect tool for the job and so adds a +2 circumstance bonus to Alchemy checks, but it has no bearing on the costs related to the Alchemy skill. Without this lab, a character with the 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:**This is the set of special tools needed for any craft. Without these tools, a character has to use improvised tools (-2 penalty on the Craft check) if the job can be done at all.

**Artisan's Tools, Masterwork:** As artisan's tools, but these are the perfect tools for the job, so the character gets a +2 circumstance bonus on the Craft check.

**Climber's Kit:**Special pitons, boot tips, gloves, and a harness that aids in all sorts of climbing. This is the perfect tool for climbing and provides a +2 circumstance bonus to Climb checks.

**Disguise Kit:** A bag containing cosmetics, hair dye, and small physical props. This is the perfect tool for disguise and adds a +2 circumstance bonus to Disguise checks. It's exhausted after ten uses.

**Healer's Kit:**This kit is full of herbs, salves, bandages and other useful materials. It is the perfect tool for anyone attempting a Heal check. It adds a +2 circumstance bonus to the check. It's exhausted after ten uses.

**Holly and Mistletoe:** Sprigs of holly and mistletoe are used by druids as the default divine focus for druid spells. Holly and mistletoe plants are easily found in wooded areas by druids, and sprigs from them are harvested essentially for free.

**Holy Symbol, Silver or Wooden:** A holy symbol focuses positive energy. Clerics use them as the focuses for their spells and as tools 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 useful as a substitute for flint, steel, and tinder when starting fires (though it takes light as bright as direct sunlight to focus, tinder to light, and at least a full-round action to light a fire with a magnifying glass). It 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 fifes, recorders, lutes, mandolins, and shalms. A masterwork instrument is of superior make. It adds a +2 circumstance bonus to Perform checks and serves as a mark of  
status.

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

**Spell Component Pouch:**A small, watertight leather belt pouch with many small compartments. A spellcaster with a spell component pouch is assumed to have all the material components and focuses she needs except those that have a listed cost, divine focuses, or 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):**A large, leatherbound book that serves as a wizard’s reference. A spellbook has 100 pages of parchment, and each spell takes up two pages per level (one page for 0-level spells).

**Thieves' Tools:**These are the tools needed 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, a character will have to improvise tools, and suffer a -2 circumstance penalty on Disable Device and Open Locks checks.

**Thieves' Tools, Masterwork:** This kit contains extra tools and tools of better make, granting a +2 circumstance bonus on Disable Device and Open Lock checks.

**Tool, Masterwork:**This well-made item is the perfect tool for the job and adds a +2 circumstance bonus to a related skill check (if any). Bonuses provided by multiple masterwork items used toward the same skill check do not stack.

**Water Clock:**This large, bulky contrivance gives the time accurate 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

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| --- |
| **Table: Clothing** |

|  |  |  |
| --- | --- | --- |
| **Item** | **Cost** | **Weight** |
| Artisan's outfit | 1 gp | 4 lb. |
| Cleric's vestments | 5 gp | 6 lb. |
| Cold weather outfit | 8 gp | 7 lb. |
| Courtier's outfit | 30 gp | 6 lb. |
| Entertainer's outfit | 3 gp | 4 lb. |
| Explorer's outfit | 10 gp | 8 lb. |
| Monk's outfit | 5 gp | 2 lb. |
| Noble's outfit | 75 gp | 10 lb. |
| Peasant's outfit | 1 sp | 2 lb. |
| Royal outfit | 200 gp | 15 lb. |
| Scholar's outfit | 5 gp | 6 lb. |
| Traveler's outfit | 1 gp | 5 lb. |

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

**Cleric's Vestments:** Ecclesiastical clothes for performing priestly functions, not for adventuring.

**Cold Weather Outfit:** A wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. When wearing a cold weather outfit, add a +5 circumstance bonus to Fortitude saving throws against exposure to cold weather.

**Courtier's Outfit:**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. Without jewelry (costing perhaps an additional 50 gp), the character will look like an out-of-place commoner.

**Entertainer's Outfit:**A set of flashy, perhaps even gaudy, clothes for entertaining. While the outfit looks whimsical, its practical design lets a character tumble, dance, walk a tightrope, or just run (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 instead over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items a character 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. Though it looks casual, the outfit is designed to give a character maximum mobility, and it's made of high-quality fabric. A monk can hide small weapons in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes. Depending on the monk's style, the outfit may be decorated with designs that indicate lineage or philosophical outlook.

**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, or at least appearing to be worth that much). And it would be advisable to not show up to a ball in the same noble's outfit twice.

**Peasant's Outfit:**A loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

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

**Scholar's Outfit:**A robe, a belt, a cap, soft shoes, and possibly a cloak.

**Traveler's Outfit:** Boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

## Food, Drink and Lodging

|  |
| --- |
| **Table: Food, Drink and Lodging** |

|  |  |  |
| --- | --- | --- |
| **Item** | **Cost** | **Weight** |
| Ale |  |  |
| Gallon | 2 sp | 8 lb. |
| Mug | 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 | – |
| Meals (per day) |  |  |
| Good | 5 sp | – |
| Common | 3 sp | – |
| Poor | 1 sp | – |
| Meat, chunk of | 3 sp | 1/2 lb. |
| Rations, trail (per day) | 5 sp | 1 lb. |
| Wine |  |  |
| Common (pitcher) | 2 sp | 6 lb. |
| Fine (bottle) | 10 gp | 1 1/2 lb. |

**Inn:**Poor accommodations at an inn amount to a place on the floor near the hearth, plus the use of a blanket. Common accommodations are 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 are a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

**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

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| --- |
| **Table: Mounts and Related Gear** |

|  |  |  |
| --- | --- | --- |
| **Item** | **Cost** | **Weight** |
| Barding |  |  |
| Medium-size creature | X2 | X1 |
| Large creature | X4 | X2 |
| Bit and bridle | 2 gp | 1 lb. |
| Cart | 15 gp | 200 lb. |
| Dog, riding | 150 gp | – |
| Donkey or mule | 8 gp | – |
| Feed (per day) | 5 cp | 10 lb. |
| Horse |  |  |
| Heavy | 200 gp | – |
| Light | 75 gp | – |
| Pony | 30 gp | – |
| Warhorse |  |  |
| Heavy | 400 gp | – |
| Light | 150 gp | – |
| Warpony | 100 gp | – |
| Saddle |  |  |
| Military | 20 gp | 30 lb. |
| Pack | 5 gp | 15 lb. |
| Riding | 10 gp | 25 lb. |
| Saddle, Exotic |  |  |
| Military | 60 gp | 40 lb. |
| Pack | 15 gp | 20 lb. |
| Riding | 30 gp | 30 lb. |
| Saddlebags | 4 gp | 8 lb. |
| Sled | 20 gp | 300 lb. |
| Stabling (per day) | 5 sp | – |
| Wagon | 35 gp | 400 lb. |

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| **Table: Hauling Vehicles** |

|  |  |  |  |
| --- | --- | --- | --- |
| **Item** | **Cost** | **Weight** | **Holds** |
| Cart | 15 gp | 200 lb. | 1/2 ton |
| Sled | 20 gp | 300 lb. | 1 ton |
| Wagon | 35 gp | 400 lb, | 2 tons |

**Barding, Medium-Size Creature and Large Creature:**Barding is simply some type of armor covering the head, neck, chest, body, and possibly legs of a horse. Heavier types provide better protection at the expense of lower speed. Barding comes in most of the types found on Table: Armor. As with any nonhumanoid Large creature, a horse's armor costs four times what a human's (a humanoid Medium-size creature's) armor costs and also weighs twice as much as the armor found on Table: Armor. (If the barding is for a pony, which is Medium-size, the cost is only double, and the weight is the same.)

Medium or heavy barding slows mounts:

|  |  |  |  |
| --- | --- | --- | --- |
| **Barding** | **40 ft.** | **50 ft.** | **60 ft.** |
| Medium | 30 ft. | 35 ft. | 40 ft. |
| Heavy | 30 ft. | 35 ft. | 40 ft. |

|  |
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| \* A mount wearing heavy armor moves at only triple normal rate when running instead of quadruple. |

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

Barded animals require special attention. Care must be taken 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: Donning Armor. Barded animals cannot be used to carry any load other than the rider and normal saddlebags. Because of this, a mounted warrior often leads a second mount for carrying gear and supplies.

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

**Dog, Riding:** This Medium-size dog is specially trained to carry a Small humanoid rider (and not a dwarf). It is brave in combat like a warhorse. No damage is taken when falling from a riding dog.

**Donkey or Mule:**The best pack animal around, a donkey or mule is stolid in the face of danger, hardy, sure-footed, and capable of carrying heavy loads over vast distances. Unlike horses, they're willing (though not eager) to enter dungeons and other strange or threatening places.

**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. Riding dogs must be fed some meat, which may cost more or less than the given amount.

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

**Saddle, Military:**A military saddle braces the rider, adding a +2 circumstance bonus to Ride checks related to staying in the saddle. If a character is knocked unconscious while in a military saddle, he or she has a 75% chance to stay in the saddle (compared to 50% for a riding saddle).

**Saddle, Pack:** A pack saddle holds gear and supplies, not a rider. A pack saddle holds as much gear as the mount can carry.

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

**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. It comes with the harness needed to pull it.

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

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

## Ships and Boats

|  |  |
| --- | --- |
| **Item** | **Cost** |
| Rowboat | 50 gp |
| Oar | 2 gp |
| Galley | 30,000 gp |
| Longship | 10,000 gp |
| Keelboat | 3,000 gp |
| Sailing ship | 10,000 gp |
| Warship | 25,000 gp |

**Rowboat:** An 8- to 12-foot-long boat for two or three people. It moves about 1 1/2 miles per hour.

**Galley:**A three-masted ship with seventy oars on either side and a total crew of two hundred. This ship is 130 feet long and 20 feet wide, and it can carry up to 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.

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

**Keelboat:** A 50- to 75-foot-long ship that 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 forty to fifty tons of cargo or one hundred soldiers. It can make sea voyages as well as sail down rivers. (It has a flat bottom.) It moves about 1 mile per hour.

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

**Warship:**This 100-foot-long ship has a single mast, although oars can also propel it. It has a crew of sixty to eighty rowers. This ship can carry up to 160 soldiers, but not for long distances, since there isn't room for supplies for that many. 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 rowed or under sail.  
Ship's Passage: Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo.

## Other Services

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| **Table: Transportation** |

|  |  |
| --- | --- |
| **Item** | **Cost** |
| Ship's passage | 1 sp per mile |
| Coach cab | 3 cp per mile |
| Messenger | 2 cp per mile |
| Teleportation | Varies |
| Road or gate toll | 1 cp |

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| **Table: Buildings** |

|  |  |
| --- | --- |
| **Item** | **Cost** |
| Simple house | 1,000 gp |
| Grand house | 5,000 gp |
| Mansion | 100,000 gp |
| Tower | 50,000 gp |
| Keep | 150,000 gp |
| Castle | 500,000 gp |
| Huge castle | 1,000,000 gp |
| Moat with bridge | 50,000 gp |

**Coach Cab:**The price listed 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 cp usually takes a character anywhere they need to go.

**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 half the listed amount.

**Teleportation:**The cost to be teleported is based on caster level, although the customer will have to pay double because the caster will need to teleport herself back. Further, some casters will charge as much as double to teleport into a dangerous area.

**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 its upkeep. Occasionally, large, walled cities charge a toll to enter or exit the city (sometimes just to enter the city).

**Simple House:**This one- to three-room house is made of wood and has a thatched roof.

**Grand House:** This four- to ten-room room grand house is made of wood and has a thatched roof.

**Mansion:** This ten- to twenty-room mansion has two to three levels and is made of wood and brick. It has a slate roof.

**Tower:** This round or square, three-level tower is made of stone.

**Keep:**This fortified stone building has fifteen to twenty-five rooms.

**Castle:**The castle is a keep surrounded by a 15-foot stone wall with four towers. The wall is 10 feet thick.

**Huge Castle:** A particularly large keep with numerous associated buildings (stables, forge, granaries, etc.) and an elaborate 20-foot-high wall creating bailey and courtyard areas. The wall has six towers and is 10 feet thick.

**Moat with Bridge:** This moat is 15 feet deep and 30 feet wide. The bridge across it may be a wooden drawbridge or a permanent stone structure.

# **Equipment, Weapons**

## Weapon Categories

Weapons are grouped into several interlocking sets of categories. These categories pertain to what skill is needed to be proficient in their use (simple, martial, and exotic), usefulness in close combat (melee) or at a distance (ranged, which includes both thrown and projectile), and weapon size (Tiny, Small, Medium-size, and Large).

**If a character uses a weapon with which he is not proficient, he suffers a -4 penalty on attack rolls.**

**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. Apply a character's Strength bonus to damage dealt by thrown weapons but not to damage dealt by projectile weapons (except for mighty composite shortbows or longbows).

**Tiny, Small, Medium-Size, and Large Weapons:**The size of a weapon compared to a character's size determines whether for the character the weapon is light, one-handed, two-handed, or too large to use.

**Light:**If the weapon's size category is smaller than the character's, then the weapon is light for that character. Light weapons are easier to use in the off hand, and they can be used while grappling. A light weapon can be used in one hand. There is no special bonus when using such a weapon in two hands.

**One-Handed:**If the weapon's size category is the same as a character's, then the weapon is one-handed for that character. If a one-handed melee weapon is used two-handed, apply one and a half times the character's Strength bonus to damage (provided the character has a bonus).

**Two-Handed:** If the weapon's size category is one step larger than a character's, then the weapon is two-handed for that character. A two-handed melee weapon can be used effectively in two hands, and when damage is dealt with it, add one and a half times the character's Strength bonus to damage (provided the character has a bonus).

A character can use a two-handed projectile weapon (such as a bow or a crossbow) effectively in two hands. If the character has a penalty for low Strength, apply it to damage rolls when you use a bow or a sling. Add no Strength bonus to damage with a projectile weapon unless the weapon is a mighty composite shortbow or longbow.

**Thrown weapons:**Can only be thrown one-handed. A character can throw a thrown weapon with one hand even if it would be two-handed for you due to the character's size, but doing so counts as a full-round action because the weapon is bulkier and harder to handle than most thrown weapons. Add the character's Strength bonus to damage.

**Too Large to Use:** If the weapon's size category is two or more steps larger than a character's own, the weapon is too large for the character to use.

**Unarmed Strikes:** An unarmed strike is two size categories smaller than the character using it.

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| **Table: Simple Weapons, Melee** |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Cost** | **Damage** | **Critical** | **Range Incr.** | **Weight** | **Type** |
| Unarmed Attacks |  |  |  |  |  |  |
| Gauntlet | 2 gp | \* | \* | – | 2 lb. | (B) |
| Strike, unarmed (Medium-size) | – | 1d3S | X2 | – | – | (B) |
| Strike, unarmed (Small) | – | 1d2S | X2 | – | – | (B) |
| Tiny |  |  |  |  |  |  |
| Dagger | 2 gp | 1d4 | 19-20/X2 | 10 ft. | 1 lb. | (P) |
| Dagger, punching | 2 gp | 1d4 | x3 | – | 2 lb. | (P) |
| Gauntlet, spiked | 5 gp | 1d4 | x2 | – | 2 lb. | (P) |
| Small |  |  |  |  |  |  |
| Mace, light | 5 gp | 1d6 | X2 | – | 6 lb. | (B) |
| Sickle | 6 gp | 1d6 | X2 | – | 3 lb. | (S) |
| Medium-size |  |  |  |  |  |  |
| Club | – | 1d6 | X2 | 10 ft. | 3 lb. | (B) |
| Halfspear | 1 gp | 1d6 | X3 | 20 ft. | 3 lb. | (P) |
| Mace, heavy | 12 gp | 1d8 | X2 | – | 12 lb. | (B) |
| Morningstar | 8 gp | 1d8 | X2 | – | 8 lb. | (B&P) |
| Large |  |  |  |  |  |  |
| Quarterstaff | – | 1d6/1d6 | x2 | – | 4 lb. | (B) |
| Shortspear | 2 gp | 1d8 | x3 | 20 ft. | 5 lb. | (P) |

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| **Table: Simple Weapons, Ranged** |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Cost** | **Damage** | **Critical** | **Range Incr.** | **Weight** | **Type** |
| Small |  |  |  |  |  |  |
| Crossbow, light | 35 gp | 1d8 | 19-20/X2 | 80 ft. | 6 lb. | (P) |
| Bolts, crossbow (10) | 1 gp | – | – | – | 1 lb. | – |
| Dart | 5 sp | 1d4 | X2 | 20 ft. | 1/2 lb. | (P) |
| Sling | – | 1d4 | X2 | 50 ft. | 0 lb. | (B) |
| Bullets, sling (10) | 1 sp | – | – | – | 5 lb. | – |
| Medium-size |  |  |  |  |  |  |
| Crossbow, heavy | 50 gp | 1d10 | 19-20/X2 | 120 ft. | 9 lb. | (P) |
| Bolts, crossbow (10) | 1 gp | – | – | – | 1 lb. | – |
| Javelin | 1 gp | 1d6 | X2 | 30 ft. | 2 lb. | (P) |

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| **Table: Martial Weapons, Melee** |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Cost** | **Damage** | **Critical** | **Range Incr.** | **Weight** | **Type** |
| Small |  |  |  |  |  |  |
| Axe, throwing | 8 gp | 1d6 | X2 | 10 ft. | 4 lb. | (S) |
| Hammer, light | 1 gp | 1d4 | X2 | 20 ft. | 2 lb. | (B) |
| Handaxe | 6 gp | 1d6 | X3 | – | 5 lb. | (S) |
| Lance, light | 6 gp | 1d6 | X3 | – | 5 lb. | (P) |
| Pick, light | 4 gp | 1d4 | X4 | – | 4 lb. | (P) |
| Sap | 1 gp | 1d6S | X2 | – | 3 lb. | (B) |
| Sword, short | 10 gp | 1d6 | 19-20/X2 | – | 3 lb. | (P) |
| Medium-size |  |  |  |  |  |  |
| Battleaxe | 10 gp | 1d8 | X3 | – | 7 lb. | (S) |
| Flail, light | 8 gp | 1d8 | X2 | – | 5 lb. | (B) |
| Lance, heavy | 10 gp | 1d8 | X3 | – | 10 lb. | (P) |
| Longsword | 15 gp | 1d8 | 19-20/X2 | – | 4 lb. | (S) |
| Pick, heavy | 8 gp | 1d6 | X4 | – | 6 lb. | (P) |
| Rapier | 20 gp | 1d6 | 18-20/X2 | – | 3 lb. | (P) |
| Scimitar | 15 gp | 1d6 | 18-20/X2 | – | 4 lb. | (S) |
| Trident | 15 gp | 1d8 | X2 | 10 ft. | 5 lb. | (P) |
| Warhammer | 12 gp | 1d8 | X3 | – | 8 lb. | (B) |
| Large |  |  |  |  |  |  |
| Falchion | 75 gp | 2d4 | 18-20/X2 | – | 16 lb. | (S) |
| Flail, heavy | 15 gp | 1d10 | 19-20/X2 | – | 20 lb. | (B) |
| Glaive | 8 gp | 1d10 | X3 | – | 15 lb. | (S) |
| Greataxe | 20 gp | 1d12 | X3 | – | 20 lb. | (S) |
| Greatclub | 5 gp | 1d10 | X2 | – | 10 lb. | (B) |
| Greatsword | 50 gp | 2d6 | 19-20/X2 | – | 15 lb. | (S) |
| Guisarme | 9 gp | 2d4 | X3 | – | 15 lb. | (S) |
| Halberd | 10 gp | 1d10 | X3 | – | 15 lb. | (P&S) |
| Longspear | 5 gp | 1d8 | X3 | – | 9 lb. | (P) |
| Ranseur | 10 gp | 2d4 | X3 | – | 15 lb. | (P) |
| Scythe | 18 gp | 2d4 | X4 | – | 12 lb. | (P&S) |

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| **Table: Martial Weapons, Ranged** |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Cost** | **Damage** | **Critical** | **Range Incr.** | **Weight** | **Type** |
| Medium-size |  |  |  |  |  |  |
| Shortbow | 30 gp | 1d6 | X3 | 60 ft. | 2 lb. | (P) |
| Arrows (20) | 1 gp | – | – | – | 3 lb. | – |
| Shortbow, composite | 75 gp | 1d6 | X3 | 70 ft. | 2 lb. | (P) |
| Arrows (20) | 1 gp | – | – | – | 3 lb. | – |
| Large |  |  |  |  |  |  |
| Longbow | 75 gp | 1d8 | X3 | 100 ft. | 3 lb. | (P) |
| Arrows (20) | 1 gp | – | – | – | 3 lb. | – |
| Longbow, composite | 100 gp | 1d8 | X3 | 110 ft. | 3 lb. | (P) |
| Arrows (20) | 1 gp | – | – | – | 3 lb. | – |

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| **Table: Exotic Weapons, Melee** |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Cost** | **Damage** | **Critical** | **Range Incr.** | **Weight** | **Type** |
| Tiny |  |  |  |  |  |  |
| Kama,halfling | 2 gp | 1d4 | X2 | – | 1 lb. | (S) |
| Kukri | 8 gp | 1d4 | 18-20/X2 | – | 3 lb. | (S) |
| Nunchaku, halfling | 2 gp | 1d4 | X2 | – | 1 lb. | (B) |
| Siangham, halfling | 2 gp | 1d4 | X2 | – | 1 lb. | (P) |
| Small |  |  |  |  |  |  |
| Kama | 2 gp | 1d6 | X2 | – | 2 lb. | (S) |
| Nunchaku | 2 gp | 1d6 | X2 | – | 2 lb. | (B) |
| Siangham | 3 gp | 1d6 | X2 | – | 1 lb. | (P) |
| Medium-size |  |  |  |  |  |  |
| Sword, bastard | 35 gp | 1d10 | 19-20/X2 | – | 10 lb. | (S) |
| Waraxe, dwarven | 30 gp | 1d10 | X3 | – | 15 lb. | (S) |
| Large |  |  |  |  |  |  |
| Axe, orc double | 60 gp | 1d8/1d8 | X3 | – | 25 lb. | (S) |
| Chain, spiked | 25 gp | 2d4 | X2 | – | 15 lb. | (P) |
| Flail, dire | 90 gp | 1d8/1d8 | X2 | – | 20 lb. | (B) |
| Sword,two-bladed | 100 gp | 1d8/1d8 | 19-20/X2 | – | 30 lb. | (S) |

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| **Table: Exotic Weapons, Ranged** |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Cost** | **Damage** | **Critical** | **Range Incr.** | **Weight** | **Type** |
| Tiny |  |  |  |  |  |  |
| Crossbow, hand | 100 gp | 1d4 | 19-20/X2 | 30 ft. | 3 lb. | (P) |
| Bolts (10) | 1 gp | – | – | – | 1 lb. | – |
| Shuriken | 1 gp | 1 | X2 | 10 ft. | 1/10 lb. | (P) |
| Small |  |  |  |  |  |  |
| Whip | 1 gp | 1d2S | X2 | 15 ft. | 2 lb. | (S) |
| Medium-size |  |  |  |  |  |  |
| Crossbow, repeating | 250 gp | 1d8 | 19-20/X2 | 80 ft. | 16 lb. | (P) |
| Bolts (5) | 1 gp | – | – | – | 1 lb. | – |
| Net | 20 gp | \* | \* | 10 ft. | 10 lb. | – |

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| **Table: Asian Weapons, Melee** |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Cost** | **Damage** | **Critical** | **Range Incr.** | **Weight** | **Type** |
| Small |  |  |  |  |  |  |
| Wakizashi\* | 300 gp | 1d6 | 19-20/X2 | – | 3 lb. | (S) |
| Medium-size |  |  |  |  |  |  |
| Katana† | 400 gp | 1d10 | 19-20/X2 | – | 6 lb. | (S) |
| Large |  |  |  |  |  |  |
| Kusari-gama | 10 gp | 1d6/1d4 | X2 | – | 3 lb. | (S/B) |

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| \* Except as indicated, same as masterwork short sword. † Except as indicated, same as masterwork bastard sword. |

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| **Table: Asian Weapons, Ranged** |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Weapon** | **Cost** | **Damage** | **Critical** | **Range Incr.** | **Weight** | **Type** |
| Small |  |  |  |  |  |  |
| Blowgun | 1 gp | 1 | X2 | 10 ft. | 2 lb. | (P) |
| Needles, blowgun (20) | 1 gp | – | – | – | \* | – |

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| \* No weight worth noting. |

## Weapon Qualities

**Cost:** This 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.

**Damage:** The Damage column gives the damage dealt with a weapon when a hit is scored. If the damage is designated "S", then the weapon deals subdual damage rather than normal damage. If two damage ranges are given, then the weapon is a double weapon, and the full attack full-round action can be used to make one extra attack when using this weapon, as per the two-weapon rules. Use the second damage figure given for the extra attack.

## Weapon Size and Damage

As a weapon gets larger or smaller, the damage it deals changes according to the following progression:

|  |  |  |
| --- | --- | --- |
| **One size smaller** | **Original damage** | **One size larger** |
| 1 | 1d2 | 1d3 |
| 1d2 | 1d3 | 1d4 |
| 1d3 | 1d4 | 1d6 |
| 1d4 | 1d6 | 1d8 |
| 1d6 | 1d8 | 2d6 |
| 1d6 | 1d10 | 2d6 |
| 1d8 | 1d12 | 2d8 |

For an even larger version of a weapon that does 2 or more dice of damage, convert each die to the next larger category. For instance, a Large version of a longsword does 2d6 points of damage (up from 1d8), and a Huge version of a longsword does 2d8 points of damage (increasing each d6 to a d8).

A weapon reduced in size so that it does less than 1 point of damage is useless.

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

**Exception:** Bonus damage represented as extra dice, such as from a sneak attack or a flaming sword, is not multiplied when a critical hit is scored.

* **X2:**The weapon deals double damage on a critical hit.
* **X3:** The weapon deals triple damage on a critical hit.
* **X3/X4:**One head of this double weapon deals triple damage on a critical hit. The other head deals quadruple damage on a critical hit.
* **X4:** The weapon deals quadruple damage on a critical hit.
* **19-20/X2:**The weapon scores a threat on a natural 19 or 20 and deals double damage on a critical hit.
* **18-20/X2:**The weapon scores a threat on a natural 18, 19, or 20 and deals double damage on a critical hit.

**Range Increment:**Any attack at less than this distance is not penalized for range. However, each full range increment causes a cumulative -2 penalty to the attack roll.

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.

**Improvised Thrown Weapons:**Sometimes objects not crafted to be weapons get thrown. Because they are not designed for this use, all characters who use improvised thrown weapons are treated as not proficient with them and suffer a -4 penalty on their attack rolls. Improvised thrown weapons have a range increment of 10 feet. Their size and the damage they deal have to be adjudicated by the DM.

**Weight:** This column gives the weapon's weight.

**Type:**Weapons are classified according to types: bludgeoning, piercing, and slashing. If a weapon is of two types, a creature would have to be immune to both types of damage to have damage dealt by this weapon be ignored.

**Special:**Some weapons have special features, such as reach. See the weapon descriptions.

## Weapon Descriptions

**Arrows:**An arrow used as a melee weapon is Tiny and deals 1d4 points of piercing damage (X2 crit). Since it is not designed for this use, all characters are treated as not proficient with it and thus suffer a -4 penalty on their attack rolls. Arrows come in leather quivers that hold 20 arrows. An arrow that hits its target is destroyed; one that misses has a 50% chance to be destroyed or lost.

**Axe, Throwing:** A throwing axe is lighter than a handaxe and balanced for throwing.

**Axe, Orc Double:** An orc double axe is a double weapon. A creature using a double weapon in one hand can't use it as a double weapon.

**Blowgun:** This is used to fire small needles a long distance. It is silent, and its needles most often are used to poison foes.

**Needles, Blowgun:** These 2-inch-long iron needles are sold in small wooden cases of 20. A full case is so light that its weight is negligible. The tips of the needles are often coated with poison such as greenblood oil, bloodroot, blue whinnis, shadow essence, or even deathblade.

**Bolts:** A crossbow bolt used as a melee weapon is Tiny and deals 1d4 points of piercing damage (X2 crit). Since it is not designed for this use, all characters are treated as not proficient with it and thus suffer a -4 penalty on their attack rolls. Bolts come in wooden cases that hold 10 bolts. A bolt that hits its target is destroyed; one that misses has a 50% chance to be 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 to be destroyed or lost.

**Chain, Spiked:**A spiked chain has reach of 10 feet. In addition, the weapon can be used against an adjacent foe.

Because the chain can wrap around an enemy's leg or other limb, a trip attack can be made with it. If a character using a Spiked Chain is tripped during the character's trip attempt, the chain can be dropped to avoid being tripped.

When using a spiked chain, add a +2 bonus on the opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm his or her opponent).

Use the Weapon Finesse feat to apply a character’s Dexterity modifier instead of the Strength modifier to attack rolls with a spiked chain.

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

**Crossbow, Hand:** Loading a hand crossbow is a move-equivalent action that provokes attacks of opportunity.

**Crossbow, Heavy:** A heavy crossbow requires two hands to use effectively, regardless of the user's size. Loading a heavy crossbow is a full-round action that provokes attacks of opportunity.

A Medium-size or larger character can shoot, but not load, a heavy crossbow with one hand at a -4 penalty. A Medium-size or larger character can shoot a heavy crossbow with each hand at a -6 penalty, plus the usual -4 penalty for the off-hand attack (-6 primary hand/-10 off hand). The Two-Weapon Fighting feat does not reduce these penalties because it represents skill with melee weapons, not ranged weapons. The Ambidexterity feat lets someone avoid the -4 off-hand penalty (-6 primary hand/-6 off hand).

**Crossbow, Light:** A light crossbow requires two hands to use, regardless of the user's size. Loading a light crossbow is a move-equivalent action that provokes attacks of opportunity.

A Small or larger character can shoot, but not load, a light crossbow with one hand at a -4 penalty. A Small or larger character can shoot a light crossbow with each hand as noted for heavy crossbows, above.

**Crossbow, Repeating:**The repeating crossbow holds five crossbow bolts. While it holds bolts, the crossbow can be shot according to a character's normal number of attacks without reloading. Loading a new case of five bolts is a full-round action that provokes attacks of opportunity.

**Dagger:**The dagger is a common secondary weapon. Use the Weapon Finesse feat to apply a character's Dexterity modifier instead of the Strength modifier to attack rolls with a dagger.

**Dagger, Punching:** This dagger puts the full force of the wielder's 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.

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

**Flail, Dire:** A dire flail is a double weapon. A creature using a double weapon in one hand, such as an ogre using a dire flail, can't use it as a double weapon.

With a dire flail, add a +2 bonus on the opposed attack roll when attempting to disarm an enemy (including the opposed attack roll to avoid being disarmed if the character fails to disarm the enemy).

Use this weapon to make trip attacks. If a character is tripped during his or her own trip attempt, the dire flail can be dropped to avoid being tripped.

**Flail, Heavy or Light:** With a flail, add a +2 bonus on the opposed attack roll when attempting to disarm an enemy (including the roll to avoid being disarmed if the character fails to disarm the enemy).

Use this weapon to make trip attacks. If the character is tripped during his or her own trip attempt, the flail can be dropped to avoid being tripped.

**Gauntlet:**These metal gloves protect the hands and let character's deal normal damage with unarmed strikes rather than subdual damage. 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:** An opponent cannot use a disarm action to disarm a character's 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 of 10 feet. The weapon cannot be used against an adjacent foe.

**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.

**Guisarme:**A guisarme has reach of 10 feet. The weapon cannot be used against an adjacent foe.

Because of the guisarme's curved blade, trip attacks can also be made with it. If a character is tripped during his or her trip attempt, the guisarme can be dropped to avoid being tripped.

**Halberd:** Normally, a character strikes with the halberd's axe head, but the spike on the end is useful against charging opponents. Because of the hook on the back of the halberd, a character can use it to make trip attacks. If a character is tripped during his or her own trip attempt, the halberd can be dropped to avoid being tripped.

**Halfspear:** The halfspear is small enough for a Small character to use it.

**Hammer, Light:**This is a small sledge light enough to throw.

**Javelin:** This weapon is a light, flexible spear intended for throwing. It can be used in melee, but not well. Since it is not designed for melee, all characters are treated as not proficient with it and thus suffer -4 on their melee attack rolls.

**Kama:**A monk using a kama can strike with her unarmed base attack, including her more favorable number of attacks per round, along with other applicable attack modifiers.

**Katana:** While functionally a bastard sword, this sword is the most masterfully made nonmagical weapon in existence. It counts as a masterwork weapon and grants its wielder a +1 bonus to attack rolls. A katana is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium-size creature can use a katana two-handed as a martial weapon, or a Large creature can use it one-handed in the same way. With Exotic Weapon Proficiency (katana), a Medium-size creature can use it in one hand. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

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

**Kusari-Gama:** This small sickle is attached to a length of chain. A kusari-gama is an exotic weapon that can be used either as a double weapon or as a reach weapon. A character can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a one-handed weapon and a light weapon. If used as two weapons it can only be used to strike adjacent opponents.

If used as a reach weapon, a kusari-gama can strike opponents 10 feet away. In addition, unlike other weapons with reach, it can be used against an adjacent foe. In this case, only one end of the kusari-gama can be used effectively; it cannot be used as a double weapon. The character chooses which end to use when used as a range weapon. The sickle end deals 1d6 points of damage and is a slashing weapon; the chain end deals 1d4 points of damage and is a bludgeoning weapon.

A kusari-gama can be used to make trip attacks. If the wielder is tripped during his or her own trip attempt, the kusari-gama can be dropped to avoid being tripped.

The kusari-gama gives a +2 bonus on the opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed after failing to disarm the opponent).

Use the Weapon Finesse feat to apply a character's Dexterity modifier instead of the Strength modifier to attack rolls with a kusari-gama.

**Lance, Heavy or Light:** A lance deals double damage when used from the back of a charging mount. A heavy lance has reach of 10 feet. The weapon cannot be used against an adjacent foe. Light lances are primarily for Small riders.

**Longbow:**A character needs at least two hands to use a bow, regardless of the size of the bow. This bow is too big to use while mounted.

**Longbow, Composite:**A character needs at least two hands to use a bow, regardless of the size of the bow. A character must be at least Medium-size to use this bow 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. They can be made with especially heavy pulls to take advantage of a character's above-average Strength.

**Longspear:**A longspear has reach of 10 feet. The weapon cannot be used against an adjacent foe.

**Mighty Composite Longbow or Shortbow:**A mighty bow is a composite bow made with an especially heavy pull to allow a strong archer to take advantage of an above-average Strength. The mighty bow allows a character to add his or her Strength bonus to damage up to the maximum bonus listed.

**Net:** A fighting net has small barbs in the weave and a trailing rope to control netted opponents. It can be used to entangle opponents.

When a net is thrown, make a ranged touch attack against the target. A net's maximum range is 10 feet, and the character suffers no range penalties to throw it even to its maximum range. If the attack is successful, the target is entangled. An entangled creature suffers -2 on attack rolls and a -4 penalty on effective Dexterity. The entangled creature can only move at half speed and cannot charge or run. If the character takes control the trailing rope by succeeding at an opposed Strength check while holding it, the entangled creature can only move within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must succeed at a Concentration check (DC 15) or be unable to cast the spell.

The entangled creature can escape with an Escape Artist check (DC 20) that is a full-round action. The net has 5 hit points and can be burst with a Strength check (DC 25, also a full-round action).

A net is only useful against creatures between Tiny and Large size, inclusive. A net must be folded to be thrown effectively. The first time a net is thrown in a fight, the attacker must make a normal ranged touch attack roll. After the net is unfolded, the character suffers 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:**A monk using a nunchaku fights with her unarmed base attack, including her more favorable number of attacks per round, along with other applicable attack modifiers.

**Pick, Heavy or Light:** A pick is designed to concentrate its force on a small, penetrating point. A light or heavy pick resembles a miner's pick but is specifically designed for war.

**Quarterstaff:**A quarterstaff is a double weapon. A creature using a double weapon in one hand, such as a Large creature using a quarterstaff, can't use it as a double weapon.

**Ranseur:**A ranseur has reach of 10 feet. The weapon cannot be used against an adjacent foe.

With a ranseur, add a +2 bonus on opposed attack rolls when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm the opponent).

**Rapier:** Use the Weapon Finesse feat to apply a character's Dexterity modifier instead of the Strength modifier to attack rolls with a rapier.

**Sap:**A sap comes in handy when a character wants to knock an opponent out instead of killing him.

**Scimitar:**The curve on this blade makes the weapon's edge effectively sharper.

**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.

**Shortbow:**A character must use two hands to use a bow, regardless of the size of the bow. A character who is Medium-size or larger can use this bow while mounted.

**Shortbow, Composite:** A character must use at least two hands to use a bow, regardless of the size of the bow. A character who is Small or larger can use this bow 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. They can be made with especially heavy pulls to take advantage of a character's above-average Strength.

**Shortspear:**Because a shortspear is not as long as a longspear, it can be thrown.

**Shuriken:**Up to three shuriken can be thrown per attack (all at the same target). Do not apply the Strength modifier to damage with shuriken. They are too small to carry the extra force that a strong character can usually impart to a thrown weapon.

**Siangham or Halfling Siangham:**A monk using a siangham fights with her unarmed base attack, including her more favorable number of attacks per round, along with other applicable attack modifiers. The halfling siangham is for Small monks.

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

**Sling:** The sling hurls lead bullets. It's not as easy to use as the crossbow nor as powerful as a bow, but it's cheap, and easy to improvise from common materials. Druids and halflings favor slings.

A character can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets, so they deal only 1d3 points of damage and suffer a -1 penalty on attack rolls.

**Strike, Unarmed:**A Medium-size character deals 1d3 points of subdual 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 subdual damage. The damage from an unarmed strike is considered weapon damage for the purposes of effects that provide a bonus to weapon damage.

Use the Weapon Finesse feat to apply a character's Dexterity modifier instead of the Strength modifier to attack rolls with an unarmed strike.

**Sword, Bastard:** A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium-size character can use a bastard sword two-handed as a martial weapon, or a Large creature can use it one-handed in the same way.

**Sword, Short:**This sword is popular as an off-hand weapon or as a primary weapon for Small characters.

**Sword, Two-Bladed:** A two-bladed sword is a double weapon. A creature using a double weapon in one hand, such as an ogre using a two-bladed sword, can't use it as a double weapon.

**Trident:** This three-tined piercing weapon can be thrown just as a halfspear or shortspear can be, but its range increment is shorter because it's not as aerodynamic as those other weapons.

**Wakizashi:**This small, slightly curved short sword is made with a skill only masterful weaponsmiths possess. It counts as a masterwork weapon and grants its wielder a +1 bonus to attack rolls. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

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

**Weapon, Masterwork:** These well-made weapons add a +1 bonus to attack rolls. A masterwork weapon's bonus to attack does not stack with an enhancement bonus to attack.

**Whip:**The whip deals subdual damage. It deals no damage to any creature with even a +1 armor bonus or at least a +3 natural armor bonus. Although the whip is kept in hand, treat it as a projectile weapon with a maximum range of 15 feet and no range penalties.

Because the whip can wrap around an enemy's leg or other limb, trip attacks can be made with it. If a character is tripped during the trip attempt, the whip can be dropped to avoid being tripped.

When using a whip, add a +2 bonus on the opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the character fails to disarm the opponent).

# **Equipment, Armor**

## Armor Qualities

Depending on a character's class, the character may be proficient in the use of all, some, or no armors, including shields. To wear heavier armor effectively, select the Armor Proficiency feats.

|  |
| --- |
| **Table: Armor** |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Armor** | **Cost** | **Armor Bonus** | **Max Dex** | **Check Penalty** | **Speed** | | **Weight** |
| **30 ft.** | **20 ft.** |
| Light armor |  |  |  |  |  |  |  |
| Padded | 5 gp | +1 | +8 | 0 | 30 ft. | 20 ft. | 10 lb. |
| Leather | 10 gp | +2 | +6 | 0 | 30 ft. | 20 ft. | 15 lb. |
| Studded leather | 25 gp | +3 | +5 | –1 | 30 ft. | 20 ft. | 20 lb. |
| Chain shirt | 100 gp | +4 | +4 | –2 | 30 ft. | 20 ft. | 25 lb. |
| Medium armor |  |  |  |  |  |  |  |
| Hide | 15 gp | +3 | +4 | –3 | 20 ft. | 15 ft. | 25 lb. |
| Scale mail | 50 gp | +4 | +3 | –4 | 20 ft. | 15 ft. | 30 lb. |
| Chainmail | 150 gp | +5 | +2 | –5 | 20 ft. | 15 ft. | 40 lb. |
| Breastplate | 200 gp | +5 | +3 | –4 | 20 ft. | 15 ft. | 30 lb. |
| Heavy Armor |  |  |  |  |  |  |  |
| Splint mail | 200 gp | +6 | +0 | –7 | 20 ft.\* | 15 ft.\* | 45 lb. |
| Banded mail | 250 gp | +6 | +1 | –6 | 20 ft.\* | 15 ft.\* | 35 lb. |
| Half-plate | 600 gp | +7 | +0 | –7 | 20 ft.\* | 15 ft.\* | 50 lb. |
| Full plate | 1,500 gp | +8 | +1 | –6 | 20 ft.\* | 15 ft.\* | 50 lb. |

|  |
| --- |
| \* When running in heavy armor, a character moves only triple speed, not quadruple. |

|  |
| --- |
| **Table: Shields** |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Armor** | **Cost** | **Armor Bonus** | **Max Dex** | **Check Penalty** | **Speed** | | **Weight** |
| **30 ft.** | **20 ft.** |
| Buckler | 15 gp | +1 | – | –1 | – | – | 5 lb. |
| Shield, small, wooden | 3 gp | +1 | – | –1 | – | – | 5 lb. |
| Shield, small, steel | 9 gp | +1 | – | –1 | – | – | 6 lb. |
| Shield, large, wooden | 7 gp | +2 | – | –2 | – | – | 10 lb. |
| Shield, large, steel | 20 gp | +2 | – | –2 | – | – | 15 lb. |
| Shield, tower | 30 gp | \*\* | – | –10 | – | – | 45 lb. |

|  |
| --- |
| **Table: Extras** |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Armor** | **Cost** | **Armor Bonus** | **Max Dex** | **Check Penalty** | **Speed** | | **Weight** |
| **30 ft.** | **20 ft.** |
| Armor spikes | +50 gp | – | – | – | – | – | +10 lb. |
| Gauntlet, locked | 8 gp | – | – | Special | – | – | +5 lb. |
| Shield spikes | +10 gp | – | – | – | – | – | +5 lb. |

**Cost:** The cost of the armor.

**Armor Bonus:** The protective value of the armor. Bonuses from armor and a shield stack. This bonus is an armor bonus, so it does not stack with other effects that increase an armor bonus, such as the mage armor spell or bracers of armor.

**Maximum Dex Bonus:**This number is the maximum Dexterity bonus to AC that this type of armor allows. Heavier armors limit mobility, reducing a character's ability to dodge blows. Even if a Dexterity bonus drops to 0, a character is not considered to have lost the Dexterity bonus. Shields do not affect the maximum Dexterity bonus.

**Armor Check Penalty:**Anything heavier than leather hurts the ability to use some skills. Both armor check penalties apply when wearing armor and shield. The armor check penalty number is the armor check penalty applied to certain skill checks.

If armor is worn with which a character is not proficient, the character suffers the armor's armor check penalty on attack rolls and on all skill rolls that involve moving, including Ride.

If a character sleeps in a suit of armor with an armor check penalty of -5 or worse, the character is automatically fatigued the next day. The character suffers a -2 penalty on Strength and Dexterity, and can't charge or run.

**Speed:** Medium and heavy armor slows a character down. The number on Table: Armor is a character's top speed while wearing the armor. Shields do not affect speed.

**Weight:** The weight of the armor. Armor fitted for Small characters weighs half as much.

## **Arcane Spell Failure**

When casting an arcane spell while wearing armor, a character must make an arcane spell failure roll. The number in the Arcane Spell Failure is the chance that the spell fails and is ruined. If the spell lacks a somatic (S) component it can be cast without making the arcane spell failure roll.

|  |
| --- |
| **Table: Arcane Spell Failure** |

|  |  |
| --- | --- |
| **Armor** | **Failure** |
| Light armor |  |
| Padded | 5% |
| Leather | 10% |
| Studded leather | 15% |
| Chain shirt | 20% |
| Medium armor |  |
| Hide | 20% |
| Scale mail | 25% |
| Chainmail | 30% |
| Breastplate | 20% |
| Heavy Armor |  |
| Splint mail | 40% |
| Banded mail | 35% |
| Half-plate | 40% |
| Full plate | 35% |
| Shields |  |
| Buckler | 5% |
| Shield, small, wooden | 5% |
| Shield, small, steel | 5% |
| Shield, large, wooden | 15% |
| Shield, large, steel | 15% |
| Shield, tower | 50% |

Both spell failure chances should be combined when wearing armor and shield.

## Donning Armor

The time required to don armor depends on its type.

|  |
| --- |
| **Table: Donning Armor** |

|  |  |  |  |
| --- | --- | --- | --- |
| **Armor Type** | **Don** | **Don Hastily** | **Remove** |
| Padded, leather, hide, studded leather, or chain shirt | 1 minute | 5 rounds | 1 minute\* |
| Breastplate, scale mail, chainmail, banded mail, or splint mail | 4 minutes\* | 1 minute | 1 minute\* |
| Half-plate or full plate | 4 minutes\*\* | 4 minutes\* | 1d4+1 minutes\* |

|  |
| --- |
| \* If a 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. \*\* A character must have help to don this armor. Without help, it can only be donned hastily. |

**Don:**This column records how long it takes to put the armor on. (One minute is 10 rounds.)

**Don Hastily:** This column records how long it takes to put the armor on in a hurry. Hastily donned armor has an armor check penalty and armor bonus each 1 point worse than normal.

**Remove:** This column records how long it takes to get the armor off.

## Armor for Unusual Creatures

The information on Table: Armor is for Medium-size creatures. Armor for Tiny or smaller creatures costs half as much as that for Medium-size creatures, provides half as much protection, and weighs one-tenth or less as much. Armor for Large characters costs double and weighs twice as much, and for Huge creatures it costs quadruple and weighs five times as much. Armor for even larger creatures must be specially made and has no standard price or weight.

Armor for a nonhumanoid creature costs twice as much as the same armor for a humanoid.

## Armor Descriptions

The types of armor found on Table: Armor are described below.

**Armor Spikes:**Spikes can be added to armor. They deal 1d6 points of piercing damage (X2 crit) with a successful grapple attack. The spikes count as a martial weapon. If a character is not proficient with them, the character suffers a -4 penalty on grapple checks when trying to use them. A regular melee attack (or off-hand attack) can be made with the spikes, and they count as a light weapon in this case.

An enhancement bonus on 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. It includes gauntlets.

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

**Buckler:** This small metal shield is strapped to the forearm, allowing it to be worn and still use the hand. A bow or crossbow can be used without penalty. An off-hand weapon can be used, but a -1 penalty on attack rolls is imposed because of the extra weight on your arm. This penalty stacks with those for fighting with the off hand and, if appropriate, for fighting with two weapons. In any case, if a weapon is used in the off-hand, the character doesn't get the buckler's AC bonus for the rest of the round.

**Chain Shirt:**A shirt of chainmail protects the torso while leaving the limbs free and mobile. A layer of quilted fabric underneath it prevents chafing and cushions the impact of blows. It comes with a steel cap.

**Chainmail:**This armor is made of interlocking metal rings. It includes a layer of quilted fabric underneath it to prevent chafing 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. It includes gauntlets.

**Full Plate:** This armor consists of shaped and fitted metal plates riveted and interlocked to cover the entire body. It includes gauntlets, heavy leather boots, and a visored helmet.

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 (2d4X100) 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 her weapon so that it cannot be dropped easily. It adds a +10 bonus to any roll 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 only applies if the character is wearing a breastplate, light armor, or no armor. Otherwise, the locked gauntlet replaces a gauntlet the character already has as part of the armor.

While the gauntlet is locked, the hand wearing can't be used for casting spells or employing skills.

Like a normal gauntlet, a locked gauntlet deals normal damage rather than subdual 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. It includes gauntlets.

**Hide:**This armor is prepared from multiple layers of leather and animal hides. It is stiff and hard to move in.

**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 softer and more flexible leather.

**Padded:** Padded armor features quilted layers of cloth and batting.

**Scale Mail:** This is a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. It includes gauntlets.

**Small Shield:** A small shield's light weight lets a character carry other items in that hand (although the character cannot use weapons).

**Large Shield:**A large shield is too heavy to use the 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:** An opponent can be bashed with a shield, using it as an off-hand weapon. A Medium-size character deals 1d4 points of damage (X2 crit) with a large shield or 1d3 (X2 crit) with a small one. (The tower shield cannot be used to perform the bash action.) A Small character deals 1d3 points of damage (X2 crit) with a large shield or 1d2 (X2 crit) with a small one. Used this way, the shield is a martial bludgeoning weapon. For purposes of attack penalties, treat a shield as a light weapon. If the shield is used as a weapon, lose its AC bonus until the character's next action (usually until the next round).

**Shield Spikes:**These spikes turn a shield into a martial piercing weapon that deals 1d6 points of damage (X2 crit) no matter whether the shield is small or large. Buckler or tower shields cannot have shield spikes.

**Shield, Tower:**This massive wooden shield is nearly as tall as the wielder. Basically, it is a portable wall meant to provide cover. It can provide up to total cover, depending on how far a character comes out from behind it. A tower shield, however, does not provide cover against targeted spells; a spellcaster can cast a spell on a character by targeting the shield. A tower shield cannot be used for the shield bash action.

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

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

# **Equipment, Miscellaneous**

## Special and Superior Items

|  |
| --- |
| **Table: Special and Superior Items** |

|  |  |
| --- | --- |
| **Weapon or Armor** | **Cost** |
| Weapon, masterwork | +300 gp |
| Arrow, bolt, or bullet, masterwork | 7 gp |
| Arrow, bolt, or bullet, silvered | 1 gp |
| Dagger, silvered | 10 gp |
|  |  |
| Mighty composite shortbow |  |
| (+1 Str bonus) | 150 gp |
| (+2 Str bonus) | 225 gp |
|  |  |
| Mighty composite longbow |  |
| (+1 Str bonus) | 200 gp |
| (+2 Str bonus) | 300 gp |
| (+3 Str bonus) | 400 gp |
| (+4 Str bonus) | 500 gp |
|  |  |
| Armor or shield, masterwork | +150 gp |

|  |
| --- |
| **Table: Grenadelike Weapons** |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Weapon\*** | **Cost** | **Damage** | | **Range Increment** | **Weight** |
| **Direct Hit** | **Splash** |
| Acid (flask) | 10 gp | 1d6 | 1 pt\*\* | 10 ft. | 1 1/4 lb. |
| Alchemist's fire (flask) | 20 gp | 1d6 | 1 pt\*\* | 10 ft. | 1 1/4 lb. |
| Holy water (flask) | 25 gp | 2d4 | 1 pt\*\* | 10 ft. | 1 1/4 lb. |
| Tanglefoot bag | 50 gp | Entangles | – | 10 ft. | 4 lb. |
| Thunderstone | 30 gp | Sonic | – | 20 ft. | 1 lb. |

|  |
| --- |
| \* Grenadelike weapons require no proficiency to use. See text for full details on using these weapons. \*\* Grenadelike weapons deal splash damage to all creatures within 5 feet of where they land. |

**Armor or Shield, Masterwork:**These well-made items function like the normal versions except that their armor check penalties are reduced by 1.

**Arrow, Bolt, or Bullet, Masterwork:** A masterwork projectile functions like a normal projectile of the same type except that it is so aerodynamically sound that a +1 bonus on attack rolls is added when using it. This bonus stacks with any bonus a character might get by using a masterwork bow, crossbow, or sling. The projectile is damaged (effectively destroyed) when it is used.

**Arrow, Bolt, or Bullet, Silvered:**A silvered projectile functions like a normal projectile, except that some creatures that resist damage from normal weapons can be hurt by silvered weapons.

**Dagger, Silvered:**A silvered dagger functions as a normal dagger, except that some creatures that resist damage from normal weapons can be hurt by silvered weapons.

**Holy Water:**Holy water damages undead and evil outsiders almost as if it were acid. Typically, a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider on a direct hit or 1 point of damage if it splashes such a creature. Also, holy water is considered blessed, which means it has special effects on certain creatures. A flask of holy water can be thrown as a grenadelike weapon. A flask breaks if thrown against the body of a corporeal creature, but against an incorporeal creature, the flask must be opened and the holy water poured out onto it. Thus, a character can only douse an incorporeal creature with holy water if he or she is adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity.

Temples to good deities sell holy water at cost (making no profit) because they 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. 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 glows for 6 hours, after which the gold tip is burned out and worthless.

**Tanglefoot Bag:** Throw this round leather bag full of alchemical goo as a grenadelike weapon. When the bag is thrown against a creature (as a ranged touch attack), the bag comes apart and the goo bursts out, entangling the target and then becoming tough and resilient on exposure to air. An entangled creature suffers a -2 penalty to attack rolls and a -4 penalty to effective Dexterity. The entangled character must make a Reflex save (DC 15) or be glued to the floor, unable to move. Even with a successful save, it can only move at half speed.

A character who is glued to the floor can break free with a successful Strength check (DC 27) or by dealing 15 points of damage to the goo with a slashing weapon. A character trying to scrape goo off himself, or another character assisting, does not need to make an attack roll; hitting the goo is automatic, after which the character who hit makes a damage roll to see how much of the goo he happened to scrape off. Once free, a character can move at half speed. A character capable of spellcasting who is bound by the goo must make a Concentration check (DC 15) to cast a spell. The goo becomes brittle and fragile after 10 minutes.

**Thunderstone:**Throw this stone as a grenadelike weapon. When it strikes a hard surface (or is struck hard), it creates a deafening bang (a sonic attack). Creatures within a 10-foot radius must make Fortitude saves (DC 15) or be deafened. Deaf creatures, in addition to the obvious effects, suffer a -4 penalty on initiative and a 20% chance to miscast and lose any spell with a verbal (V) component that they try to cast.

**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 takes at least a standard action.

## Siege Engines

|  |
| --- |
| **Table: Siege Engines** |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Item** | **Cost** | **Damage** | **Critical** | **Range Increment** | **Crew** |
| Catapult, heavy (100 ft. minimum) | 800 gp | 5d6 | – | 200 ft. | 5 |
| Catapult, light (100 ft. minimum) | 550 gp | 3d6 | – | 150 ft. | 2 |
| Ballista | 500 gp | 3d6 | X3 | 120 ft. | 1 |
| Ram | 2,000 gp | 4d6 | X3 | – | 10 |
| Siege tower | 1,000 gp | – | – | – | – |

**Catapult, Heavy:** A heavy catapult is a large engine capable of throwing rocks or heavy objects with great force. When fired, one of the crew makes a Profession (siege engineer) check (DC 20). If successful, where the object actually lands is determined by rolling 1d12 and consulting the Deviation (10 Ft. to 16 Ft.) Diagram on page 68. The center is the desired target. If the check is failed, the DM secretly rolls and consults the same deviation diagram. The result is now where the catapult is actually aimed. This new result is used as the center to determine the actual deviation of the attack. For example, a catapult is used to attack a stone tower. The Profession (siege engineer) check fails, so the DM rolls 1d12 and gets an 11. By consulting the diagram, she determines that the actual target is 10 feet from the desired target, behind and to the left. Now, a crew member rolls 1d12 and gets an 8. After consulting the Deviation (10 Ft. to 16 Ft.) Diagram on page 68 to see where the object goes, the DM ascertains that it falls 10 feet short and to the left of the actual target, which is 20 feet to the left of the desired target.

Loading the catapult and preparing it to fire takes the full crew 8 full rounds. Initially aiming (or reaiming) takes 10 minutes in addition to loading and preparation time. Three to four crew members can operate the device in three times this time. Fewer than three crew members cannot operate the device.

**Catapult, Light:** This is a smaller, lighter version of the heavy catapult (see that entry for how to operate it). Two crew members can load and prepare this device in 5 full rounds and aim (or reaim) in 5 minutes. One person can crew the engine, but it takes three times the time to aim and prepare.

**Ballista:**The ballista is essentially a very large crossbow. It makes attacks with a straight attack roll (1d20) with no modifications (no character base attack bonuses, ability modifiers, etc.) except for range. Loading and cocking a ballista is 3 full-round actions.

**Ram:** This heavy pole is suspended from a movable scaffold that allows the crew to swing it back and forth against construction. Make an unmodified attack roll against the AC of the construction, with failed attempts dealing no significant damage. The ram can be used to make an attack every 3 rounds if fully crewed. With five to nine people, it can be used every 6 rounds. Fewer than five people cannot operate it.

**Siege Tower:**This is a large wooden tower on wheels or rollers that can be rolled up against a wall to allow attackers to scale the tower and thus to get to the top of the wall with cover. The wooden walls are usually 1 foot thick.

# **Carrying Capacity**

## Weight

If you want to determine whether your character's gear is heavy enough to slow him or her down (more than the armor already does), total the weight of all his or her armor, weapons, and gear. Compare this total to the character's Strength on Table: Carrying Capacity.

If your character is wearing armor, use the worse figure (from armor or from weight) for each category. Do not stack the penalties.

## Lifting and Dragging

A character can lift up to the maximum load over his or her head.

A character can lift up to double the maximum load off the ground, but he or she can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to AC and can only move 5 feet per round (as a full-round action).

A character can generally push or drag along the ground up to five times the maximum load. Favorable conditions (smooth ground, dragging a slick object) can double these numbers, and bad circumstances (broken ground, pushing an object that snags) can reduce them to one-half or less.

## Bigger and Smaller Creatures

The figures on Table: Carrying Capacity are for Medium-size creatures. Larger creatures can carry more weight depending on size category: Large (x2), Huge (x4), Gargantuan (x8), and Colossal (x16). Smaller creatures can carry less weight depending on size category: Small (x3/4), Tiny (x1/2), Diminutive (x1/4), and Fine (x1/8). Quadrupeds (or creatures with more than 4 legs) have the following modifiers: Fine (x1/4), Diminutive (x1/2), Tiny (x3/4), Small (x1), Medium (x1 1/2), Large (x3), Huge (x6), Gargantuan (x12), Colossal (x24)

## Tremendous Strength

For Strength scores not listed, determine the carrying capacity this way. Find the Strength score between 20 and 29 that has the same ones digit as the creature's Strength score. Multiply the figures by four if the creature's Strength is in the 30s, 16 if it's in the 40s, 64 if it's in the 50s, and so on.

|  |
| --- |
| **Table: Carrying Capacity** |

|  |  |  |  |
| --- | --- | --- | --- |
| **Strength** | **Light Load** | **Medium Load** | **Heavy Load** |
| 1 | up to 3 lb. | 4-6 lb. | 7-10 lb. |
| 2 | up to 6 lb. | 7-13 lb. | 14-20 lb. |
| 3 | up to 10 lb. | 11-20 lb. | 21-30 lb. |
| 4 | up to 13 lb. | 14-26 lb. | 27-40 lb. |
| 5 | up to 16 lb. | 17-33 lb. | 34-50 lb. |
| 6 | up to 20 lb. | 21-40 lb. | 41-60 lb. |
| 7 | up to 23 lb. | 24-46 lb. | 47-70 lb. |
| 8 | up to 26 lb. | 27-53 lb. | 54-80 lb. |
| 9 | up to 30 lb. | 31-60 lb. | 61-90 lb. |
| 10 | up to 33 lb. | 34-66 lb. | 67-100 lb. |
| 11 | up to 38 lb. | 39-76 lb. | 77-115 lb. |
| 12 | up to 43 lb. | 44-86 lb. | 87-130 lb. |
| 13 | up to 50 lb. | 51-100 lb. | 101-150 lb. |
| 14 | up to 58 lb. | 59-116 lb. | 117-175 lb. |
| 15 | up to 66 lb. | 67-133 lb. | 134-200 lb. |
| 16 | up to 76 lb. | 77-153 lb. | 154-230 lb. |
| 17 | up to 86 lb. | 87-173 lb. | 174-260 lb. |
| 18 | up to 100 lb. | 101-200 lb. | 201-300 lb. |
| 19 | up to 116 lb. | 117-233 lb. | 234-350 lb. |
| 20 | up to 133 lb. | 134-266 lb. | 267-400 lb. |
| 21 | up to 153 lb. | 154-306 lb. | 307-460 lb. |
| 22 | up to 173 lb. | 174-346 lb. | 347-520 lb. |
| 23 | up to 200 lb. | 201-400 lb. | 401-600 lb. |
| 24 | up to 233 lb. | 234-466 lb. | 467-700 lb. |
| 25 | up to 266 lb. | 267-533 lb. | 534-800 lb. |
| 26 | up to 306 lb. | 307-617 lb. | 618-920 lb. |
| 27 | up to 346 lb. | 347-693 lb. | 694-1,040 lb. |
| 28 | up to 406 lb. | 401-800 lb. | 801-1,200 lb. |
| 29 | up to 466 lb. | 467-933 lb. | 934-1,400 lb. |
| +10 STR | x4 | x4 | x4 |

Quadrupeds can carry heavier loads than bipeds can. To determine a quadruped's carrying capacity limits, use Table: Carrying Capacity, multiplying by the appropriate modifier for the creature's size: Fine 1/4, Diminutive 1/2, Tiny 3/4, Small 1, Medium 1 1/2, Large 3, Huge 6, Gargantuan 12, and Colossal 24.

|  |
| --- |
| **Table: Quadruped Carrying Loads** |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Load** | **Max Dex** | **Check Penalty** | **Speed** | | |
| **30 ft.** | **20 ft.** | **Run** |
| Medium | +3 | –3 | 20 ft. | 15 ft. | x4 |
| Heavy | +1 | –6 | 20 ft. | 15 ft. | x3 |

# **Skills Overview**

Characters have a number of skill points based on their race and their class levels.

Depending on a characters' race and class, some skills are "class skills" and some skills are "cross-class skills" Cross-class skills require 2 skill points per rank, class skills require 1 skill point per rank.

The maximum number of ranks a character can have in a class skill is equal to that character's level +3. The maximum ranks a character can have in a cross-class skill is half that number.

Starting skill points for the basic character classes are:

|  |  |  |
| --- | --- | --- |
| **Character Class** | **1st-Level Skill Points** | **Higher Level Skill Points** |
| Adept | (2 + Int Modifier) x 4 | 2 + Int Modifier |
| Aristocrat | (4 + Int Modifier) x 4 | 4 + Int Modifier |
| Arcane Archer | N/A | 4 + Int Modifier |
| Assassin | N/A | 4 + Int Modifier |
| Barbarian | (4 + Int Modifier) x 4 | 4 + Int Modifier |
| Bard | (4 + Int Modifier) x 4 | 4 + Int Modifier |
| Blackguard | NA | 2 + Int Modifier |
| Cleric | (2 + Int Modifier) x 4 | 2 + Int Modifier |
| Commoner | (2 + Int Modifier) x 4 | 2 + Int Modifier |
| Druid | (4 + Int Modifier) x 4 | 4 + Int Modifier |
| Dwarven Defender | N/A | 2 + Int Modifier |
| Expert | (6 + Int Modifier) x 4 | 6 + Int Modifier |
| Fighter | (2 + Int Modifier) x 4 | 2 + Int Modifier |
| Loremaster | N/A | 4 + Int Modifier |
| Monk | (4 + Int Modifier) x 4 | 4 + Int Modifier |
| Paladin | (2 + Int Modifier) x 4 | 2 + Int Modifier |
| Ranger | (4 + Int Modifier) x 4 | 4 + Int Modifier |
| Rogue | (8 + Int Modifier) x 4 | 8 + Int Modifier |
| Shadowdancer | N/A | 6 + Int Modifier |
| Sorcerer | (2 + Int Modifier) x 4 | 2 + Int Modifier |
| Warrior | (2 + Int Modifier) x 4 | 2 + Int Modifier |
| Wizard | (2 + Int Modifier) x 4 | 2 + Int Modifier |

## Using Skills

When the character uses a skill, the character makes a skill check to see how well the character does. The higher the result on the character's skill check, the better the character does. Based on the circumstances, the character's result must match or beat a particular number to use the skill successfully. The harder the task, the higher the number the character needs to roll.

### Skill Checks

To make a skill check, roll 1d20 and add the character's skill modifier for that skill. The skill modifier incorporates the character's rank with that skill, the character's ability modifier for that skill's key ability, and any other miscellaneous modifiers the character has, including racial bonuses and any armor check penalty. The higher the result, the better. A natural 20 is not an automatic success, and a natural 1 is not an automatic failure.

### Vs. a Difficulty Class

Some checks are made against a Difficulty Class (DC). The DC is a number that the character must score as a result on the character's skill check to succeed.

### Vs. Opposed Checks

Some skill checks are opposed checks. They are made against a randomized number, which is usually another character's skill check result. Whoever gets the higher result wins the contest.

For ties on opposed checks, the character with the higher key ability score wins.

If these scores are the same, flip a coin.

### Retries

In general, the character can try a skill check again if the character fails, and can keep trying indefinitely. Some skills, however, have consequences of failure that must be taken into account. Some skills are virtually useless once a check has failed on an attempt to accomplish a particular task. For most skills, when a character has succeeded once at a given task, additional successes are meaningless.

If a skill carries no penalties for failure, the character can take 20 and assume that the character goes at it long enough to succeed eventually.

### Untrained Skill Checks

Generally, if the character attempts to use a skill the character doesn't possess, the character makes a skill check as normal. The character's skill modifier doesn't have the character's skill rank added in because the character doesn't have any ranks in the skill. The character does get other modifiers added into the skill modifier, though, such as the ability modifier for the skill's key ability.

Many skills can only be used if the character is trained in the skill. Skills that cannot be used untrained are marked with a "No" in the "Untrained" column on Table: Skills.

### Favorable and Unfavorable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty added into the skill modifier for the skill check or a change to the DC of the skill check.

The DM can alter the odds of success in four ways to take into account exceptional circumstances:

1. Give the skill user a +2 circumstance bonus to represent circumstances that improve performance.
2. Give the skill user a –2 circumstance penalty to represent conditions that hamper performance.
3. Reduce the DC by 2 to represent circumstances that make the task easier.
4. Increase the DC by 2 to represent circumstances that make the task harder.

A bonus to the character's skill modifier and a reduction in the check's DC have the same result: they create a better chance that the character will succeed. But they represent different circumstances, and sometimes that difference is important.

### Time and Skill Checks

Using a skill might take a round, take no time, or take several rounds or even longer. Most skill uses are standard actions, move-equivalent actions, or full-round actions. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. Some skill checks are instant and represent reactions to an event, or are included as part of an action. These skill checks are not actions. Other skill checks represent part of movement. The distance the character jumps when making a Jump check, for example, is part of the character's movement. Some skills take more than a round to use, and the skill descriptions often specify how long these skills take to use.

### Practically Impossible Tasks

In general, to do something that's practically impossible requires that the character have at least rank 10 in the skill and entails a penalty of –20 on the character's roll or +20 on the DC (which amounts to about the same thing).

Practically impossible tasks are hard to delineate ahead of time. They're the accomplishments that represent incredible, almost logic-defying skill and luck.

The DM decides what is actually impossible and what is merely practically impossible.

### Extraordinary Success

If the character has at least rank 10 in a skill and beats the DC by 20 or more on a normal skill check, the character has completed the task impossibly well.

### Skill Checks Without Rolls

**Taking 10:**When the character is not in a rush and is not being threatened or distracted, the character may choose to take 10. Instead of rolling 1d20 for the skill check, calculate the character's result as if the character had rolled a 10.

**Taking 20:**When the character has plenty of time (generally 2 minutes for a skill that can normally be checked in 1 round, one full-round action, or one standard action), and when the skill being attempted carries no penalties for failure, the character can take 20.

Instead of rolling 1d20 for the skill check, calculate the character's result as if the character had rolled a 20. Taking 20 means the character is trying until the character gets it right. Taking 20 takes about twenty times as long as making a single check would take.

### Combing Skill Checks

When more than one character tries the same skill at the same time and for the same purpose, their efforts may overlap.  
Individual Events: Often, several characters attempt some action and each succeeds or fails on her own.

**Helping the Leader:**Sometimes the individual PCs are essentially reacting to the same situation, but they can work together and help each other out. In this case, one character is considered the leader of the effort and makes a skill check while each helper makes a skill check against DC 10. (the character can't take 10 on this check.) For each helper who succeeds, the leader gets a +2 circumstance bonus (as per the rule for favorable conditions). In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once. The DM limits cooperation as she sees fit for the given conditions.

**Skill Synergy:**It's also possible for a character to have two skills that work well together. In general, having 5 or more ranks in one skill gives the character a +2 synergy bonus on skill checks with its synergistic skills, as noted in the skill description.

### Ability Checks

Sometimes the character tries to do something to which no specific skill really applies. In these cases, the character makes an ability check. An ability check is the roll of 1d20 plus the appropriate ability modifier. Essentially, the character is making an untrained skill check. The DM assigns a Difficulty Class.

## Skill Description Format

**Skill Name** ([KEY ABILITY]; TRAINED ONLY; ARMOR CHECK PENALTY; [CLASS NAME] ONLY)

The skill name line includes the following information:

**Key Ability:**The abbreviation of the ability whose modifier applies to the skill check. Exception: Speak Language has "None" listed as its key ability because the use of this skill does not require a check.

**Trained Only:**If "Trained Only" is included in the skill name line, the character must have at least 1 rank in the skill to use it. If it is omitted, the skill can be used untrained (with a rank of 0). If any special notes apply to trained or untrained use, they are covered in the Special section (see below).

**Armor Check Penalty:**Apply any armor check penalty to skill checks for this skill.

**[Class Name] Only:** The skill is exclusive to a certain class or classes. No character not of these classes can take the skill. If omitted, the skill is not exclusive.

The skill name line is followed by a general description of what using the skill represents. After the description are three other types of information:

* **Check:** What the character can do with a successful skill check, how much time it takes to make a check, and the check's DC.
* **Retry:** Any conditions that apply to successive attempts to use the skill successfully. If this paragraph is omitted, the skill can be retried without any inherent penalty other than consuming additional time.
* **Special:**Any extra facts that apply to the skill, such as rules regarding untrained use, or if this skill has a synergistic relationship with other skills, or benefits that certain characters receive because of class or race

# **Skills**

This section describes each skill, including common uses and typical modifiers.

## Alchemy (INT)

TRAINED ONLY

**Check:** The character can make alchemical items. Some items the character can make are found in the item descriptions. To determine how much time and material it takes to make an alchemical item, use the DCs listed below and the rules for making things found in the Craft skill description.

The DM may allow an alchemist to perform other tasks related to alchemy, such as identifying an unknown substance or a poison. Doing so takes 1 hour.

|  |  |  |
| --- | --- | --- |
| **Task** | **DC** | **Notes** |
| Identify substance | 25 | Costs 1 gp per attempt (or 20 gp to take 20) |
| Identify potion | 25 | Costs 1 gp per attempt (or 20 gp to take 20) |
| Make acid | 15 | See Craft skill |
| Identify poison | 20 |  |
| Make alchemist's fire, smokestick, or tindertwig | 20 | See Craft skill |
| Make antitoxin, sunrod, tanglefoot bag, or thunderstone | 25 | See Craft skill |

**Retry:** Yes, but in the case of making items, each failure ruins the half the raw materials needed, and the character has to pay half the raw material cost again. For identifying substances or potions, each failure consumes the cost per attempt.

**Special:**The character must have alchemical equipment to make an item or identify it. For identifying items, the cost represents additional supplies the character must buy. Purchasing and maintaining an alchemist's lab grants a +2 circumstance bonus to Alchemy checks (from the favorable condition of having the perfect tools for the job) but does not affect the cost of any items made using the skill.

## Animal Empathy (CHA)

TRAINED ONLY; DRUID, RANGER ONLY

**Check:**The character can improve the attitude of an animal with a successful check. To use the skill, the character and the animal must be able to study each other, noting each other's body language, vocalizations, and general demeanor. This means that the character must be within 30 feet under normal conditions.

Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

This skill works on animals. The character can use it with a –4 penalty on beasts and magical beasts.

**Retry:**As with attempts to influence people, retries on the same animal generally don't work (or don't work any better), whether the character has succeeded or not.

## Appraise (Int)

**Check:**The character can appraise common or well-known objects within 10% of their value (DC 12). Failure means the character estimates the value at 50% to 150% of actual value. The DM secretly rolls 2d6+3, multiplies by 10%, multiplies the actual value by that percentage, and tells the character that value for the item. (For a common or well-known item, the character's chance of estimating the value within 10% is fairly high even if the character fails the check—in such a case, the character made a lucky guess.)

Rare or exotic items require a successful check against DC 15, 20, or higher. If successful, the character estimates the value at 70% to 130% of its actual value. The DM secretly rolls 2d4+5, multiplies by 10%, multiplies the actual value by that percentage, and tells the character that value for the item. Failure means the character cannot estimate the item's value.

A magnifying glass gives a +2 circumstance bonus to Appraise checks involving any item that is small or highly detailed, such as a gem. A merchant's scale gives a +2 circumstance bonus to Appraise checks involving any items that are valued by weight, including anything made of precious metals. These bonuses stack.

Appraising an item takes 1 minute.

**Retry:** Not on the same object, regardless of success.

**Special:** If the character is making the check untrained, for common items, failure means no estimate, and for rare items, success means an estimate of 50% to 150% (2d6+3 times 10%).

## Balance (DEX)

ARMOR CHECK PENALTY

**Check:** The character can walk on a precarious surface as a move-equivalent action. A successful check lets the character move at half the character's speed along the surface for 1 round. A failure means that the character can't move for 1 round. A failure by 5 or more means that the character falls.

The difficulty varies with the surface:

|  |  |
| --- | --- |
| **Surface** | **DC** |
| 7–12 inches wide | 10 |
| 2–6 inches wide | 15 |
| Less than 2 inches wide | 20 |
| Uneven Floor | 10 |
| Surface Angled | +5\* |
| Surface Slippery | +5\* |

|  |
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| \* Cumulative; if both apply, use both. |

**Being Attacked while Balancing:**Attacks against the character are made as if the character were off balance: They gain a +2 attack bonus, and the character loses any Dexterity bonus to AC. If the character has 5 or more ranks in Balance, then the character can retain the Dexterity bonus to AC (if any) in the face of attacks. If the character takes damage, the character must make a check again to stay balanced.

**Accelerated Movement:**The character can try to walk a precarious surface more quickly than normal. If the character accepts a –5 penalty, the character can move at normal speed as a move-equivalent action. (Moving twice the character's speed in a round requires two checks.)

**Special:**If the character has 5 or more ranks in Tumble, the character gets a +2 synergy bonus on Balance checks.

## Bluff**(CHA)**

**Check:**A Bluff check is opposed by the target's Sense Motive check. Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against the character: The bluff is hard to believe, or the action that the target is to take goes against the target's self-interest, nature, personality, orders, etc. If it's important, the DM can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it just asks too much of the target. For instance, if the target gets a +10 bonus because the bluff demands something risky of the target, and the Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. If the target succeeds by 11 or more, he has seen through the bluff (and would have done so even if it had not entailed any demand on him).

A successful Bluff check indicates that the target reacts as the character wishes, at least for a short time (usually 1 round or less) or believes something that the character wants him to believe.

A bluff requires interaction between the character and the target. Creatures unaware of the character cannot be bluffed. A bluff always takes at least 1 round (and is at least a full-round action) but can take much longer if the character tries something elaborate.

**Feinting in Combat:**The character can also use Bluff to mislead an opponent in combat so that he can't dodge the character's attack effectively. Doing so is a miscellaneous standard action that does not draw an attack of opportunity. If the character is successful, the next attack the character makes against the target does not allow him to use his Dexterity bonus to Armor Class (if any). This attack must be made on or before your next turn. Feinting in this way against a nonhumanoid is difficult because it's harder to read a strange creature's body language; the character suffers a –4 penalty. Against a creature of animal Intelligence (1 or 2) it's even harder; the character suffers a –8 penalty. Against a nonintelligent creature, it's impossible.

**Creating a Diversion to Hide:**The character can use Bluff to help the character hide. A successful Bluff check can give the character the momentary diversion the character needs to attempt a Hide check while people are aware of the character.

**Retry:** Generally, a failed Bluff check makes the target too suspicious for a bluffer to try another one in the same circumstances. For feinting in combat, the character may retry freely.

**Special:**Having 5 or more ranks in Bluff gives the character a +2 synergy bonus on Intimidate and Pick Pocket checks and a +2 synergy bonus on an Innuendo check to transmit a message. Also, if the character has 5 or more ranks of Bluff, the character gets a +2 synergy bonus on Disguise checks when the character knows that the character is being observed and the character tries to act in character.

## Climb (STR)

ARMOR CHECK PENALTY

**Check:**With each successful Climb check, the character can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds) one-half the character's speed as a miscellaneous full-round action. The character can move half that far, one-fourth of the character's speed, as a miscellaneous move-equivalent action. A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper.

A failed Climb check means that the character makes no progress, and a check that fails by 5 or more means that the character falls from whatever height the character has already attained.

A climber's kit gives a +2 circumstance bonus to Climb checks.

The DC of the check depends on the conditions of the climb.

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

|  |
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| \* These modifiers are cumulative; use any that apply. |

Since the character can't move to avoid a blow while climbing, enemies can attack the character as if the character were stunned: An attacker gets a +2 bonus, and the character loses any Dexterity bonus to Armor Class.

The character cannot use a shield while climbing.

Any time the character takes damage while climbing, make a Climb check against the DC of the slope or wall. Failure means the character falls from the character's current height and sustains the appropriate falling damage.

**Accelerated Climbing:** The character tries to climb more quickly than normal. As a miscellaneous full-round action, the character can attempt to cover the character's full speed in climbing distance, but the character suffers a –5 penalty on Climb checks and the character must make two checks each round. Each successful check allows the character to climb a distance equal to one-half the character's speed. By accepting the –5 penalty, the character can move this far as a move-equivalent action rather than as a full-round action.

**Making the character's Own Handholds and Footholds:**The character can make his or her own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with a handaxe or similar implement can cut holds in an ice wall.

**Catching the One's Self When Falling:** It's practically impossible to catch the one's self on a wall while falling. Make a Climb check (DC = wall's DC + 20) to do so. A slope is a lot easier to catch the one's self on (DC = slope's DC + 10).  
Special: A character with 5 or more ranks in Use Rope gets a +2 synergy bonus on checks to climb a rope, a knotted rope, or a rope and wall combination.

**Special:** A character with 5 or more ranks in Use Rope gets a +2 synergy bonus on checks to climb a rope, a knotted rope, or a rope and wall combination.

## Concentration (CON)

**Check:** The character can use this skill to maintain concentration in the face of other distractions.

The table below summarizes various types of distractions that cause the character to make a Concentration check while casting a spell. "Spell level" refers to the level of the spell the character is trying to cast.

|  |  |
| --- | --- |
| **DC** | **Distraction** |
| 10 + damage dealt + spell level | Injury or failed saving throw during thecasting of a spell (for spells with a casting time of 1 full round or more) or injury by an attack of opportunity or readied attack made in response to the spell being cast (for spells with a casting time of 1 action). |
| 10 + half of continous damage + spell level | Suffering automatic continuous damage |
| 10 + damage dealt + spell level | Damaged by spell. |
| Distracting spell's save DC + spell level | Distracted by nondamaging spell. (If the spell allows no save, use the save DC it would have if it did allow a save.) |
| 20 + spell level | Grappling or pinned. (Can only cast spells without somatic components and whose material component is in hand.) |
| 10 + spell level | Vigorous motion (on a moving mount, bouncy wagon ride, small boat in rough water, belowdecks in a storm-tossed ship). |
| 15 + spell level | Violent motion (galloping horse, very rough wagon ride, small boat in rapids, on deck of storm-tossed ship). |
| 20 + spell level | Affected by earthquake spell. |
| 5 + spell level | Weather is a high wind carrying blinding rain or sleet. |
| Distracting spell's save DC + spell level | Weather caused by spell, such as storm of vengeance (same as distracted by nondamaging spell). |
| 15 + spell level | Casting defensively (so as not to provoke attacks of opportunity). |
| 15 | Caster entangled. |

**Special:** A character with the Combat Casting feat gets a +4 bonus to Concentration checks made to cast a spell while on the defensive.

**Retry:**Yes, though a success doesn't cancel the effects of a previous failure.

## Craft (INT)

Craft is actually a number of separate skills. For instance, the character could have the skill Craft (trapmaking). The character's ranks in that skill don't affect any checks the character happens to make for pottery or leatherworking, for example. The character could have several Craft skills, each with its own ranks, each purchased as a separate skill.

A Craft skill is specifically focused on creating something; if it is not, it is a Profession.

**Check:** The character can practice a trade and make a decent living, earning about half the check result in gold pieces per week of dedicated work. The character knows how to use the tools of the trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems. (Untrained laborers and assistants earn an average of 1 silver piece per day.)

However, the basic function of the Craft skill is to allow the character to make an item of the appropriate type. The DC depends on the difficulty of the item created. The DC, the character's check results, and the price of the item determine how long it takes to make the item. The item's finished price also determines the cost of raw materials. (In the game world, it is the skill level required, the time required, and the raw materials required that determine an item's price. That's why the item's price and DC determine how long it takes to make the item and the cost of the raw materials.)

All crafts require artisan's tools to give the best chance of success; if improvised tools are used instead, the check is made with a –2 circumstance penalty. On the other hand, masterwork artisan's tools provide a +2 circumstance bonus.

To determine how much time and money it takes to make an item:

1. Find the DC listed here or have the DM set one.
2. Pay one-third the item's price in raw materials.
3. Make a skill check representing one week's work.

If the check succeeds, multiply the check result by the DC. If the result times the DC equals the price of the item multiplied by 10, then the character has completed the item. (If the result times the DC equals double or triple the price of the item (multiplied by 10), then the character has completed the task in one-half or one-third the time, and so on.) If the result times the DC doesn't equal the price multiplied by 10, then it represents progress the character has made this week. Record the result and make a check for the next week. Each week the character makes more progress until the character's total reaches the price of the item multiplied by 10.

If the character fails the check, the character makes no progress this week. If the character fails by 5 or more, the character ruins half the raw materials and have to pay half the original raw material cost again.

**Progress by the Day:**The character can make checks by the day instead of by the week, in which case the character's progress (result times DC) is at one tenth the weekly rate.

**Creating Masterwork Items:**The character can make a masterwork item (an item that conveys a bonus to its use through its exceptional craftsmanship, not through being magical).

To create a masterwork version of an item on the table below, the character creates the masterwork component as if it were a separate item in addition to the standard item.

|  |  |  |
| --- | --- | --- |
| **Item** | **Craft** | **DC** |
| Armor, shield | Armorsmith | 10 + AC bonus |
| Longbow, shortbow | Bowmaking | 12 |
| Composite longbow, composite shortbow | Bowmaking | 15 |
| Mighty bow | Bowmaking | 15 +2/Str bonus |
| Crossbow | Weaponsmith | 15 |
| Simple melee or thrown weapon | Weaponsmith | 12 |
| Martial melee or thrown weapon | Weaponsmith | 15 |
| Exotic melee or thrown weapon | Weaponsmith | 18 |
| Very simple item | Varies | 5 |
| Typical item | Varies | 10 |
| High-quality item | Varies | 15 |
| Complex or superior item | Varies | 20 |

The masterwork component has its own price and DC. Once both the standard component and the masterwork component are completed, the masterwork item is finished. (Note: The price the character pays for the masterwork component is one-third of the given amount, just as it is for the price in raw materials.)

**Repairing Items:** Generally, the character can repair an item at the same DC that it takes to make it in the first place. The cost of repairing an item is one-fifth the item's price.

In some cases, the "fabricate" spell can be used to achieve the results of a Craft check without the character's needing to make the check. However, the character must make an appropriate Craft check when using the spell to make articles requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, etc.).

A Craft check related to woodworking in conjunction with the casting of the "ironwood" spell enables the character to make wooden items that have the strength of steel.

When casting the spell "minor creation", the character must succeed at an appropriate Craft check to make a complex item, such as a Craft (bowmaking) check to make straight arrow shafts.

**Retry:**Yes, but each time the character misses by 5 or more, the character ruins half the raw materials and have to pay half the original raw material cost again.

## Decipher Script (INT)

TRAINED ONLY; BARDS & ROGUES ONLY

**Check:**The character can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. The base DC is 20 for the simplest messages, 25 for standard texts, and 30 or higher for intricate, exotic, or very old writing.

If the check succeeds, the character understands the general content of a piece of writing, reading about one single page of text (or its equivalent) in 1 minute. If the check fails, the DM makes a Wisdom check (DC 5) for the character to see if he or she avoids drawing a false conclusion about the text. (Success means that the character does not draw a false conclusion; failure means that the character does.)

The DM secretly makes both the skill check and (if necessary) the Wisdom check so the character can't tell whether the conclusion the character draws is true or false.

**Retry:** No.

**Special:**If the character has 5 or more ranks in Decipher Script, the character gets a +2 synergy bonus on Use Magic Device checks related to scrolls.

## Diplomacy (CHA)

**Check:** The character can change others' attitudes with a successful check. In negotiations, participants roll opposed Diplomacy checks to see who gains the advantage. Opposed checks also resolve cases when two advocates or diplomats plead opposite cases in a hearing before a third party.

**Retry:** Generally, retries do not work. Even if the initial check succeeds, the other character can only be persuaded so far, and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to his position, and a retry is futile.

**Special:** Charisma checks to influence NPCs are generally untrained Diplomacy checks.

If the character has 5 or more ranks in Bluff or Sense Motive, the character gets a +2 synergy bonus on Diplomacy checks. These bonuses stack.

## Disable Device (INT)

TRAINED ONLY

The effort requires at least a simple tool of the appropriate sort (a pick, pry bar, saw, file, etc.). Attempting a Disable Device check without a set of thieves' tools carries a –2 circumstance penalty, even if a simple tool is employed. The use of masterwork thieves' tools enables the character to make the check with a +2 circumstance bonus.

**Check:**The DM makes the Disable Device check so that the character doesn't necessarily know whether the character has succeeded. The amount of time needed to make a check and the DC for the check depend on how tricky the device is. Disabling a simple device takes 1 round (and is at least a full-round action). Intricate or complex devices require 2d4 rounds. The character also can rig simple devices such as saddles or wagon wheels to work normally for a while and then fail or fall off some time later (usually after 1d4 rounds or minutes of use).

Disabling (or rigging or jamming) a fairly simple device has a DC of 10. More intricate and complex devices have a higher DC. The DM rolls the check. If the check succeeds, the character disables the device. If the check fails by up to 4, the character has failed but can try again. If the character fails by 5 or more, something goes wrong. If it's a trap, the character springs it. If it's some sort of sabotage, the character thinks the device is disabled, but it still works normally.

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

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

**Retry:**Yes, though the character must be aware that the character has failed in order to try again.

A rogue who beats a trap's DC by 10 or more can generally study a trap, figure out how it works, and bypass it (along with his companions) without disarming it.

**Special:**Rogues (and only rogues) can disarm magic traps. A magic trap generally has a DC of 25 + the level of the magic used to create it.

## Disguise (CHA)

The effort requires at least a few props, some makeup, and 1d3 X 10 minutes of work. The use of a disguise kit provides a +2 circumstance bonus to a Disguise check. A disguise can include an apparent change of height or weight of no more than one-tenth the original.

The character can also impersonate people, either individuals or types, so that, for example, the character might, with little or no actual disguise, make the character seem like a traveler even if the character is a local.

**Check:** The character's Disguise check result determines how good the disguise is, and it is opposed by others' Spot check results. Make one Disguise check even if several people make Spot checks. The DM makes the character's Disguise check secretly so that the character is not sure how good it is.

If the character doesn't draw any attention to him or herself, however, others do not get to make Spot checks. If the character comes to the attention of people who are suspicious (such as a guard who is watching commoners walking through a city gate), the DM can assume that such observers are taking 10 on their Spot checks.

The effectiveness of the character's disguise depends in part on how much the character is attempting to change his or her appearance:

|  |  |
| --- | --- |
| **Disguise** | **Modifier** |
| Minor details only | +5 |
| Disguised as different sex | –2 |
| Disguised as different race | –2 |
| Disguised as different age category | –2\* |
| Disguised as specific class | –2 |

|  |
| --- |
| \* Per step of difference between character's actual age category and disguised age category (young [younger than adulthood], adulthood, middle age, old, venerable). |

If the character is impersonating a particular individual, those who know what that person looks like get a bonus on their Spot checks (and are automatically considered to be suspicious of the character, so opposed checks are always invoked).

|  |  |
| --- | --- |
| **Familiarity** | **Bonus** |
| Recognizes on sight | +4 |
| Friends or associates | +6 |
| Close friends | +8 |
| Intimate | +10 |

Usually, an individual makes a check for detection immediately upon meeting the character and each hour thereafter. If the character casually meet many different creatures, each for a short time, check once per day or hour, using an average Spot bonus for the group. For example, if a character is trying to pass for a merchant at a bazaar, the DM can make one Spot check per hour for the people she encounters using a +1 bonus on the check to represent the average of the crowd (most people with no Spot ranks and a few with good Spot skills).

**Retry:** A character may try to redo a failed disguise, but once others know that a disguise was attempted they'll be more suspicious.

**Special:** If the character has 5 or more ranks of Bluff, the character gets a +2 synergy bonus on Disguise checks when the character knows that the character is being observed and the character tries to act in character.

## Escape Artist (DEX)

ARMOR CHECK PENALTY

**Check:**Making a check to escape from being bound up by ropes, manacles, or other restraints (except a grappler) requires 1 minute of work. Escaping a net or entangle spell is a full-round action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on how long the space is.

|  |  |
| --- | --- |
| **Restraint** | **DC** |
| Ropes | Binder's Use Rope check at +10 |
| Net | 20 |
| Manacles | 30 |
| Tight space | 30 |
| Masterwork manacles | 35 |
| Grappler | Grappler's grapple check |
| Spell: Animate rope, command plants, control plants, or entangle | 20 |
| Spell: Snare | 23 |

**Ropes:**The character's Escape Artist check is opposed by the binder's Use Rope check. Since it's easier to tie someone up than to escape from being tied up, the binder gets a special +10 bonus on her check.

**Manacles and Masterwork Manacles:** Manacles have a DC set by their construction.

**Net:** Escaping from a net is a full-round action.

**Tight Space:** This is the DC for getting through a space where one's head fits but one's shoulders don't. If the space is long, such as in a chimney, the DM may call for multiple checks. The character can't fit through a space that the character's head does not fit through.

**Grappler:**The character can make an Escape Artist check opposed by the enemy's grapple check to get out of a grapple or out of a pinned condition (so that the character is just being grappled). Doing so is a standard action, so if the character escapes the grapple the character can move in the same round. See "Wriggle Free" under Other Grappling Options.

**Spell:**Escaping from an animate rope, command plants, control plants, or entangle spell is a full-round action.

**Retry:**The character can make another check after a failed check if the character is squeezing through a tight space, making multiple checks. If the situation permits, the character can make additional checks or even take 20 as long as the character is not being actively opposed.

**Special:**A character with 5 or more ranks of Use Rope gets a +2 synergy bonus on Escape Artist checks when escaping from rope bonds.

## Forgery (INT)

**Check:**Forgery requires writing materials appropriate to the document being forged, enough light to write by, wax for seals (if appropriate), and some time. Forging a very short and simple document takes about 1 minute. Longer or more complex documents take 1d4 minutes per page. To forge a document on which the handwriting is not specific to a person (military orders, a government decree, a business ledger, or the like), the character needs only to have seen a similar document before and gains a +8 bonus on the roll. To forge a signature, an autograph of that person to copy is needed, and the character gains a +4 bonus on the roll. To forge a longer document written in the hand of some particular person, a large sample of that person's handwriting is needed.

The DM makes the check secretly so the character is not sure how good the forgery is. As with Disguise, the character doesn't need to make a check until someone examines the work. This Forgery check is opposed by the person who examines the document to check its authenticity. That person makes a Forgery check opposed to the forger's. The reader gains bonuses or penalties to his or her check as described in the table below.

|  |  |
| --- | --- |
| **Condition** | **Reader's Check Modifier** |
| Type of document unknown to reader | –2 |
| Type of document somewhat known to reader | +0 |
| Type of document well known to reader | +2 |
| Handwriting not known to reader | –2 |
| Handwriting somewhat known to reader | +0 |
| Handwriting intimately known to reader | +2 |
| Reader only casually reviews the document | –2 |

As with Bluff, a document that contradicts procedure, orders, or previous knowledge or one that requires sacrifice on the part of the person checking the document can increase that character's suspicion (and thus create favorable circumstances for the checker's opposing Forgery check).

**Retry:** Usually, no. A retry is never possible after a particular reader detects a particular forgery. But the document created by the forger might still fool someone else. The result of a Forgery check for a particular document must be used for every instance of a different reader examining the document. No reader can attempt to detect a particular forgery more than once; if that one opposed check goes in favor of the forger, then the reader can't try using his own skill again, even if he's suspicious about the document.

**Special:**To forge documents and detect forgeries, one must be able to read and write the language in question. (The skill is language-dependent.) Barbarians can't learn the Forgery skill unless they have learned to read and write.

## Gather Information (CHA)

**Check:** By succeeding at a skill check (DC 10), given an evening with a few gold pieces to use for making friends by buying drinks and such, the character can get a general idea of what the major news items are in a city, assuming no obvious reasons exist why the information would be withheld. The higher the check result, the better the information.

If the character wants to find out about a specific rumor, specific item, obtain a map, or do something else along those lines, the DC is 15 to 25 or higher.

**Retry:** Yes, but it takes an evening or so for each check, and characters may draw attention to themselves if they repeatedly pursue a certain type of information.

## Handle Animal (CHA)

TRAINED ONLY

**Check:** The time required to get an effect and the DC depend on what the character is trying to do.

|  |  |  |
| --- | --- | --- |
| **Task** | **Time** | **DC** |
| Handle a domestic animal | Varies | 10 |
| "Push" a domestic animal | Varies | 15 |
| Teach an animal tasks | 2 months | 15 |
| Teach an animal unusual tasks | 2 months | 20 |
| Rear a wild animal | 1 year | 15 + HD of animal |
| Rear a beast | 1 year | 20 + HD of beast |
| Train a wild animal | 2 months | 20 + HD of animal |
| Train a beast | 2 months | 25 + HD of beast |

**Time:** For a task with a specific time frame, the character must spend half this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before the character makes the skill check. If the check fails, the character can't teach, rear, or train that animal. If the check succeeds, the character must invest the remainder of the time before the teaching, rearing, or training is complete. If the time is interrupted or the task is not followed through to completion, any further attempts to teach, rear, or train the same animal automatically fail.

**Handle a Domestic Animal:**This means to command a trained dog, to drive beasts of labor, to tend to tired horses, and so forth.

**"Push" a Domestic Animal:** To push a domestic animal means to get more out of it than it usually gives, such as commanding a poorly trained dog or driving draft animals for extra effort.

**Teach an Animal Tasks:**This means to teach a domestic animal some tricks. The character can train one type of animal per rank (chosen when the ranks are purchased) to obey commands and perform simple tricks. The character can work with up to three animals at one time, and the character can teach them general tasks. An animal can be trained for one general purpose only.

**Teach an Animal Unusual Tasks:**This is similar to teaching an animal tasks, except that the tasks can be something unusual for that breed of animal, such as training a dog to be a riding animal. Alternatively, the character can use this aspect of Handle Animal to train an animal to perform specialized tricks, such as teaching a horse to rear on command or come when whistled for or teaching a falcon to pluck objects from someone's grasp.

**Rear a Wild Animal or a Beast:**To rear an animal or beast means to raise a wild creature from infancy so that it is domesticated. A handler can rear up to three creatures of the same type at once. A successfully domesticated animal or beast can be taught tricks at the same time that it's being raised, or can be taught as a domesticated animal later.

**Train a Wild Animal** and **Train a Beast**: To train a wild creature to do certain tricks, but only at the character's command. The creature is still wild, though usually controllable.

**Retry:**For handling and pushing domestic animals, yes. For training and rearing, no.

**Special:**A character with 5 or more ranks of Animal Empathy gets a +2 synergy bonus on Handle Animal checks with animals. A character must have 9 or more ranks of Animal Empathy to get the same +2 synergy bonus on Handle Animal checks with beasts.

A character with 5 or more ranks of Handle Animal gets a +2 synergy bonus on Ride checks.

An untrained character can use a Charisma check to handle and push animals.

## Heal (WIS)

**Check:**The DC and effect depend on the task the character attempts.

|  |  |
| --- | --- |
| **Task** | **DC** |
| First aid | 15 |
| Long-term care | 15 |
| Treat caltrop wound | 15 |
| Treat poison | Poison's DC |
| Treat disease | Disease's DC |

**First Aid:**First aid usually means saving a dying character. If a character has negative hit points and is losing hit points (at 1 per round, 1 per hour, or 1 per day), the healing character can make her stable. The injured character regains no hit points, but she does stop losing them. The check is a standard action.

**Long-term Care:** Providing long-term care means treating a wounded person for a day or more. If successful, the character lets the patient recover hit points or ability score points (lost to temporary damage) at twice the normal rate: 2 hit points per level for each day of light activity, 3 hit points per level for each day of complete rest, and 2 ability score points per day. The character can tend up to six patients at a time. The character needs a few items and supplies (bandages, salves, and so on) that are easy to come by in settled lands.

Giving long-term care counts as light activity for the healer. The character cannot give long-term care to him or herself.

A healer's kit gives a +2 circumstance bonus to Heal checks.

**Treat Wound that Reduces Base Speed:** A creature that has its speed reduced can be treated by the Heal skill. A successful Heal check removes this movement penalty. Treating such a wound is a standard action.

**Treat Poison:** To treat poison means to tend a single character who has been poisoned and who is going to take more damage from the poison (or suffer some other effect).

Every time the poisoned character makes a saving throw against the poison, the character makes a Heal check. The poisoned character uses the character's result in place of her saving throw if the character's Heal result is higher.

**Treat Disease:** To treat a disease means to tend a diseased character. Every time the diseased character makes a saving throw against disease effects, the character makes a Heal check. The diseased character uses the character's result in place of his or her saving throw if the character's Heal result is higher.

A creature wounded by a spike growth or spike stones spell must succeed at a Reflex save or take injuries that slow his speed by one-third. Another character can remove this penalty by taking 10 minutes to dress the victim's injuries and succeeding at a Heal check against the spell's save DC.

**Special:** If the character has 5 or more ranks in Profession (herbalist), the character gets a +2 synergy bonus on Heal checks.

## Hide (DEX)

ARMOR CHECK PENALTY

**Check:** The character's Hide check is opposed by the Spot check of anyone who might see the character. The character can move up to one-half normal speed and hide at no penalty. At more than one-half and up to the full speed, the character suffers a –5 penalty. It's practically impossible (–20 penalty) to hide while running or charging.

Larger and smaller creatures get size bonuses and size penalties on Hide checks: Fine +16, Diminutive +12, Tiny +8, Small +4, Large –4, Huge –8, Gargantuan –12, Colossal –16.

If people are observing the character, even casually, the character can't hide. The character can run around a corner or something so that the character is out of sight and then hide, but the others then know at least where the character went. If the character's observers are momentarily distracted (as by a Bluff check; see below), though, the character can attempt to hide. While the others turn their attention from the character, the character can attempt a Hide check if the character can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot per rank the character has in Hide.) This check, however, is at –10 because the character has to move fast.

Creating a Diversion to Hide: The character can use Bluff to help the character hide. A successful Bluff check can give the character the momentary diversion the character needs to attempt a Hide check while people are aware of the character.

## Innuendo (WIS)

TRAINED ONLY

**Check:**The character can get a message across to another character with the Innuendo skill.

The DC for a basic message is 10. The DC is 15 or 20 for complex messages, especially those that rely on getting across new information. Also, the character can try to discern the hidden message in a conversation between two other characters who are using this skill. The DC is the skill check of the character using Innuendo, and for each piece of information that the eavesdropper is missing, that character suffers a –2 penalty on the check. For example, if a character eavesdrops on people planning to assassinate a visiting diplomat, the eavesdropper suffers a –2 penalty if he doesn't know about the diplomat. Whether trying to send or intercept a message, a failure by 5 or more points means that some false information has been implied or inferred.

The DM makes the character's Innuendo check secretly so that the character doesn't necessarily know whether the character was successful.

**Retry:** Generally, retries are allowed when trying to send a message, but not when receiving or intercepting one. Each retry carries the chance of miscommunication.

**Special:**If the character has 5 or more ranks in Bluff, the character gets a +2 synergy bonus on the check to transmit (but not receive) a message. If the character has 5 or more ranks in Sense Motive, the character gets a +2 synergy bonus on the check to receive or intercept (but not transmit) a message.

## Intimidate (CHA)

**Check:**The character can change others' behavior with a successful check. The DC is typically 10 + the target's Hit Dice. Any bonuses that a target may have on saving throws against fear increase the DC.

**Retry:** Generally, retries do not work. Even if the initial check succeeds, the other character can only be intimidated so far, and a retry doesn't help. If the initial check fails, the other character has probably become more firmly resolved to resist the intimidator, and a retry is futile.

**Special:** If the character has 5 or more ranks in Bluff , the character gets a +2 synergy bonus on Intimidate checks.

## Intuit Direction (WIS)

TRAINED ONLY

**Check:** By concentrating for 1 minute, the character can determine where true north lies in relation to the character (DC 15). If the check fails, the character cannot determine direction. On a natural roll of 1, the character errs and mistakenly identify a random direction as true north.

The DM makes the character's check secretly so that the character doesn't know whether the character rolled a successful result or a 1.

**Retry:** The character can use Intuit Direction more than once per day. The roll represents how sensitive to direction the character is at that point in the day. Use the most recently rolled number for all other checks in the same day

**Special:** Untrained characters can't use an innate sense of direction, but they could determine direction by finding clues.

## Jump (STR)

ARMOR CHECK PENALTY

**Check:** The character jumps a minimum distance plus an additional distance depending on the amount by which the character's Jump check result exceeds 10. The maximum distance of any jump is a function of the character's height.

|  |  |  |  |
| --- | --- | --- | --- |
| **Type of Jump** | **Minimum Distance** | **Additional Distance** | **Maximum Distance** |
| Running jump\* | 5 ft. | +1 ft./1 point above 10 | Height X 6 |
| Standing jump | 3 ft. | +1 ft./2 points above 10 | Height X 2 |
| Running | 2 ft. | +1 ft./4 points above 10 | Height X 1 1/2 |
| High Jump\* - Standing | 2 ft. | +1 ft./8 points above 10 | Height |
| High Jump - Jump back | 1 ft. | +1 ft./8 points above 10 | Height |

|  |
| --- |
| \* The character must move 20 feet before jumping. A character can't take a running jump in heavy armor. |

The distances listed are for characters with speeds of 30 feet. If the character has a lower speed (from armor, encumbrance, or weight carried, for instance), reduce the distance jumped proportionally. If the character has a higher speed (because the character is a barbarian or an experienced monk, for instance), increase the distance jumped proportionally.

Distance moved by jumping is counted against maximum movement in a round normally.

If the character intentionally jumps down from a height, the character might take less damage than if the character just fell. If the character succeeds at a Jump check (DC 15), the character takes damage as if the character had fallen 10 feet less than the character actually did.

**Special:**If the character has 5 or more ranks in Tumble, the character gets a +2 synergy bonus on Jump checks.

A character who has the Run feat and who makes a running jump increases the distance or height he clears by one-fourth, but not past the maximum.

## Knowledge (INT)

TRAINED ONLY

**Check:** Answering a question within the character's field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

**Retry:** No. The check represents what the character knows, and thinking about a topic a second time doesn't let the character know something the character never learned in the first place.

**Special:**An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge.

## Listen (WIS)

**Check:**Make a Listen check against a DC that reflects how quiet the noise is that the character might hear or against an opposed Move Silently check.

The DM may make the Listen check so that the character doesn't know whether not hearing anything means that nothing is there, or that the character rolled low.

|  |  |
| --- | --- |
| **DC** | **Sound** |
| 0 | People talking |
| 5 | A person in medium armor walking at a slow pace (10 ft./round) trying not to make noise. |
| 10 | An unarmored person walking at a slow pace (15 ft./round) trying not to make any noise |
| 15 | A 1st-level rogue using Move Silently within 10 ft. of the listener |
| 19 | A cat stalking |
| 30 | An owl gliding in for a kill |
| +1 | Per 10 ft. from the listener |
| +5 | Through a door |
| +15 | Through a stone wall |

In the case of people trying to be quiet, the listed DCs could be replaced by Move Silently checks, in which case the listed DC would be the average result (or close to it).

**Retry:** The character can make a Listen check every time the character has a chance to hear something in a reactive manner. As a full-round action, the character may try to hear something the character failed to hear previously.

**Special:** When several characters are listening to the same thing, the DM can make a single 1d20 roll and use it for all the listeners' skill checks.

## Move Silently (DEX)

ARMOR CHECK PENALTY

**Check:**The character's Move Silently check is opposed by the Listen check of anyone who might hear the character. The character can move up to one-half the character's normal speed at no penalty. At more than one-half and up to the character's full speed, the character suffers a –5 penalty. It's practically impossible (–20 penalty) to move silently while running or charging.

## Open Lock (DEX)

TRAINED ONLY

The effort requires at least a simple tool of the appropriate sort (a pick, pry bar, blank key, wire, etc.). Attempting an Open Lock check without a set of thieves' tools carries a –2 circumstance penalty, even if a simple tool is employed. The use of masterwork thieves' tools enables the character to make the check with a +2 circumstance bonus.

**Check:** Opening a lock entails 1 round of work and a successful check. (It is a full-round action.)

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

## Perform (CHA)

Possible Perform types include ballad, buffoonery, chant, comedy, dance, drama, drums, epic, flute, harp, juggling, limericks, lute, mandolin, melody, mime, ode, pan pipes, recorder, shalm, storytelling, and trumpet. The character is capable of one form of performance per rank.

**Check:** The character can impress audiences with talent and skill.

|  |  |
| --- | --- |
| **DC** | **Performance** |
| 10 | Routine performance. Trying to earn money by playing in public is essentially begging. The character earns 1d10 cp/day. |
| 15 | Enjoyable performance. In a prosperous city, the character can earn 1d10 sp/day. |
| 20 | Great performance. In a prosperous city, the character can earn 3d10 sp/day. With time, the character may be invited to join a professional troupe and may develop a regional reputation. |
| 25 | Memorable performance. In a prosperous city, the character can earn 1d6 gp/day. With time, the character may come to the attention of noble patrons and develop a national reputation. |
| 30 | Extraordinary performance. In a prosperous city, the character can earn 3d6 gp/day. With time, the character may draw attention from distant potential patrons or even from extraplanar beings. |

A masterwork musical instrument gives a +2 circumstance bonus to Perform checks that involve the use of the instrument.

**Retry:**Retries are allowed, but they don't negate previous failures, and an audience that has been unimpressed in the past is going to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

In addition to using the Perform skill, a character could entertain people with tumbling, tightrope walking, and spells (especially illusions)

## Pick Pocket (DEX)

TRAINED ONLY; ARMOR CHECK PENALTY

**Check:** A check against DC 10 lets the character palm a coin-sized, unattended object. Minor feats of legerdemain, such as making a coin disappear, are also DC 10 unless an observer is determined to note where the item went.

When performing this skill under close observation, the character's skill check is opposed by the observer's Spot check. The observer's check doesn't prevent the character from performing the action, just from doing it unnoticed.

If the character tries to take something from another creature, the character must make a skill check against DC 20. The opponent makes a Spot check to detect the attempt. The opponent detects the attempt if her check result beats the character's check result, regardless of whether the character got the item.

|  |  |
| --- | --- |
| **DC** | **Task** |
| 10 | Palm a coin-sized object, make a coin disappear |
| 20 | Lift a small object from a person |

**Retry:**A second Pick Pocket attempt against the same target, or when being watched by the same observer, has a DC +10 higher than the first skill check if the first check failed or if the attempt was noticed.

**Special:**If the character has 5 or more ranks in Bluff, the character gets a +2 synergy bonus on Pick Pocket checks.

## Profession (WIS)

TRAINED ONLY

The character is trained in a livelihood or a professional role, such as apothecary, boater, bookkeeper, brewer, cook, driver, farmer, fisher, guide, herbalist, herdsman, innkeeper, lumberjack, miller, miner, porter, rancher, sailor, scribe, siege engineer, stablehand, tanner, teamster, woodcutter, and so forth.

Like Craft, Profession is actually a number of separate skills. The character could have several Profession skills, each with its own ranks, each purchased as a separate skill.

While a Craft skill represents skill in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge. To draw a modern analogy, if an occupation is a service industry, it's probably a Profession skill. If it's in the manufacturing sector, it's probably a Craft skill.

**Check:** The character can practice a trade and make a decent living, earning about half the check result in gold pieces per week of dedicated work. The character knows how to use the tools of the trade, how to perform the profession's daily tasks, how to supervise untrained helpers, and how to handle common problems. For example, a sailor knows how to tie several basic knots, how to tend and repair sails, and how to stand a deck watch at sea. The DM sets DCs for specialized tasks.

**Retry:**An attempt to use a Profession skill to earn an income cannot be retried. The character is stuck with whatever weekly wage the check result brought the character. (Another check may be made after a week to determine a new income for the next period of time.) An attempt to accomplish some specific task can usually be retried.

**Special:** Untrained laborers and assistants earn an average of 1 silver piece per day.

## Read Lips (INT)

TRAINED ONLY; ROGUE ONLY

**Check:**The character must be within 30 feet of the speaker and be able to see her speak. The character must be able to understand the speaker's language. (Use of this skill is language-dependent.) The base DC is 15, and it is higher for complex speech or an inarticulate speaker. The character has to concentrate on reading lips for a full minute before making the skill check, and the character can't perform some other action during this minute. The character can move at half speed but not any faster, and the character must maintain a line of sight to the lips being read. If the check succeeds, the character can understand the general content of a minute's worth of speaking, but the character usually still misses certain details.

If the check fails, the character can't read the speaker's lips. If the check fails by 5 or more, the character draws some incorrect conclusion about the speech.

The DM rolls the character's check so the character don't know whether the character succeeded or missed by 5.

**Retry:**The skill can be used once per minute.

## Ride (DEX)

When the character selects this skill, choose the type of mount the character is familiar with. For this purpose, "horses" includes mules, donkeys, and ponies. If the character uses the skill with a different mount (such as riding a giant lizard when the character is used to riding horses), the character's rank is reduced by 2 (but not below 0). If the character uses this skill with a very different mount (such as riding a griffon when the character is used to riding horses), the character's rank is reduced by 5 (but not below 0).  
Check: Typical riding actions don't require checks. The character can saddle, mount, ride, and dismount from a mount without a problem. Mounting or dismounting is a move-equivalent action. Some tasks require checks:

|  |  |
| --- | --- |
| **Riding Task** | **DC** |
| Guide with knees | 5 |
| Stay in saddle | 5 |
| Fight with warhorse | 10 |
| Leap | 15 |
| Control mount in battle | 20 |
| Fast mount or dismount | 20\* |
| Cover | 15 |
| Soft fall | 15 |

|  |
| --- |
| \* Armor check penalty applies. |

**Guide with Knees:** the character can react instantly to guide the character's mount with the character's knees so that the character can use both hands in combat. Make the check at the start of the character's round. If the character fails, the character can only use one hand this round because the character needs to use the other to control the character's mount.

**Stay in Saddle:** The character can react instantly to try to avoid falling when the character's mount rears or bolts unexpectedly or when the character takes damage.

**Fight with Warhorse:**If the character directs a war-trained mount to attack in battle, the character can still make the character's own attack or attacks normally.

**Cover:**The character can react instantly to drop down and hang alongside the mount, using it as one-half cover. The character can't attack or cast spells while using the character's mount as cover. If the character fails, the character doesn't get the cover benefit.

**Soft Fall:**The character reacts instantly to try to take no damage when the character falls off a mount, such as when it is killed or when it falls. If the character fails, the character takes 1d6 points of falling damage.

**Leap:**The character can get a mount to leap obstacles as part of its movement. Use the character's Ride skill modifier or the mount's Jump skill modifier (whichever is lower) to see how far the mount can jump. The DC (15) is what the character needs to roll to stay on the mount when it leaps.

**Control Mount in Battle:**As a move-equivalent action, the character can attempt to control a light horse, pony, or heavy horse while in combat. If the character fails, the character can do nothing else that round. The character does not need to roll for warhorses or warponies.

**Fast Mount or Dismount:** The character can mount or dismount as a free action. If the character fails the check, mounting or dismounting is a move-equivalent action. (The character can't attempt a fast mount or dismount unless the character can perform the mount or dismount as a move-equivalent action this round.)

**Special:**If the character is riding bareback, the character suffers a –5 penalty on Ride checks.

If the character has 5 or more ranks in Handle Animal, the character gets a +2 synergy bonus to Ride checks.

If the character's mount has a military saddle, it gives a +2 circumstance bonus to Ride checks related to staying in the saddle.

## Scry (INT)

BARD, CLERIC, DRUID, SORCERER, WIZARD ONLY

**Check:** The character can't use this skill without some magical means to scry. Use of this skill is described in association with those spells and items. These items allow the character to spy on others, and this skill just lets the character do it better. This skill also improves the character's chance to notice when the character is being scried, as detailed in the descriptions of the arcane eye and detect scrying spells.

**Special:** Although this skill is exclusive to certain classes, it can be used untrained. This means that a character with no ranks in Scry, and who is not allowed to buy ranks in this skill, can still make an Intelligence check to notice when he is being scried.

## Search (INT)

**Check:** The character generally must be within 10 feet of the object or surface to be searched. It takes 1 round to search a 5-foot-by-5-foot area or a volume of goods 5 feet on a side; doing so is a full-round action.

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

|  |
| --- |
| \* Dwarves who are not rogues can use Search to do this if the trap is built into or out of stone. |

Active Abjuration spells within 10 feet of each other for 24 hours or more create barely visible energy fluctuations. These fluctuations give characters a +4 bonus to Search checks to locate such Abjuration spells.

While anyone can use Search to find a trap whose DC is 20 or less, only a rogue can use Search to locate traps with higher DCs. Finding a nonmagical trap has a DC of at least 20, and the DC is higher if it is well hidden. Finding a magic trap has a DC of 25 plus the level of the spell used to create it. Identifying the location of a snare spell has a DC of 23.

**Special:**A character who does not have the Track feat can use the Search skill to find tracks, but can only follow tracks if the DC is 10 or less.

## Sense Motive (WIS)

**Check:** A successful check allows the character to avoid being bluffed. The character can also use the skill to tell when something is up (something odd is going on that the character were unaware of) or to assess someone's trustworthiness. Trying to gain information with this skill takes at least 1 minute, and the character could spend a whole evening trying to get a sense of the people around the character.

|  |  |
| --- | --- |
| **Task** | **DC** |
| Hunch | 20 |
| Sense enchantment | 25 |

**Hunch:**This use of the skill essentially means making a gut assessment of the social situation. The character can get the feeling from another's behavior that something is wrong, such as when the character is talking to an impostor. Alternatively, the character can get the feeling that someone is trustworthy.

**Sense Enchantment:**The character can tell that someone's behavior is being influenced by an Enchantment effect (by definition, a mind-affecting effect), such as charm person, even if that person isn't aware of it herself.

**Retry:**No, though the character may make a Sense Motive check for each bluff made on the character.

## Speak Language (NONE)

TRAINED ONLY

The Speak Language skill doesn't work like a standard skill.

* The character starts at 1st level knowing one or two languages (according to the character's race) plus an additional number of languages equal to the character's Intelligence bonus.
* Instead of buying a rank in Speak Language, the character chooses a new language that the character can speak.
* The character doesn't make Speak Language checks. The character either knows a language or the character doesn't.
* A literate character (anyone but a barbarian) can read and write any language she speaks. Each language has an alphabet (though sometimes several spoken languages share a single alphabet).

Common languages and their alphabets are summarized in Table: Languages.

|  |
| --- |
| **Table: Languages** |

|  |  |
| --- | --- |
| **Language** | **Alphabet** |
| Abyssal | Infernal |
| Aquan | Elven |
| Auran | Draconic |
| Celestial | Celestial |
| Common | Common |
| Draconic | Draconic |
| Druidic | Druidic |
| Dwarven | Dwarven |
| Elven | Elven |
| Gnome | Dwarven |
| Goblin | Dwarven |
| Giant | Dwarven |
| Gnoll | Common |
| Halfling | Common |
| Ignan | Draconic |
| Infernal | Infernal |
| Orc | Dwarven |
| Sylvan | Elven |
| Terran | Dwarven |
| Undercommon | Elven |

**Retry:** Not applicable. (There are no Speak Language checks to fail.)

## Spellcraft (INT)

TRAINED ONLY

**Check:** The character can identify spells and magic effects.

|  |  |
| --- | --- |
| **DC** | **Task** |
| 13 | When using read magic, identify a glyph of warding. |
| 15 + spell level | Identify a spell being cast. (The character must see or hear the spell's verbal or somatic components.) No retry. |
| 15 + spell level | Learn a spell from a spellbook or scroll. (Wizard only.) No retry for that spell until the character gain at least 1 rank in Spellcraft (even if the character find another source to try to learn the spell from). |
| 15 + spell level | Prepare a spell from a borrowed spellbook. (Wizard only.) One try per day. |
| 15 + spell level | When casting detect magic, determine the school of magic involved in the aura of a single item or creature the character can see. (If the aura is not a spell effect, the DC is 15 + half caster level.) |
| 19 | When using read magic, identify a symbol. |
| 20 + spell level | Identify a spell that's already in place and in effect. (the character must be able to see or detect the effects of the spell.) No retry. |
| 20 + spell level | Identify materials created or shaped by magic, such as noting that an iron wall is the result of a wall of iron spell. No retry. |
| 20 + spell level | Decipher a written spell (such as a scroll) without using read magic. One try per day. |
| 20 | Draw a diagram to augment casting dimensional anchor on a summoned creature. Takes 10 minutes. No retry. The DM makes this check. |
| 30 or higher | Understand a strange or unique magical effect, such as the effects of a magic stream. No retry. |

Additionally, certain spells allow the character to gain information about magic provided that the character makes a Spellcraft check as detailed in the spell description.

**Retry:**See above.

If the character has 5 or more ranks of Use Magic Device, the character gets a +2 synergy bonus to Spellcraft checks to decipher spells on scrolls.

## Spot (WIS)

**Check:**The Spot skill is used primarily to detect characters or creatures who are hiding. Typically, Spot is opposed by the Hide check of the creature trying not to be seen. Sometimes a creature isn't intentionally hiding but is still difficult to see, so a successful Spot check is necessary to notice it.

A Spot check result of greater than 20 can generally let the character become aware of an invisible creature near the character (though the character can't actually see it).

Spot is also used to detect someone in disguise.

|  |  |
| --- | --- |
| **Condition** | **Penalty** |
| Per 10 feet of distance | –1 |
| Spotter distracted | –5 |

**Retry:** the character can make a Spot check every time the character has the opportunity to notice something in a reactive manner. As a full-round action, the character may attempt to spot something that the character failed to spot previously.

## Swim (STR)

**Check:**A successful Swim check allows the character to swim one-quarter of the character's speed as a move-equivalent action or one-half the character's speed as a full-round action. Roll once per round. If the character fails, the character makes no progress through the water. If the character fails by 5 or more, the character goes underwater and starts to drown.

If the character is underwater (whether drowning or swimming underwater intentionally), the character suffers a cumulative –1 penalty to the character's Swim check for each consecutive round the character has been underwater.

The DC for the Swim check depends on the water:

|  |  |
| --- | --- |
| **Water Conditions** | **DC** |
| Calm water | 10 |
| Rough water | 15 |
| Stormy water | 20 |

Each hour that the character swims, make a Swim check against DC 20 or take 1d6 points of subdual damage from fatigue.

**Special:**Instead of an armor check penalty, the character suffers a penalty of –1 for each 5 pounds of gear the character is carrying or wearing.

## Tumble (DEX)

TRAINED ONLY; ARMOR CHECK PENALTY

The character can't use this skill if the character's speed has been reduced by armor, excess equipment, or loot.

**Check:** The character can land softly when the character falls or tumbles past opponents. The character can also tumble to entertain an audience (as with the Perform skill).

|  |  |
| --- | --- |
| **DC** | **Task** |
| 15 | Treat a fall as if it were 10 feet shorter when determining damage. |
| 15 | Tumble up to 20 feet (as part of normal movement), suffering no attacks of opportunity while doing so. Failure means the character tumbles 20 feet but suffers attacks of opportunity normally. |
| 25 | Tumble up to 20 feet (as part of normal movement), suffering no attacks of opportunity while doing so and moving through areas occupied by enemies (over, under, or around them). Failure means the character tumbles 20 feet and can move through enemy-occupied areas but suffers attacks of opportunity normally. |

**Retry:** An audience, once it has judged a tumbler as uninteresting, is not receptive to repeat performances. The character can try to reduce damage from a fall as an instant reaction once per fall. The character can attempt to tumble as part of movement once per round.

**Special:**A character with 5 or more ranks in Tumble gains a +3 dodge AC bonus when executing the fight defensively standard or full-round action instead of a +2 dodge AC bonus.

A character with 5 or more ranks in Tumble gains a +6 dodge AC bonus when executing the total defense standard action instead of a +4 dodge AC bonus.

If the character has 5 or more ranks in Jump, the character gets a +2 synergy bonus on Tumble checks.

If the character has 5 or more ranks in Tumble, the character gets a +2 synergy bonus on Balance checks.

## Use Magic Device (CHA)

TRAINED ONLY; BARD, ROGUE ONLY

**Check:** The character can use this skill to read a spell or to activate a magic item. This skill lets the character use a magic item as if the character had the spell ability or class features of another class, as if the character were a different race, or as if the character were a different alignment.

|  |  |
| --- | --- |
| **Task** | **DC** |
| Decipher a written spell | 25 + Spell Level |
| Emulate spell ability | 20 |
| Emulate class feature | 20 |
| Emulate ability score | See Text |
| Emulate race | 25 |
| Emulate alignment | 30 |
| Activate blindly | 25 |

When the character is attempting to activate a magic item using this skill, the character does so as a standard action. However, the checks the character makes to determine whether the character is successful at emulating the desired factors to successfully perform the activation are instant. They take no time by themselves and are included in the activate magic item standard action.

The character make emulation checks each time the character activates a device such as a wand. If the character is using the check to emulate an alignment or some other quality in an ongoing manner, the character needs to make the relevant emulation checks once per hour.

The character must consciously choose what to emulate. That is, the character has to know what the character is trying to emulate when the character makes an emulation check.

**Decipher a Written Spell:**This works just like deciphering a written spell with the Spellcraft skill, except that the DC is 5 points higher.

**Emulate Spell Ability:** This use of the skill allows the character to use a magic item as if the character had a particular spell on the character's class spell list. To cast a spell from a scroll or use a wand, the character has to have a particular spell on the character's class spell list. By using the skill this way, the character can use such an item as if the character did have the spell on the character's class spell list. The character's effective caster level is the character's result minus 20. (It's okay to have a caster level of 0.) For wands, it doesn't matter what caster level the character is, but it does matter for scrolls. If the character's effective level is lower than the caster level, the character must roll to see if you use the scroll successfuly.

This skill does not let the character cast the spell. It only lets the character cast it from a scroll or wand as if the spell were on the character's class list. Note: If the character is casting it from a scroll, the character has to decipher it first.

**Emulate Class Feature:**Sometimes the character needs to use a class feature to activate a magic item. The character's effective level in the emulated class equals the character's result minus 20.

This skill does not let the character use the class feature of another class. It just lets the character activate magic items as if the character had the class feature.

If the class whose feature the character is emulating has an alignment requirement, the character must meet it, either honestly or by emulating an appropriate alignment as a separate check (see below).

**Emulate Ability Score:** To cast a spell from a scroll, the character needs a high ability score in the appropriate ability (Intelligence for wizard spells, Wisdom for divine spells, and Charisma for sorcerer or bard spells). The character's effective ability score (appropriate to the class the character is emulating when the character tries to cast the spell from the scroll) is the character's result minus 15. If the character already has a high enough score in the appropriate ability, the character doesn't need to make this check.

**Emulate Race:** Some magic items work only for certain races, or work better for those of certain races. The character can use such an item as if the character were a race of the character's choice. The character can emulate only one race at a time.

**Emulate Alignment:**Some magic items have positive or negative effects based on the character's alignment. The character can use these items as if the character was of an alignment of the character's choice.

The character can emulate only one alignment at a time.

**Activate Blindly:** Some magic items are activated by special words, thoughts, or actions. The character can activate such items as if the character were using the activation word, thought, or action even if the character is not and even if the character doesn't know it. The character does have to use something equivalent. The character has to speak, wave the item around, or otherwise attempt to get it to activate. The character gets a special +2 bonus if the character has activated the item at least once before.

If the character fails by 10 or more, the character suffers a mishap. A mishap means that magical energy gets released but it doesn't do what the character wanted it to do. The DM determines the result of a mishap, as with scroll mishaps. The default mishaps are that the item affects the wrong target or that uncontrolled magical energy gets released, dealing 2d6 points of damage to the character. Note: This mishap is in addition to the chance for a mishap that the character normally runs when the character casts a spell from a scroll and the spell's caster level is higher than the character's level.

**Retry:**Yes, but if the character ever rolls a natural 1 while attempting to activate an item and the character fails, then the character can't try to activate it again for a day.

**Special:**The character cannot take 10 with this skill. Magic is too unpredictable for the character to use this skill reliably.  
If the character has 5 or more ranks in Spellcraft, the character gets a +2 synergy bonus on Use Magic Device checks related to scrolls. If the character has 5 or more ranks in Decipher Script, the character gets a +2 synergy bonus on Use Magic Device checks related to scrolls. These bonuses stack.

## Use Rope (DEX)

**Check:**Most tasks with a rope are relatively simple.

|  |  |
| --- | --- |
| **DC** | **Task** |
| 10 | Tie a firm knot |
| 15 | Tie a special knot, such as one that slips, slides slowly, or loosens with a tug |
| 15 | Tie a rope around oneself one-handed |
| 15 | Splice two ropes together (takes 5 minutes) |

When the character binds another character with a rope, any Escape Artist check that the bound character makes is opposed by the character's Use Rope check. The character gets a special +10 bonus on the check because it is easier to bind someone than to escape from being tied up.

The character doesn't make the character's Use Rope check until someone tries to escape.

**Special:**A silk rope gives a +2 circumstance bonus on Use Rope checks. If the character casts an animate rope spell on a rope, the character gets a +2 circumstance bonus to any Use Rope checks the character makes when using the rope. These bonuses stack.

If the character has 5 or more ranks in Escape Artist, the character gets a +2 synergy bonus on checks to bind someone.

## Wilderness Lore (WIS)

**Check:**The character can keep him or herself and others safe and fed in the wild.

|  |  |
| --- | --- |
| **DC** | **Task** |
| 10 | Get along in the wild. Move up to one-half the character's overland speed while hunting and foraging (no food or water supplies needed). The character can provide food and water for one other person for every 2 points by which the character's check result exceeds 10. |
| 15 | Gain +2 on all Fortitude saves against severe weather while moving up to one-half the character's overland speed, or gain +4 if stationary. The character may grant the same bonus to one other character for every 1 point by which the check result exceeds 15. |
| 15 | Avoid getting lost or avoid natural hazards, such as quicksand. |

**Retry:**For getting along in the wild or for gaining the Fortitude save bonus, the character makes a check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, the character makes a check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed.

**Special:**If the character has 5 or more ranks of Intuit Direction, the character gets a +2 synergy bonus on Wilderness Lore checks to avoid getting lost.

## Healing

A character can never get back more hit points than the character lost.

### Natural Healing

A character recovers 1 hit point per character level per day of rest. If the character undergoes complete bed rest (doing nothing for an entire day), the character recovers one and one half times the character's character level in hit points.

### Magical Healing

Various abilities and spells, can give a character back hit points. Each use of the spell or ability restores a different amount of hit points. Magical healing won't raise a character's current hit points higher than a character's hit point total.

### Healing Ability Damage

Temporary ability damage returns at the rate of 1 point per day of rest (light activity, no combat or spellcasting). Complete bed rest restores 2 points per day.

## Temporary Hit Points

Certain effects give a character temporary hit points. When a character gains temporary hit points, note the character's current hit points. When the temporary hit points go away, the character's hit points drop to that score. If the character's hit points are already below that score at that time, all the temporary hit points have already been lost and the character's hit point score does not drop.

When temporary hit points are lost, they cannot be restored as real hit points can be.

## Subdual Damage

Sometimes a character gets roughed up or weakened. This sort of stress won't kill a character, but it can knock a character out or make a character faint

### Staggered and Unconscious

When a character's subdual damage exactly equals a character's current hit points, the character is staggered. The character is so badly weakened or roughed up that the character can only take a partial action each round. A character ceases being staggered when the character's hit points exceed the character's subdual damage again.

When a character's subdual damage exceeds the character's current hit points, the character falls unconscious. While unconscious, a character is helpless.

Each full minute that a character is unconscious, a character has a 10% chance to wake up and be staggered until the character's hit points exceed a character's subdual damage again. Nothing bad happens to a character if the character misses this roll.

Spellcasters who are rendered unconscious retain any spellcasting ability they had before going unconscious.

### Healing Subdual Damage

A character heals subdual damage at the rate of 1 hit point per hour per character level. When a spell or a magical power cures hit point damage, it also removes an equal amount of subdual damage, if any

### Spell Resistance

Spell resistance is a special defensive ability. If the character's spell is being resisted by a creature with spell resistance, the character must make a caster level check (1d20 + caster level) at least equal to the creature's spell resistance rating for the spell to affect that creature.

The defender's spell resistance rating is like an AC against magical attacks.

The Spell Resistance line and descriptive text of a spell tell the character if spell resistance protects creatures from it. In many cases, SR applies only when a resistant creature is targeted by the spell, not when a resistant creature encounters a spell that is already in place.

The terms "Object" and "Harmless" mean the same thing as for saving throws. A creature with spell resistance must voluntarily drop the resistance in order to receive the effects of a spell noted as Harmless without the caster level check described above.

## Spell Format

Each spell description follows the same format. This section discusses that format and some of the fine points of how spells work.

**Name:**This is the name by which the spell is generally known.

**School, Subschool, and Descriptors:**This is the school to which the spell belongs. "Universal" refers to a spell that belongs to no school. If the spell is a subtype within a school, the subschool is given here (in parentheses).

Any descriptors that apply are given here [in brackets].

**Schools:**Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, and Transmutation.

**Subschools:** Conjuration: creation, healing, and summoning; Enchantment: charm and compulsion; Illusion: figment, glamer, pattern, phantasm, and shadow.

**Descriptors**: Acid, chaotic, cold, darkness, death, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic, and teleportation.

**Level:**This is the relative power level of the spell. This entry includes an abbreviation for each class that can cast this spell. The "Level" entry also indicates if a spell is a domain spell and, if so, what its level is.

**Class Abbreviations:** Brd (bard), Clr (cleric), Drd (druid), Pal (paladin), Rgr (ranger), Sor (sorcerer), Wiz (wizard).

**Domains:** Air, Animal, Chaos, Death, Destruction, Earth, Evil, Fire, Good, Healing, Knowledge, Law, Luck, Magic, Plant, Protection, Strength, Sun, Travel, Trickery, War, and Water.

**Components:**This entry indicates what the character must have or do to cast the spell. If the necessary components are not present, the casting fails. Spells can have verbal (V), somatic (S), material (M), focus (F), divine focus (DF), or experience point cost (XP) components, or any combination thereof.

If the material component, focus or define focus has an GP cost, the cost is listed; otherwise the character can assume that the actual materials involved are at the discretion of the caster and have no significant monetary value.

Material components are always consumed during the casting of a spell; a focus or divine focus is not. If a special focus or divine focus is required, it will be unique to the spell and cannot be used as the focus for other spells.

**Casting Time:** The time required to cast a spell.

**Range:**The maximum distance from the character at which the spell can affect a target.

**Target or Targets/Effect/Area:**This entry lists the number of creatures, dimensions, volume, weight, and so on, that the spell affects. The entry starts with one of three headings: "Target," "Effect," or "Area." If the target of a spell is "the character," the character does not receive a saving throw, and spell resistance does not apply. The saving throw and spell resistance headings are omitted from such spells.

**Duration:**How long the spell lasts.

**Saving Throw:** Whether a spell allows a saving throw, what type of saving throw it is, and the effect of a successful save.

**Spell Resistance:**Whether spell resistance (SR), a special defensive ability, resists this spell.

**Descriptive Text:**This portion of the spell description details what the spell does and how it works.

# **MAGIC ITEMS (WEAPONS)**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Weapons | | | | |
| **Minor** | **Medium** | **Major** | **Weapon Bonus** | **Base Price\*** |
| 01-70 | 01-10 | - | +1 | 2,000 gp |
| 71-85 | 11-20 | - | +2 | 8,000 gp |
| - | 21-58 | 01-20 | +3 | 18,000 gp |
| - | 59-62 | 21-38 | +4 | 32,000 gp |
| - | - | 39-49 | +5 | 50,000 gp |
| - | - | - | +6\*\* | 72,000 gp |
| - | - | - | +7\*\* | 98,000 gp |
| - | - | - | +8\*\* | 128,000 gp |
| - | - | - | +9\*\* | 162,000 gp |
| - | - | - | +10\*\* | 200,000 gp |
| - | 63-68 | 50-63 | Specific weapon† | - |
| 86-100 | 69-100 | 64-100 | Special ability and roll again‡ | - |

\*This price is for 50 arrows, crossbow bolts, or sling bullets.

\*\*A weapon can’t actually have a bonus higher than +5. Use these lines to determine price when special abilities are added in.

†See Table: Specific Weapons.

‡See Table: Melee Weapon Special Abilities for melee weapons or Table: Ranged Weapon Special Abilities for ranged weapons.

|  |  |
| --- | --- |
| Weapon Type Determination | |
| **d%** | **Weapon Type** |
| 01-70 | Common melee weapon |
| 71-80 | Uncommon weapon |
| 81-100 | Common ranged weapon |

|  |  |  |
| --- | --- | --- |
| Common Melee Weapons | | |
| **d%** | **Weapon** | **Weapon Cost\*** |
| 01-04 | Dagger | +302 gp |
| 05­-14 | Greataxe | +320 gp |
| 15-24 | Greatsword | +350 gp |
| 25-28 | Kama | +302 gp |
| 29-41 | Longsword | +315 gp |
| 42-45 | Mace, light | +305 gp |
| 46-50 | Mace, heavy | +312 gp |
| 51-54 | Nunchaku | +302 gp |
| 55-57 | Quarterstaff\*\* | +600 gp |
| 58-61 | Rapier | +320 gp |
| 62-66 | Scimitar | +315 gp |
| 67-70 | Shortspear | +302 gp |
| 71-74 | Siangham | +303 gp |
| 75-84 | Sword, bastard | +335 gp |
| 85-89 | Sword, short | +310 gp |
| 90-100 | Waraxe, dwarven | +330 gp |

All magic weapons are masterwork weapons.

\*Add to enhancement bonus on Table: Weapons to determine total market price.

\*\*Masterwork double weapons incur double the masterwork cost to account for each head. Double weapons have separate magical bonuses for their different heads. If randomly determined, the second head of a double weapon has the same enhancement bonus as the main head (01-50 on d%), doubling the cost of the bonus, or its enhancement bonus is one less (51-100 on d%) and it has no special abilities.

|  |  |  |
| --- | --- | --- |
| Uncommon Weapons | | |
| **d%** | **Weapon** | **Weapon Cost\*** |
| 01-03 | Axe, orc double\*\* | +660 gp |
| 04-07 | Battleaxe | +310 gp |
| 08-10 | Chain, spiked | +325 gp |
| 11-12 | Club | +300 gp |
| 13-16 | Crossbow, hand | +400 gp |
| 17-19 | Crossbow, repeating | +550 gp |
| 20-21 | Dagger, punching | +302 gp |
| 22-23 | Falchion | +375 gp |
| 24-26 | Flail, dire\*\* | +690 gp |
| 27-31 | Flail, heavy | +315 gp |
| 32-35 | Flail, light | +308 gp |
| 36-37 | Gauntlet | +302 gp |
| 38-39 | Gauntlet, spiked | +305 gp |
| 40-41 | Glaive | +308 gp |
| 42-43 | Greatclub | +305 gp |
| 44-45 | Guisarme | +309 gp |
| 46-48 | Halberd | +310 gp |
| 49-51 | Halfspear | +301 gp |
| 52-54 | Hammer, gnome hooked\*\* | +620 gp |
| 55-56 | Hammer, light | +301 gp |
| 57-58 | Handaxe | +306 gp |
| 59-61 | Kukri | +308 gp |
| 62-63 | Lance, heavy | +310 gp |
| 64-65 | Lance, light | +306 gp |
| 66-67 | Longspear | +305 gp |
| 68-70 | Morningstar | +308 gp |
| 71-72 | Net | +320 gp |
| 73-74 | Pick, heavy | +308 gp |
| 75-76 | Pick, light | +304 gp |
| 77-78 | Ranseur | +310 gp |
| 79-80 | Sap | +301 gp |
| 81-82 | Scythe | +318 gp |
| 83-84 | Shuriken | +301 gp |
| 85-86 | Sickle | +306 gp |
| 87-89 | Sword, two-bladed\*\* | +700 gp |
| 90-91 | Trident | +315 gp |
| 92-94 | Urgrosh, dwarven\*\* | +650 gp |
| 95-97 | Warhammer | +312 gp |
| 98-100 | Whip | +301 gp |

All magic weapons are masterwork weapons.

\*Add to enhancement bonus on Table: Weapons to determine total market price.

\*\*Masterwork double weapons incur double the masterwork cost to account for each head. Double weapons have separate magical bonuses for their different heads. If randomly determined, the second head of a double weapon has the same enhancement bonus as the main head (01-50 on d%), doubling the cost of the bonus, or its enhancement bonus is one less (51-100) and it has no special abilities.

## WEAPONS

Magic weapons have enhancement bonuses ranging from +1 to +5. They apply these bonuses to both attack and damage rolls when used in combat. All magic weapons are also masterwork weapons, but their masterwork bonus to attack does not stack with their enhancement bonus to attack.

Weapons come in two basic categories: melee and ranged. Some of the weapons listed as melee weapons can also be used as ranged weapons. In this case, their enhancement bonus applies to either type of attack.

Special abilities count as additional bonuses for determining the market value of the item, but do not modify attack or damage bonuses (except where specifically noted). A single weapon cannot have a modified bonus (enhancement bonus plus special ability bonus equivalents) higher than +10. A weapon with a special ability must have at least a +1 enhancement bonus.

### Caster Level for Weapons

The caster level of a weapon with a special ability is given in the item description. For an item with only an enhancement bonus and no other abilities, the caster level is three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

### Bonus Damage Dice

Some magic weapons deal bonus dice of damage. Unlike other modifiers to damage, bonus dice of damage are not multiplied when the attacker scores a critical hit.

### Ranged Weapons and Ammunition

Masterwork ranged weapon bonuses to attack and masterwork ammunition (arrows, crossbow bolts, and sling bullets) attack bonuses stack with each other (but not with enhancement bonuses).

### Magic Ammunition and Breakage

When a magic arrow, crossbow bolt, or sling bullet misses its target, there is a 50% chance it breaks or otherwise is rendered useless. A magic arrow, bolt, or bullet that hits is destroyed.

### Light Generation

Fully 30% of magic weapons shed light equivalent to a torch (20-foot radius). These glowing weapons are quite obviously magical. Such a weapon can’t be concealed when drawn, nor can its light be shut off. Some of the specific weapons detailed below always or never glow, as defined in their descriptions.

### Hardness and Hit Points

An attacker cannot damage a magic weapon with an enhancement bonus unless the attacker’s own weapon has at least as high an enhancement bonus as the weapon or shield struck. Each +1 of enhancement bonus also adds 1 to the weapon’s or shield’s hardness and hit points.

### Activation

If a weapon has a special ability that the user needs to activate, then the user usually needs to utter the command word (a standard action).

### Random Generation

To generate magic weapons randomly, first roll on Table: Weapons, and then roll on Table: Weapon Type Determination. Use Table: Melee Weapon Special Abilities, Table: Ranged Weapon Special Abilities, or Table: Specific Weapons if indicated by the roll.

### Special Qualities

Roll d%. If the item is a melee weapon, a 01-20 result indicates that the item sheds light, 21-25 indicates that the weapon is intelligent, 26-35 indicates that the weapon is both intelligent and sheds light, 36-50 indicates that something (a design, inscription, etc.) provides a clue to the weapon’s function, and 51-100 indicates no special qualities. If the item is a ranged weapon, a 01-05 result indicates the weapon is intelligent, 06-25 indicates that something (a design, inscription, etc.) provides a clue to the weapon’s function, and 26-100 indicates no special qualities. Intelligent weapons have extra abilities and sometimes also extraordinary powers and special purposes. Use Table: Item Intelligence, Wisdom, Charisma, and Capabilities as indicated if a magic weapon is intelligent.

|  |  |  |
| --- | --- | --- |
| Common Ranged Weapons | | |
| **d%** | **Weapon** | **Weapon Cost\*** |
| 01-10 | Ammunition | - |
| 01-50 | Arrows (50) | +350 gp |
| 51-80 | Bolts, crossbow (50) | +350 gp |
| 81-100 | Bullets, sling (50) | +350 gp |
| 11-15 | Axe, throwing | +308 gp |
| 16-25 | Crossbow, heavy | +350 gp |
| 26-35 | Crossbow, light | +335 gp |
| 36-39 | Dart | +300 gp 5 sp |
| 40-41 | Javelin | +301 gp |
| 42-46 | Shortbow | +330 gp |
| 47-51 | Shortbow, composite | +375 gp |
| 52-56 | Shortbow, mighty composite (+1 Str bonus) | +450 gp |
| 57-61 | Shortbow, mighty composite (+2 Str bonus) | +525 gp |
| 62-65 | Sling | +300 gp |
| 66-75 | Longbow | +375 gp |
| 76-80 | Longbow, composite | +400 gp |
| 81-85 | Longbow, mighty composite (+1 Str bonus) | +500 gp |
| 86-90 | Longbow, mighty composite (+2 Str bonus) | +600 gp |
| 91-95 | Longbow, mighty composite (+3 Str bonus) | +700 gp |
| 96-100 | Longbow, mighty composite (+4 Str bonus) | +800 gp |

All magic weapons are masterwork weapons.

\*Add to enhancement bonus on Table 8-10: Weapons to determine total market price.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Melee Weapon Special Abilities | | | | |
| **Minor** | **Medium** | **Major** | **Special Ability** | **Modifier\*** |
| 01-15 | 01-10 | - | Defending | +1 bonus |
| 16-25 | 11-15 | 01-03 | Flaming | +1 bonus |
| 26-35 | 16-20 | 04-06 | Frost | +1 bonus |
| 36-45 | 21-25 | 07-09 | Shock | +1 bonus |
| 46-55 | 26-30 | 10-12 | Ghost touch | +1 bonus |
| 56-70 | 31-40 | - | Keen‡ | +1 bonus |
| 71-80 | 41-50 | 13-17 | Mighty cleaving | +1 bonus |
| 81-89 | 51 | 18-19 | Spell storing | +1 bonus |
| 90-99 | 52-56 | 20-21 | Throwing | +1 bonus |
| - | 57-59 | 22-26 | Bane | +2 bonus |
| - | 60-62 | 27-29 | Disruption† | +2 bonus |
| - | 63-65 | 30-33 | Flaming burst | +2 bonus |
| - | 66-68 | 34-37 | Icy burst | +2 bonus |
| - | 69-71 | 38-41 | Shocking burst | +2 bonus |
| - | 72-76 | 42-44 | Thundering | +2 bonus |
| - | 77-79 | 46-47 | Wounding | +2 bonus |
| - | 80-82 | 48-52 | Holy | +2 bonus |
| - | 83-85 | 53-57 | Unholy | +2 bonus |
| - | 86-88 | 58-62 | Lawful | +2 bonus |
| - | 89-91 | 63­-67 | Chaotic | +2 bonus |
| - | 92 | 68-70 | Brilliant energy | +4 bonus |
| - | 93 | 71-73 | Dancing | +4 bonus |
| - | 94-95 | 74-76 | Speed | +4 bonus |
| - | - | 77-80 | Vorpal‡ | +5 bonus |
| 100 | 96-100 | 81-100 | Roll again twice\*\* | - |

\*Add to enhancement bonus on Table 8-10: Weapons to determine total market price.  
\*\*Reroll if a duplicate special ability comes up, an ability incompatible with an ability that has already been rolled, or if the extra ability puts the weapon over the +10 limit. A weapon’s enhancement bonus and special ability bonus equivalents can’t total more than +10.

†Bludgeoning weapons only. Reroll if randomly generated for a piercing or slashing weapon.  
‡Slashing weapons only. Reroll if randomly generated for a nonslashing weapon.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Ranged Weapon Special Abilities | | | | |
| **Minor** | **Medium** | **Major** | **Special Ability** | **Modifier\*** |
| 01-20 | 01-15 | - | Returning | +1 bonus |
| 21-40 | 16-30 | - | Distance | +1 bonus |
| 41-60 | 31-35 | 01-10 | Flaming | +1 bonus |
| 61-80 | 36-40 | 11-20 | Shock | +1 bonus |
| 81-100 | 41-45 | 21-30 | Frost | +1 bonus |
| - | 46-50 | 31-40 | Flaming burst | +2 bonus |
| - | 51-55 | 41-50 | Icy burst | +2 bonus |
| - | 56-60 | 51-60 | Shocking burst | +2 bonus |
| - | 61-66 | 61-65 | Bane | +2 bonus |
| - | 67-74 | 66-70 | Holy | +2 bonus |
| - | 75-82 | 71-75 | Unholy | +2 bonus |
| - | 83-90 | 76-80 | Lawful | +2 bonus |
| - | 91-98 | 81-85 | Chaotic | +2 bonus |
| - | - | 86-90 | Speed | +4 bonus |
| - | - | 91-97 | Brilliant energy | +4 bonus |
| - | 99-100 | 98-100 | Roll again twice\*\* | - |

\*Add to enhancement bonus on Table: Weapons to determine total market price.  
\*\*Reroll if a duplicate special ability comes up, an ability incompatible with an ability that has already been rolled, or if the extra ability puts the weapon over the +10 limit. A weapon’s enhancement bonus and special ability bonus equivalents can’t total more than +10.

## MAGIC WEAPONS SPECIAL ABILITIES DESCRIPTIONS

Most magic weapons only have enhancement bonuses. They can also have the special abilities detailed here. A weapon with a special ability must have at least a +1 enhancement bonus.

### Bane

Against its designated foe, a ban weapon’s effective enhancement bonus is +2 better than its normal enhancement bonus. Further, it deals +2d6 points of bonus damage against the foe. To randomly determine a weapon’s designated foe, roll on the following table:

|  |  |
| --- | --- |
| **d%** | **Designated Foe** |
| 01-05 | Aberrations |
| 06-08 | Animals |
| 09-13 | Beasts |
| 14-20 | Constructs |
| 21-25 | Dragons |
| 26-30 | Elementals |
| 31-35 | Fey |
| 36-40 | Giants |
| 41-45 | Magical beasts |
| 46-50 | Monstrous humanoids |
| 51-53 | Oozes |
| 54-58 | Outsiders, chaotic |
| 59-65 | Outsiders, evil |
| 66-70 | Outsiders, good |
| 71-75 | Outsiders, lawful |
| 76-77 | Plants |
| 78-85 | Shapechangers |
| 86-92 | Undead |
| 93-94 | Vermin |
| 95-100 | Humanoids (choose subtype) |

Caster Level: 8th; Prerequisites: Craft Magic Arms and Armor, summon monster I; Market Price: +2 bonus.

### Brilliant Energy

A brilliant energy weapon has its significant portion transformed into light, although this does not modify the item’s weight. It gives off light as a torch (20-foot radius). A brilliant energy weapon ignores nonliving matter. Armor and enhancement AC bonuses do not count against it. (Dexterity, deflection, dodge, natural armor, and other such bonuses still apply.) A brilliant energy weapon cannot harm undead, constructs, and objects. Bows, crossbows, and slings cannot be enchanted with this ability.

Caster Level: 16th; Prerequisites: Craft Magic Arms and Armor, gaseous form, continual flame; Market Price: +4 bonus.

### Chaotic

A chaotic weapon deals +2d6 points of bonus chaotic damage against all opponents of lawful alignment it strikes. It bestows one negative level on any lawful creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded. Bows, crossbows, and slings so enchanted bestow the chaotic power upon their ammunition.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, chaos hammer, creator must be chaotic; Market Price: +2 bonus.

### Dancing

A dancing weapon can be loosed (requiring a standard action) to attack on its own. It fights for 4 rounds using the base attack bonus of the one who loosed it and then drops. It never leaves the side of the one who loosed it (never straying more than 5 feet) and fights on even if that creature falls. The wielder who loosed it can grasp it while it is attacking on its own as a free action, but when so retrieved it can’t dance (attack on its own) again for 4 rounds.

Caster Level: 15th; Prerequisites: Craft Magic Arms and Armor, animate objects; Market Price: +4 bonus.

### Defending

A defender weapon allows the wielder to transfer some or all of the weapon’s enhancement bonus to his or her AC as a special bonus that stacks with all others. As a free action, the wielder chooses how to allocate the weapon’s enhancement bonus at the start of his or her turn before using the weapon, and the effect to AC lasts until the wielder’s next turn.

Caster Level: 8th; Prerequisites: Craft Magic Arms and Armor, shield or shield of faith; Market Price: +1 bonus.

### Disruption

Any undead creature struck in combat must succeed at a Fortitude save (DC 14) or be destroyed. A weapon of disruption must be a bludgeoning weapon. (If this property is rolled randomly for a piercing or slashing weapon, reroll.)

Caster Level: 14th; Prerequisites: Craft Magic Arms and Armor, heal; Market Price: a+2 bonus.

### Distance

This enchantment can only be placed on a ranged weapon. A weapon of distance doubles its range increment.

Caster Level: 6th; Prerequisites: Craft Magic Arms and Armor, clairaudience/clairvoyance; Market Price: +1 bonus.

### Flaming

Upon command, a flaming weapon is sheathed in fire. The fire does not harm the hands that hold the weapon. Flaming weapons deal +1d6 points of bonus fire damage on a successful hit. Bows, crossbows, and slings so enchanted bestow the fire energy upon their ammunition.

Caster Level: 10th; Prerequisites: Craft Magic Arms and Armor and flame blade, flame strike, or fireball; Market Price: +1 bonus.

### Flaming Burst

Upon command a flaming burst weapon deals +1d6 points of bonus fire damage on a successful hit.  In addition it also explodes with flame upon striking a successful critical hit. The fire does not harm the hands that hold the weapon. Flaming burst weapons deal +1d10 points of bonus fire damage on a successful critical hit. If the weapon’s critical multiplier is x3, add +2d10 points of bonus fire damage instead, and if the multiplier is x4, add +3d10 points of bonus fire damage. Bows, crossbows, and slings so enchanted bestow the fire energy upon their ammunition.

Caster Level: 12th; Prerequisites: Craft Magic Arms and Armor and flame blade, flame strike, or fireball; Market Price: +2 bonus.

### Frost

Upon command, a frost weapon is sheathed in icy cold. The cold does not harm the hands that hold the weapon. Frost weapons deal +1d6 points of bonus cold damage on a successful hit. Bows, crossbows, and slings so enchanted bestow the cold energy upon their ammunition.

Caster Level: 8th; Prerequisites: Craft Magic Arms and Armor, chill metal or ice storm; Market Price: +1 bonus.

### Ghost Touch

A ghost touch weapon deals damage normally against incorporeal creatures, regardless of its bonus. (An incorporeal creature’s 50% chance to avoid damage does not apply to ghost touch weapons.) Further, it can be picked up and moved by incorporeal creatures at any time. A manifesting ghost can wield the weapon against corporeal foes.

Caster Level: 9th; Prerequisites: Craft Magic Arms and Armor, plane shift; Market Price: +1 bonus.

### Holy

A holy weapon deals +2d6 points of bonus holy (good) damage against all of evil alignment. It bestows one negative level on any evil creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded. Bows, crossbows, and slings so enchanted bestow the holy power upon their ammunition.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, holy smite, creator must be good; Market Price: +2 bonus.

### Icy Burst

Upon command an icy burst weapon deals +1d6 points of bonus cold damage on a successful hit. In addition it also explodes with frost upon striking a successful critical hit. The frost does not harm the hands that hold the weapon. Icy burst weapons deal +1d10 points of bonus cold damage on a successful critical hit. If the weapon’s critical multiplier is x3, add +2d10 points of bonus cold damage instead, and if the multiplier is x4, add +3d10 points of bonus cold damage. Bows, crossbows, and slings so enchanted bestow the cold energy upon their ammunition.

Caster Level: 10th; Prerequisites: Craft Magic Arms and Armor, chill metal or ice storm; Market Price: +2 bonus.

### Keen

This enchantment doubles the threat range of a weapon.  Only slashing and piercing weapons can be enchanted to be keen. (If this property is rolled randomly for an inappropriate weapon, reroll.)

Caster Level: 10th; Prerequisites: Craft Magic Arms and Armor, keen edge; Market Price: +1 bonus.

### Lawful

A lawful weapon deals +2d6 points of bonus lawful damage against all struck opponents of chaotic alignment. It bestows one negative level on any chaotic creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded. Bows, crossbows, and slings so enchanted bestow the lawful power upon their ammunition.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, order’s wrath, creator must be lawful; Market Price: +2 bonus.

### Mighty Cleaving

A mighty cleaving weapon allows a wielder with the Cleave feat to make one additional cleave attempt in a round. Only one extra cleave attempt is allowed per round.

Caster Level: 8th; Prerequisites: Craft Magic Arms and Armor, divine power; Market Price: +1 bonus.

### Returning

This enchantment can only be placed on a weapon that can be thrown. A returning weapon returns through the air back to the creature that threw it. It returns on the round following the round that it was thrown just before its throwing creature’s turn. It is therefore ready to use again that turn.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, telekinesis; Market Price: +1 bonus.

### Shock

Upon command, a shock weapon is sheathed in crackling electricity. The electricity does not harm the hands that hold the weapon. Shock weapons deal +1d6 points of bonus electricity damage on a successful hit. Bows, crossbows, and slings so enchanted bestow the electricity energy upon their ammunition.

Caster Level: 8th; Prerequisites: Craft Magic Arms and Armor, call lightning or lightning bolt; Market Price: +1 bonus.

### Shocking Burst

Upon command an shocking burst weapon deals +1d6 points of bonus electricity damage on a successful hit. In addition it also explodes with electricity upon striking a successful critical hit. The electricity does not harm the hands that hold the weapon. Shocking burst weapons deal +1d10 points of bonus electricity damage on a successful critical hit. If the weapon’s critical multiplier is x3, add +2d10 points of bonus electricity damage instead, and if the multiplier is x4, add +3d10 points of bonus electricity damage. Bows, crossbows, and slings so enchanted bestow the electricity energy upon their ammunition.

Caster Level: 10th; Prerequisites: Craft Magic Arms and Armor, call lightning or lightning bolt; Market Price: +2 bonus.

### Speed

A weapon of speed allows the wielder one single extra attack each round at the wielder’s highest bonus. It is not cumulative with haste. The extra attack must be with this weapon. The weapon does not grant the benefits of a haste spell, simply an extra single attack with this weapon.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, haste; Market Price: +4 bonus.

### Spell Storing

A spell-storing weapon allows a spellcaster to store a single targeted spell of up to 3rd level in the weapon. (The spell must have a casting time of 1 action.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature as a free action if the wielder desires.  Once the spell has been cast, the weapon is empty of spells, and a spellcaster can cast any other targeted spell of up to 3rd level into it. The weapon magically imparts to the wielder the name of the spell currently stored within it. A randomly rolled spell-storing weapon has a 50% chance to have a spell stored in it already.

Caster Level: 8th; Prerequisites: Craft Magic Arms and Armor, creator must be a caster of at least 12th level; Market Price: +1 bonus.

### Thundering

A thundering weapon creates a cacophonous roar like thunder upon striking a successful critical hit. The sonic energy does not harm the wielder of the weapon. Thundering weapons deal +1d8 points of bonus sonic damage on a successful critical hit. If the weapon’s critical multiplier is x3, add +2d8 points of bonus sonic damage instead, and if the multiplier is x4, add +3d8 points of bonus sonic damage. Bows, crossbows, and slings so enchanted bestow the sonic energy upon their ammunition. Subjects dealt a critical hit by a thundering weapon must make a Fortitude save (DC 14) or be deafened permanently.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, blindness/deafness; Market Price: +2 bonus.

### Throwing

This enchantment can only be placed on a melee weapon. A melee weapon enchanted with this ability gains a range increment of 10 feet and can be thrown by a wielder proficient in its normal use.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, magic stone; Market Price: +1 bonus.

### Unholy

An unholy weapon deals +2d6 points of bonus unholy (evil) damage against all of good alignment. It bestows one negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded. Bows, crossbows, and slings so enchanted bestow the unholy power upon their ammunition.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, unholy blight, creator must be evil; Market Price: +2 bonus.

### Vorpal

This enchantment allows the weapon to sever the heads of those it strikes. Upon a successful critical hit, the weapon severs the opponent’s head (if it has one) from its body. Some creatures have no heads. Others are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off. The DM may have to make judgment calls about this sword’s effect. A vorpal weapon must be a slashing weapon. (If this property is rolled randomly for an inappropriate weapon, reroll.)

Caster Level: 18th; Prerequisites: Craft Magic Arms and Armor, keen edge, death spell; Market Price: +5 bonus.

### Wounding

A weapon of wounding deals damage to a creature such that a wound it inflicts bleeds for 1 point of damage per round thereafter in addition to the normal damage the weapon deals. Multiple wounds from the weapon result in cumulative bleeding. The bleeding can only be stopped by a successful Heal check (DC 15) or the application of any cure spell or other healing spell.

Caster Level: 10th; Prerequisites: Craft Magic Arms and Armor, sword; Market Price: +2 bonus.

|  |  |  |  |
| --- | --- | --- | --- |
| Specific Weapons | | | |
| **Medium** | **Major** | **Specific Weapon** | **Market Price** |
| 01-20 | - | Sleep arrow | 132 gp |
| 21-40 | - | Screaming bolt | 257 gp |
| 41-55 | 01-04 | Javelin of lightning | 751 gp |
| 56-65 | 05-09 | Slaying arrow | 2,282 gp |
| 66-70 | - | Adamantine dagger | 3,302 gp |
| 71-72 | 10-11 | Trident of fish command | 3,815 gp |
| - | 12-13 | Slaying arrow (greater) | 4,057 gp |
| 73-74 | 14-17 | Dagger of venom | 9,302 gp |
| 75-76 | 18-20 | Adamantine battleaxe | 9,310 gp |
| 77-79 | 21-25 | Trident of warning | 9,815 gp |
| 80-82 | 26-30 | Assassin’s dagger | 10,302 gp |
| 83-85 | 31-35 | Sword of subtlety | 15,310 gp |
| 86-88 | 36-40 | Mace of terror | 17,812 gp |
| 89-91 | 41-45 | Nine lives stealer | 25,315 gp |
| 92-94 | 46-50 | Oathbow | 27,875 gp |
| 95-96 | 51-55 | Sword of life stealing | 30,315 gp |
| 97-98 | 56-60 | Flame tongue | 18,315 gp |
| 99-100 | 61-66 | Life-drinker | 40,320 gp |
| - | 67-72 | Frost brand | 49,350 gp |
| - | 73-78 | Rapier of puncturing | 50,320 gp |
| - | 79-81 | Sun blade | 50,335 gp |
| - | 82-83 | Sword of the planes | 52,315 gp |
| - | 84-85 | Sylvan scimitar | 55,815 gp |
| - | 86-87 | Dwarven thrower | 60,312 gp |
| - | 88-90 | Mace of smiting | 75,312 gp |
| - | 91-96 | Holy avenger | 120,315 gp |
| - | 97-100 | Luck blade | 170,560 gp |

### SPECIFIC WEAPONS

The following specific weapons usually are preconstructed with exactly the qualities described here.

### Adamantine Battleaxe

This nonmagical axe is made out of adamantine, giving it a natural +2 enhancement bonus.

Caster Level: -; Prerequisites: -; Market Price: 9,310 gp.

### Adamantine Dagger

This nonmagical dagger is made out of adamantine, giving it a natural +1 enhancement bonus.

Caster Level: -; Prerequisites: -; Market Price: 3,302 gp.

### Assassin’s Dagger

This +2 dagger adds a +1 bonus to the DC of a Fortitude save forced by the death attack of an assassin.

Caster Level: 9th; Prerequisites: Craft Magic Arms and Armor, slay living; Market Price: 10,302 gp; Cost to Create: 5,302 gp + 400 XP.

### Dagger of Venom

This +1 dagger allows the wielder to inflict a poison spell (DC 14) upon a creature struck by the blade once per day. The wielder can decide to use the power after he has struck. Doing so is a free action, but the poison spell must be inflicted on the same round that the dagger strikes.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, poison; Market Price: 9,302 gp; Cost to Create: 4,802 gp + 360 XP.

### Dwarven Thrower

This weapon commonly functions as a +2 warhammer. If in the hands of a dwarf, the warhammer gains an additional +1 enhancement bonus (for a total enhancement bonus of +3) and can be hurled with a 30-foot range increment. It returns to its thrower on the round after it was thrown and is then ready to be wielded or thrown again. When hurled, it deals +1d8 points of bonus damage or +2d8 points of bonus damage against giants.

Caster Level: 10th; Prerequisites: Craft Magic Arms and Armor, creator must be a dwarf of at least 10th level; Market Price: 60,312 gp; Cost to Create: 30,312 gp + 2,400 XP.

### Flame Tongue

This is a +1 flaming burst longsword (+1d6 points of fire damage with each hit, +1d10 points of bonus fire damage on a critical).

Caster Level: 11th; Prerequisites: Craft Magic Arms and Armor and flame blade, flame strike, or fireball; Market Price: 18,315 gp; Cost to Create: 9,315 + 720 XP.

### Frost Brand

This +3 frost great­sword (+1d6 points of bonus cold damage with each hit) does not shed any light except when the air temperature is below 0°F. Its wielder is protected from fire, since the sword absorbs the first 10 points of fire damage each round that the wielder would otherwise suffer.

The frost brand sword also has a 50% chance of extinguishing any fire into which its blade is thrust. This power extends to a 10-foot radius and includes lasting effects and spells but excludes instantaneous effects and spells.

Caster Level: 14th; Prerequisites: Craft Magic Arms and Armor, ice storm, dispel magic, protection from elements; Market Price: 49,350 gp; Cost to Create: 24,850 gp + 1,960 XP.

### Holy Avenger

In the hands of any character other than a paladin, this sword performs only as a +2 longsword. In the hands of a paladin, this becomes a +5 holy (+2d6 points of bonus holy damage against evil creatures) longsword and grants spell resistance of 15 in a 5-foot radius, and casts dispel magic (usable every round as a standard action) in a 5-foot radius at the class level of the paladin. (Only the area dispel is possible, not the targeted dispel or counterspell versions of dispel magic.)

Caster Level: 18th; Prerequisites: Craft Magic Arms and Armor, holy aura, creator must be good; Market Price: 120,315 gp; Cost to Create: 60,315 gp + 4,800 XP.

### Javelin of Lightning

This javelin becomes a 5d6 lightning bolt when thrown (DC 14). It is consumed in the attack.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, lightning bolt; Market Price: 751 gp; Cost to Create: 526 gp + 18 XP.

### Life-Drinker

This +1 greataxe bestows two negative levels on its target whenever it deals damage. One day after being struck, subjects must make a Fortitude save (DC 23) for each negative level or lose a character level. However, each time a life-drinker deals damage to a foe, it also bestows one negative level on the wielder. The negative level gained by the wielder lasts until the axe is put down. The axe can’t be used again for 1 hour without the wielder once again gaining the negative level.

Caster Level: 13th; Prerequisites: Craft Magic Arms and Armor, enervation; Market Price: 40,320 gp; Cost to Create: 20,320 gp + 1,600 XP.

### Luck Blade

This +1 short sword gives its possessor a +1 luck bonus to all saving throws and contains five wish spells when newly created. When randomly rolled, the luck blade can contain fewer than five wishes (1d6-1, minimum 0). The DM should keep the number of wishes left a secret. When the last wish is used, the sword remains a +1 short sword, and it still grants the +1 luck bonus.

Caster Level: 17th; Prerequisites: Craft Magic Arms and Armor, wish or miracle; Market Price: 170,560 gp; Cost to Create: 22,935 gp + 26,810 XP.

### Mace of Smiting

This +3 heavy mace has a +5 enhancement bonus against constructs, and any critical hit dealt to a construct completely destroys it (no saving throw). Furthermore, a critical hit dealt to an outsider deals x4 critical damage rather than x2.

Caster Level: 13th; Prerequisites: Craft Magic Arms and Armor, finger of death; Market Price: 75,312 gp; Cost to Create: 37,812 gp + 3,000 XP.

### Mace of Terror

This +2 heavy mace has a spell-like ability allowing the wielder to envelop him or herself in a terrifying aura. The wielder’s clothes and appearance are transformed into an illusion, such that all within 20 feet who view him or her must roll successful Will saving throws (DC 16) or be struck motionless with terror (treat as hold person). Those who succeed on their saves are shaken. Each time the mace is used to cause terror, there is a 20% chance the wielder permanently loses 1 point from his Charisma score.

Caster Level: 13th; Prerequisites: Craft Magic Arms and Armor, fear, hold person; Market Price: 17,812 gp; Cost to Create: 9,062 gp + 700 XP.

### Nine Lives Stealer

This longsword always performs as a +2 longsword, but it also has the power to draw the life force from an opponent. It can do this nine times before the ability is lost. At that point, the sword becomes a simple +2 longsword . A critical hit must be dealt for the sword’s death-dealing ability to function. The victim is entitled to a Fortitude saving throw (DC 17) to avoid death. If the save is successful, the sword’s death-dealing ability does not function, no charge is used, and normal critical damage is determined. This sword is evil, and any good character attempting to wield it gains two negative levels. These negative levels remain as long as the sword is in hand and disappear when the sword is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including restoration spells) while the sword is wielded.

Caster Level: 13th; Prerequisites: Craft Magic Arms and Armor, finger of death; Market Price: 25,315 gp; Cost to Create: 12,815 gp + 1,000 XP.

### Oathbow

Of elven make, this white +1 longbow has a +3 enhancement bonus, and arrows launched from it deal double normal damage (and x4 on a critical hit instead of the normal x3) against its sworn enemies. However, if the firer does not deal the killing blow on the sworn enemy within 24 hours, the bow falls inert for one week, during which it possesses no magical abilities or bonuses at all. Further, the character is demoralized and suffers a -1 morale penalty to attack rolls, saving throws, and skill checks during that week.

Caster Level: 15th; Prerequisites: Craft Magic Arms and Armor, creator must be an elf; Market Price: 27,875 gp; Cost to Create: 14,125 gp + 1,100 XP.

### Rapier of Puncturing

Three times per day, this +2 rapier of wounding allows the wielder to make a touch attack with the weapon that deals 1d6 points of temporary Constitution damage by draining blood.

Caster Level

13th; Prerequisites: Craft Magic Arms and Armor, harm; Market Price: 50,320 gp; Cost to Create: 25,320 gp + 2,000 XP.

### Screaming Bolt

One of these +2 bolts screams when fired, forcing all enemies of the firer within 20 feet of the path of the bolt to succeed at a Will save (DC 14) or become shaken. This is a mind-affecting fear effect.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, scare; Market Price: 257 gp; Cost to Create: 132 gp + 10 XP.

### Slaying Arrow

This +1 arrow is keyed to a particular type of creature. If it strikes such a creature, the target must make a Fortitude save (DC 20) or die (or, in the case of unliving targets, be destroyed) instantly. Note that even creatures normally exempt from Fortitude saves (undead and constructs) are subject to this attack. When keyed to a living creature, this is a death effect. To determine the type of creature the arrow is keyed to, roll on the following table:

|  |  |
| --- | --- |
| **d%** | **Target Type** |
| 01-05 | Aberrations |
| 06-08 | Animals |
| 09-13 | Beasts |
| 14-20 | Constructs |
| 21-25 | Dragons |
| 26-30 | Elementals |
| 31-35 | Fey |
| 36-40 | Giants |
| 41-45 | Magical beasts |
| 46-50 | Monstrous humanoid |
| 51-53 | Oozes |
| 54-58 | Outsiders, chaotic |
| 59-65 | Outsiders, evil |
| 66-70 | Outsiders, good |
| 71-75 | Outsiders, lawful |
| 76-77 | Plants |
| 78-85 | Shapechangers |
| 86-92 | Undead |
| 93-94 | Vermin |
| 95-100 | Humanoid (choose subtype) |

A greater slaying arrow functions just like a normal slaying arrow, but the DC to avoid the death effect is 23.

Caster Level: 13th; Prerequisites: Craft Magic Arms and Armor, finger of death (slaying arrow) or heightened finger of death (greater slaying arrow); Market Price: 2,282 gp (slaying arrow) or 4,057 gp (greater slaying arrow); Cost to Create: 1,144 gp 5 sp + 91 XP (slaying arrow) or 2,032 gp + 162 XP (greater slaying arrow).

### Sleep Arrow

If this +1 arrow strikes a foe so that it would normally deal damage, it instead bursts into magical energy that deals subdual damage (in the same amount as would be normal damage) and forces the target to make a Will save (DC 11) or fall asleep.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, sleep; Market Price: 132 gp; Cost to Create: 69 gp 5 sp + 5 XP.

### Sun Blade

This sword is the size of a bastard sword. However, its enchantment enables the sun blade to be wielded as if it were a short sword with respect to weight and ease of use. (In other words, the weapon appears to all viewers to be a bastard sword, and deals bastard sword damage, but the wielder feels and reacts as if the weapon were a short sword.) Any individual able to use either a bastard sword or a short sword with proficiency is proficient in the use of a sun blade. Likewise, Weapon Focus and Weapon Specialization in short sword and bastard sword apply equally.

In normal combat, the glowing golden blade of the weapon is equal to a +2 bastard sword. Against evil creatures, its enhancement bonus is +4. Against Negative Energy Plane creatures or undead creatures, the sword deals double damage (and x3 on a critical hit instead of the usual x2).

Furthermore, the blade has a special sunbeam power. Once a day, the wielder can swing the blade vigorously above his or her head while speaking a command word. The sunblade then sheds a bright yellow radiance that is like full daylight. The radiance begins shining in a 10-foot radius around the sword wielder and spreads outward at 5 feet per round for 10 rounds thereafter, to create a globe of light with a 60-foot radius. When the wielder stops swinging, the radiance fades to a dim glow that persists for another minute before disappearing entirely. All sun blades are of good alignment, and any evil creature attempting to wield one gains one negative level. The negative level remains as long as the sword is in hand and disappears when the sword is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the sword is wielded.

Caster Level: 10th; Prerequisites: Craft Magic Arms and Armor, daylight, creator must be good; Market Price: 50,335 gp; Cost to Create: 25,335 gp + 2,000 XP.

### Sword of Life Stealing

This +2 longsword bestows a negative level when it deals a critical hit. The sword wielder gains 1d6 temporary hit points each time a negative level is bestowed on another. These temporary hit points last 24 hours.  One day after being struck, subjects must make a Fort save (DC 16) for each negative level or lose a character level.

Caster Level: 17th; Prerequisites: Craft Magic Arms and Armor, energy drain; Market Price: 30,315 gp; Cost to Create: 15,315 gp + 1,200 XP.

### Sword of the Planes

This longsword has an enhancement bonus of +1 on the Material Plane, but on any Elemental Plane its enhancement bonus increases to +2. (The +2 enhancement bonus also applies on the Material Plane when the weapon is used against elementals.) It operates as a +3 longsword on the Astral or Ethereal plane or when used against opponents from either of those planes. On any other plane, or against any outsider, it functions as a +4 longsword.

Caster Level: 15th; Prerequisites: Craft Magic Arms and Armor, plane shift; Market Price: 52,315 gp; Cost to Create: 26,315 gp + 2,080 XP.

### Sword of Subtlety

A +1 short sword, this sword adds a +4 bonus to its wielder’s attack roll and damage when he or she is making a sneak attack with it.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, blur; Market Price: 15,310 gp; Cost to Create: 7,810 gp + 600 XP.

### Sylvan Scimitar

This +3 scimitar, when used outdoors in a temperate climate, grants its wielder the use of the Cleave feat and deals +1d6 points of bonus damage.

Caster Level: 11th; Prerequisites: Craft Magic Arms and Armor; divine power or caster must be druid level 7th+; Market Price: 55,815 gp; Cost to Create: 28,065 gp + 2,220 XP.

### Trident of Fish Command

The magical properties of this +1 trident with a 6-foot-long haft enable its wielder to cause all water-dwelling animals within a 60-foot radius to make a Will saving throw (DC 12). This uses 1 charge of the trident. Animals failing this save are completely under the empathic command of the wielder and will not attack the wielder or any of his or her allies within 10 feet of her. The wielder can make the controlled marine animals move in whatever direction desired and convey messages of emotion to them. Animals making their saving throw are free of empathic control, but they will not approach within 10 feet of the trident. A school of fish should be checked as a single entity.

A newly created trident has 50 charges. When all the charges are used, it remains a +1 trident.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, speak with animals; Market Price: 3,815 gp; Cost to Create: 2,065 gp + 140 XP.

### Trident of Warning

A weapon of this type enables its wielder to determine the location, depth, species, and number of hostile or hungry marine predators within 240 feet. A trident of warning must be grasped and pointed in order for the character using it to gain such information, and it requires 1 round to scan a hemisphere with a radius of 240 feet. The weapon is otherwise a +2 trident.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, detect magic; Market Price: 9,815 gp; Cost to Create: 5,065 gp + 380 XP.

# **MAGIC ITEMS (WEAPONS)**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Weapons | | | | |
| **Minor** | **Medium** | **Major** | **Weapon Bonus** | **Base Price\*** |
| 01-70 | 01-10 | - | +1 | 2,000 gp |
| 71-85 | 11-20 | - | +2 | 8,000 gp |
| - | 21-58 | 01-20 | +3 | 18,000 gp |
| - | 59-62 | 21-38 | +4 | 32,000 gp |
| - | - | 39-49 | +5 | 50,000 gp |
| - | - | - | +6\*\* | 72,000 gp |
| - | - | - | +7\*\* | 98,000 gp |
| - | - | - | +8\*\* | 128,000 gp |
| - | - | - | +9\*\* | 162,000 gp |
| - | - | - | +10\*\* | 200,000 gp |
| - | 63-68 | 50-63 | Specific weapon† | - |
| 86-100 | 69-100 | 64-100 | Special ability and roll again‡ | - |

\*This price is for 50 arrows, crossbow bolts, or sling bullets.

\*\*A weapon can’t actually have a bonus higher than +5. Use these lines to determine price when special abilities are added in.

†See Table: Specific Weapons.

‡See Table: Melee Weapon Special Abilities for melee weapons or Table: Ranged Weapon Special Abilities for ranged weapons.

|  |  |
| --- | --- |
| Weapon Type Determination | |
| **d%** | **Weapon Type** |
| 01-70 | Common melee weapon |
| 71-80 | Uncommon weapon |
| 81-100 | Common ranged weapon |

|  |  |  |
| --- | --- | --- |
| Common Melee Weapons | | |
| **d%** | **Weapon** | **Weapon Cost\*** |
| 01-04 | Dagger | +302 gp |
| 05­-14 | Greataxe | +320 gp |
| 15-24 | Greatsword | +350 gp |
| 25-28 | Kama | +302 gp |
| 29-41 | Longsword | +315 gp |
| 42-45 | Mace, light | +305 gp |
| 46-50 | Mace, heavy | +312 gp |
| 51-54 | Nunchaku | +302 gp |
| 55-57 | Quarterstaff\*\* | +600 gp |
| 58-61 | Rapier | +320 gp |
| 62-66 | Scimitar | +315 gp |
| 67-70 | Shortspear | +302 gp |
| 71-74 | Siangham | +303 gp |
| 75-84 | Sword, bastard | +335 gp |
| 85-89 | Sword, short | +310 gp |
| 90-100 | Waraxe, dwarven | +330 gp |

All magic weapons are masterwork weapons.

\*Add to enhancement bonus on Table: Weapons to determine total market price.

\*\*Masterwork double weapons incur double the masterwork cost to account for each head. Double weapons have separate magical bonuses for their different heads. If randomly determined, the second head of a double weapon has the same enhancement bonus as the main head (01-50 on d%), doubling the cost of the bonus, or its enhancement bonus is one less (51-100 on d%) and it has no special abilities.

|  |  |  |
| --- | --- | --- |
| Uncommon Weapons | | |
| **d%** | **Weapon** | **Weapon Cost\*** |
| 01-03 | Axe, orc double\*\* | +660 gp |
| 04-07 | Battleaxe | +310 gp |
| 08-10 | Chain, spiked | +325 gp |
| 11-12 | Club | +300 gp |
| 13-16 | Crossbow, hand | +400 gp |
| 17-19 | Crossbow, repeating | +550 gp |
| 20-21 | Dagger, punching | +302 gp |
| 22-23 | Falchion | +375 gp |
| 24-26 | Flail, dire\*\* | +690 gp |
| 27-31 | Flail, heavy | +315 gp |
| 32-35 | Flail, light | +308 gp |
| 36-37 | Gauntlet | +302 gp |
| 38-39 | Gauntlet, spiked | +305 gp |
| 40-41 | Glaive | +308 gp |
| 42-43 | Greatclub | +305 gp |
| 44-45 | Guisarme | +309 gp |
| 46-48 | Halberd | +310 gp |
| 49-51 | Halfspear | +301 gp |
| 52-54 | Hammer, gnome hooked\*\* | +620 gp |
| 55-56 | Hammer, light | +301 gp |
| 57-58 | Handaxe | +306 gp |
| 59-61 | Kukri | +308 gp |
| 62-63 | Lance, heavy | +310 gp |
| 64-65 | Lance, light | +306 gp |
| 66-67 | Longspear | +305 gp |
| 68-70 | Morningstar | +308 gp |
| 71-72 | Net | +320 gp |
| 73-74 | Pick, heavy | +308 gp |
| 75-76 | Pick, light | +304 gp |
| 77-78 | Ranseur | +310 gp |
| 79-80 | Sap | +301 gp |
| 81-82 | Scythe | +318 gp |
| 83-84 | Shuriken | +301 gp |
| 85-86 | Sickle | +306 gp |
| 87-89 | Sword, two-bladed\*\* | +700 gp |
| 90-91 | Trident | +315 gp |
| 92-94 | Urgrosh, dwarven\*\* | +650 gp |
| 95-97 | Warhammer | +312 gp |
| 98-100 | Whip | +301 gp |

All magic weapons are masterwork weapons.

\*Add to enhancement bonus on Table: Weapons to determine total market price.

\*\*Masterwork double weapons incur double the masterwork cost to account for each head. Double weapons have separate magical bonuses for their different heads. If randomly determined, the second head of a double weapon has the same enhancement bonus as the main head (01-50 on d%), doubling the cost of the bonus, or its enhancement bonus is one less (51-100) and it has no special abilities.

## WEAPONS

Magic weapons have enhancement bonuses ranging from +1 to +5. They apply these bonuses to both attack and damage rolls when used in combat. All magic weapons are also masterwork weapons, but their masterwork bonus to attack does not stack with their enhancement bonus to attack.

Weapons come in two basic categories: melee and ranged. Some of the weapons listed as melee weapons can also be used as ranged weapons. In this case, their enhancement bonus applies to either type of attack.

Special abilities count as additional bonuses for determining the market value of the item, but do not modify attack or damage bonuses (except where specifically noted). A single weapon cannot have a modified bonus (enhancement bonus plus special ability bonus equivalents) higher than +10. A weapon with a special ability must have at least a +1 enhancement bonus.

### Caster Level for Weapons

The caster level of a weapon with a special ability is given in the item description. For an item with only an enhancement bonus and no other abilities, the caster level is three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

### Bonus Damage Dice

Some magic weapons deal bonus dice of damage. Unlike other modifiers to damage, bonus dice of damage are not multiplied when the attacker scores a critical hit.

### Ranged Weapons and Ammunition

Masterwork ranged weapon bonuses to attack and masterwork ammunition (arrows, crossbow bolts, and sling bullets) attack bonuses stack with each other (but not with enhancement bonuses).

### Magic Ammunition and Breakage

When a magic arrow, crossbow bolt, or sling bullet misses its target, there is a 50% chance it breaks or otherwise is rendered useless. A magic arrow, bolt, or bullet that hits is destroyed.

### Light Generation

Fully 30% of magic weapons shed light equivalent to a torch (20-foot radius). These glowing weapons are quite obviously magical. Such a weapon can’t be concealed when drawn, nor can its light be shut off. Some of the specific weapons detailed below always or never glow, as defined in their descriptions.

### Hardness and Hit Points

An attacker cannot damage a magic weapon with an enhancement bonus unless the attacker’s own weapon has at least as high an enhancement bonus as the weapon or shield struck. Each +1 of enhancement bonus also adds 1 to the weapon’s or shield’s hardness and hit points.

### Activation

If a weapon has a special ability that the user needs to activate, then the user usually needs to utter the command word (a standard action).

### Random Generation

To generate magic weapons randomly, first roll on Table: Weapons, and then roll on Table: Weapon Type Determination. Use Table: Melee Weapon Special Abilities, Table: Ranged Weapon Special Abilities, or Table: Specific Weapons if indicated by the roll.

### Special Qualities

Roll d%. If the item is a melee weapon, a 01-20 result indicates that the item sheds light, 21-25 indicates that the weapon is intelligent, 26-35 indicates that the weapon is both intelligent and sheds light, 36-50 indicates that something (a design, inscription, etc.) provides a clue to the weapon’s function, and 51-100 indicates no special qualities. If the item is a ranged weapon, a 01-05 result indicates the weapon is intelligent, 06-25 indicates that something (a design, inscription, etc.) provides a clue to the weapon’s function, and 26-100 indicates no special qualities. Intelligent weapons have extra abilities and sometimes also extraordinary powers and special purposes. Use Table: Item Intelligence, Wisdom, Charisma, and Capabilities as indicated if a magic weapon is intelligent.

|  |  |  |
| --- | --- | --- |
| Common Ranged Weapons | | |
| **d%** | **Weapon** | **Weapon Cost\*** |
| 01-10 | Ammunition | - |
| 01-50 | Arrows (50) | +350 gp |
| 51-80 | Bolts, crossbow (50) | +350 gp |
| 81-100 | Bullets, sling (50) | +350 gp |
| 11-15 | Axe, throwing | +308 gp |
| 16-25 | Crossbow, heavy | +350 gp |
| 26-35 | Crossbow, light | +335 gp |
| 36-39 | Dart | +300 gp 5 sp |
| 40-41 | Javelin | +301 gp |
| 42-46 | Shortbow | +330 gp |
| 47-51 | Shortbow, composite | +375 gp |
| 52-56 | Shortbow, mighty composite (+1 Str bonus) | +450 gp |
| 57-61 | Shortbow, mighty composite (+2 Str bonus) | +525 gp |
| 62-65 | Sling | +300 gp |
| 66-75 | Longbow | +375 gp |
| 76-80 | Longbow, composite | +400 gp |
| 81-85 | Longbow, mighty composite (+1 Str bonus) | +500 gp |
| 86-90 | Longbow, mighty composite (+2 Str bonus) | +600 gp |
| 91-95 | Longbow, mighty composite (+3 Str bonus) | +700 gp |
| 96-100 | Longbow, mighty composite (+4 Str bonus) | +800 gp |

All magic weapons are masterwork weapons.

\*Add to enhancement bonus on Table 8-10: Weapons to determine total market price.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Melee Weapon Special Abilities | | | | |
| **Minor** | **Medium** | **Major** | **Special Ability** | **Modifier\*** |
| 01-15 | 01-10 | - | Defending | +1 bonus |
| 16-25 | 11-15 | 01-03 | Flaming | +1 bonus |
| 26-35 | 16-20 | 04-06 | Frost | +1 bonus |
| 36-45 | 21-25 | 07-09 | Shock | +1 bonus |
| 46-55 | 26-30 | 10-12 | Ghost touch | +1 bonus |
| 56-70 | 31-40 | - | Keen‡ | +1 bonus |
| 71-80 | 41-50 | 13-17 | Mighty cleaving | +1 bonus |
| 81-89 | 51 | 18-19 | Spell storing | +1 bonus |
| 90-99 | 52-56 | 20-21 | Throwing | +1 bonus |
| - | 57-59 | 22-26 | Bane | +2 bonus |
| - | 60-62 | 27-29 | Disruption† | +2 bonus |
| - | 63-65 | 30-33 | Flaming burst | +2 bonus |
| - | 66-68 | 34-37 | Icy burst | +2 bonus |
| - | 69-71 | 38-41 | Shocking burst | +2 bonus |
| - | 72-76 | 42-44 | Thundering | +2 bonus |
| - | 77-79 | 46-47 | Wounding | +2 bonus |
| - | 80-82 | 48-52 | Holy | +2 bonus |
| - | 83-85 | 53-57 | Unholy | +2 bonus |
| - | 86-88 | 58-62 | Lawful | +2 bonus |
| - | 89-91 | 63­-67 | Chaotic | +2 bonus |
| - | 92 | 68-70 | Brilliant energy | +4 bonus |
| - | 93 | 71-73 | Dancing | +4 bonus |
| - | 94-95 | 74-76 | Speed | +4 bonus |
| - | - | 77-80 | Vorpal‡ | +5 bonus |
| 100 | 96-100 | 81-100 | Roll again twice\*\* | - |

\*Add to enhancement bonus on Table 8-10: Weapons to determine total market price.  
\*\*Reroll if a duplicate special ability comes up, an ability incompatible with an ability that has already been rolled, or if the extra ability puts the weapon over the +10 limit. A weapon’s enhancement bonus and special ability bonus equivalents can’t total more than +10.

†Bludgeoning weapons only. Reroll if randomly generated for a piercing or slashing weapon.  
‡Slashing weapons only. Reroll if randomly generated for a nonslashing weapon.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Ranged Weapon Special Abilities | | | | |
| **Minor** | **Medium** | **Major** | **Special Ability** | **Modifier\*** |
| 01-20 | 01-15 | - | Returning | +1 bonus |
| 21-40 | 16-30 | - | Distance | +1 bonus |
| 41-60 | 31-35 | 01-10 | Flaming | +1 bonus |
| 61-80 | 36-40 | 11-20 | Shock | +1 bonus |
| 81-100 | 41-45 | 21-30 | Frost | +1 bonus |
| - | 46-50 | 31-40 | Flaming burst | +2 bonus |
| - | 51-55 | 41-50 | Icy burst | +2 bonus |
| - | 56-60 | 51-60 | Shocking burst | +2 bonus |
| - | 61-66 | 61-65 | Bane | +2 bonus |
| - | 67-74 | 66-70 | Holy | +2 bonus |
| - | 75-82 | 71-75 | Unholy | +2 bonus |
| - | 83-90 | 76-80 | Lawful | +2 bonus |
| - | 91-98 | 81-85 | Chaotic | +2 bonus |
| - | - | 86-90 | Speed | +4 bonus |
| - | - | 91-97 | Brilliant energy | +4 bonus |
| - | 99-100 | 98-100 | Roll again twice\*\* | - |

\*Add to enhancement bonus on Table: Weapons to determine total market price.  
\*\*Reroll if a duplicate special ability comes up, an ability incompatible with an ability that has already been rolled, or if the extra ability puts the weapon over the +10 limit. A weapon’s enhancement bonus and special ability bonus equivalents can’t total more than +10.

## MAGIC WEAPONS SPECIAL ABILITIES DESCRIPTIONS

Most magic weapons only have enhancement bonuses. They can also have the special abilities detailed here. A weapon with a special ability must have at least a +1 enhancement bonus.

### Bane

Against its designated foe, a ban weapon’s effective enhancement bonus is +2 better than its normal enhancement bonus. Further, it deals +2d6 points of bonus damage against the foe. To randomly determine a weapon’s designated foe, roll on the following table:

|  |  |
| --- | --- |
| **d%** | **Designated Foe** |
| 01-05 | Aberrations |
| 06-08 | Animals |
| 09-13 | Beasts |
| 14-20 | Constructs |
| 21-25 | Dragons |
| 26-30 | Elementals |
| 31-35 | Fey |
| 36-40 | Giants |
| 41-45 | Magical beasts |
| 46-50 | Monstrous humanoids |
| 51-53 | Oozes |
| 54-58 | Outsiders, chaotic |
| 59-65 | Outsiders, evil |
| 66-70 | Outsiders, good |
| 71-75 | Outsiders, lawful |
| 76-77 | Plants |
| 78-85 | Shapechangers |
| 86-92 | Undead |
| 93-94 | Vermin |
| 95-100 | Humanoids (choose subtype) |

Caster Level: 8th; Prerequisites: Craft Magic Arms and Armor, summon monster I; Market Price: +2 bonus.

### Brilliant Energy

A brilliant energy weapon has its significant portion transformed into light, although this does not modify the item’s weight. It gives off light as a torch (20-foot radius). A brilliant energy weapon ignores nonliving matter. Armor and enhancement AC bonuses do not count against it. (Dexterity, deflection, dodge, natural armor, and other such bonuses still apply.) A brilliant energy weapon cannot harm undead, constructs, and objects. Bows, crossbows, and slings cannot be enchanted with this ability.

Caster Level: 16th; Prerequisites: Craft Magic Arms and Armor, gaseous form, continual flame; Market Price: +4 bonus.

### Chaotic

A chaotic weapon deals +2d6 points of bonus chaotic damage against all opponents of lawful alignment it strikes. It bestows one negative level on any lawful creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded. Bows, crossbows, and slings so enchanted bestow the chaotic power upon their ammunition.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, chaos hammer, creator must be chaotic; Market Price: +2 bonus.

### Dancing

A dancing weapon can be loosed (requiring a standard action) to attack on its own. It fights for 4 rounds using the base attack bonus of the one who loosed it and then drops. It never leaves the side of the one who loosed it (never straying more than 5 feet) and fights on even if that creature falls. The wielder who loosed it can grasp it while it is attacking on its own as a free action, but when so retrieved it can’t dance (attack on its own) again for 4 rounds.

Caster Level: 15th; Prerequisites: Craft Magic Arms and Armor, animate objects; Market Price: +4 bonus.

### Defending

A defender weapon allows the wielder to transfer some or all of the weapon’s enhancement bonus to his or her AC as a special bonus that stacks with all others. As a free action, the wielder chooses how to allocate the weapon’s enhancement bonus at the start of his or her turn before using the weapon, and the effect to AC lasts until the wielder’s next turn.

Caster Level: 8th; Prerequisites: Craft Magic Arms and Armor, shield or shield of faith; Market Price: +1 bonus.

### Disruption

Any undead creature struck in combat must succeed at a Fortitude save (DC 14) or be destroyed. A weapon of disruption must be a bludgeoning weapon. (If this property is rolled randomly for a piercing or slashing weapon, reroll.)

Caster Level: 14th; Prerequisites: Craft Magic Arms and Armor, heal; Market Price: a+2 bonus.

### Distance

This enchantment can only be placed on a ranged weapon. A weapon of distance doubles its range increment.

Caster Level: 6th; Prerequisites: Craft Magic Arms and Armor, clairaudience/clairvoyance; Market Price: +1 bonus.

### Flaming

Upon command, a flaming weapon is sheathed in fire. The fire does not harm the hands that hold the weapon. Flaming weapons deal +1d6 points of bonus fire damage on a successful hit. Bows, crossbows, and slings so enchanted bestow the fire energy upon their ammunition.

Caster Level: 10th; Prerequisites: Craft Magic Arms and Armor and flame blade, flame strike, or fireball; Market Price: +1 bonus.

### Flaming Burst

Upon command a flaming burst weapon deals +1d6 points of bonus fire damage on a successful hit.  In addition it also explodes with flame upon striking a successful critical hit. The fire does not harm the hands that hold the weapon. Flaming burst weapons deal +1d10 points of bonus fire damage on a successful critical hit. If the weapon’s critical multiplier is x3, add +2d10 points of bonus fire damage instead, and if the multiplier is x4, add +3d10 points of bonus fire damage. Bows, crossbows, and slings so enchanted bestow the fire energy upon their ammunition.

Caster Level: 12th; Prerequisites: Craft Magic Arms and Armor and flame blade, flame strike, or fireball; Market Price: +2 bonus.

### Frost

Upon command, a frost weapon is sheathed in icy cold. The cold does not harm the hands that hold the weapon. Frost weapons deal +1d6 points of bonus cold damage on a successful hit. Bows, crossbows, and slings so enchanted bestow the cold energy upon their ammunition.

Caster Level: 8th; Prerequisites: Craft Magic Arms and Armor, chill metal or ice storm; Market Price: +1 bonus.

### Ghost Touch

A ghost touch weapon deals damage normally against incorporeal creatures, regardless of its bonus. (An incorporeal creature’s 50% chance to avoid damage does not apply to ghost touch weapons.) Further, it can be picked up and moved by incorporeal creatures at any time. A manifesting ghost can wield the weapon against corporeal foes.

Caster Level: 9th; Prerequisites: Craft Magic Arms and Armor, plane shift; Market Price: +1 bonus.

### Holy

A holy weapon deals +2d6 points of bonus holy (good) damage against all of evil alignment. It bestows one negative level on any evil creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded. Bows, crossbows, and slings so enchanted bestow the holy power upon their ammunition.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, holy smite, creator must be good; Market Price: +2 bonus.

### Icy Burst

Upon command an icy burst weapon deals +1d6 points of bonus cold damage on a successful hit. In addition it also explodes with frost upon striking a successful critical hit. The frost does not harm the hands that hold the weapon. Icy burst weapons deal +1d10 points of bonus cold damage on a successful critical hit. If the weapon’s critical multiplier is x3, add +2d10 points of bonus cold damage instead, and if the multiplier is x4, add +3d10 points of bonus cold damage. Bows, crossbows, and slings so enchanted bestow the cold energy upon their ammunition.

Caster Level: 10th; Prerequisites: Craft Magic Arms and Armor, chill metal or ice storm; Market Price: +2 bonus.

### Keen

This enchantment doubles the threat range of a weapon.  Only slashing and piercing weapons can be enchanted to be keen. (If this property is rolled randomly for an inappropriate weapon, reroll.)

Caster Level: 10th; Prerequisites: Craft Magic Arms and Armor, keen edge; Market Price: +1 bonus.

### Lawful

A lawful weapon deals +2d6 points of bonus lawful damage against all struck opponents of chaotic alignment. It bestows one negative level on any chaotic creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded. Bows, crossbows, and slings so enchanted bestow the lawful power upon their ammunition.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, order’s wrath, creator must be lawful; Market Price: +2 bonus.

### Mighty Cleaving

A mighty cleaving weapon allows a wielder with the Cleave feat to make one additional cleave attempt in a round. Only one extra cleave attempt is allowed per round.

Caster Level: 8th; Prerequisites: Craft Magic Arms and Armor, divine power; Market Price: +1 bonus.

### Returning

This enchantment can only be placed on a weapon that can be thrown. A returning weapon returns through the air back to the creature that threw it. It returns on the round following the round that it was thrown just before its throwing creature’s turn. It is therefore ready to use again that turn.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, telekinesis; Market Price: +1 bonus.

### Shock

Upon command, a shock weapon is sheathed in crackling electricity. The electricity does not harm the hands that hold the weapon. Shock weapons deal +1d6 points of bonus electricity damage on a successful hit. Bows, crossbows, and slings so enchanted bestow the electricity energy upon their ammunition.

Caster Level: 8th; Prerequisites: Craft Magic Arms and Armor, call lightning or lightning bolt; Market Price: +1 bonus.

### Shocking Burst

Upon command an shocking burst weapon deals +1d6 points of bonus electricity damage on a successful hit. In addition it also explodes with electricity upon striking a successful critical hit. The electricity does not harm the hands that hold the weapon. Shocking burst weapons deal +1d10 points of bonus electricity damage on a successful critical hit. If the weapon’s critical multiplier is x3, add +2d10 points of bonus electricity damage instead, and if the multiplier is x4, add +3d10 points of bonus electricity damage. Bows, crossbows, and slings so enchanted bestow the electricity energy upon their ammunition.

Caster Level: 10th; Prerequisites: Craft Magic Arms and Armor, call lightning or lightning bolt; Market Price: +2 bonus.

### Speed

A weapon of speed allows the wielder one single extra attack each round at the wielder’s highest bonus. It is not cumulative with haste. The extra attack must be with this weapon. The weapon does not grant the benefits of a haste spell, simply an extra single attack with this weapon.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, haste; Market Price: +4 bonus.

### Spell Storing

A spell-storing weapon allows a spellcaster to store a single targeted spell of up to 3rd level in the weapon. (The spell must have a casting time of 1 action.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature as a free action if the wielder desires.  Once the spell has been cast, the weapon is empty of spells, and a spellcaster can cast any other targeted spell of up to 3rd level into it. The weapon magically imparts to the wielder the name of the spell currently stored within it. A randomly rolled spell-storing weapon has a 50% chance to have a spell stored in it already.

Caster Level: 8th; Prerequisites: Craft Magic Arms and Armor, creator must be a caster of at least 12th level; Market Price: +1 bonus.

### Thundering

A thundering weapon creates a cacophonous roar like thunder upon striking a successful critical hit. The sonic energy does not harm the wielder of the weapon. Thundering weapons deal +1d8 points of bonus sonic damage on a successful critical hit. If the weapon’s critical multiplier is x3, add +2d8 points of bonus sonic damage instead, and if the multiplier is x4, add +3d8 points of bonus sonic damage. Bows, crossbows, and slings so enchanted bestow the sonic energy upon their ammunition. Subjects dealt a critical hit by a thundering weapon must make a Fortitude save (DC 14) or be deafened permanently.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, blindness/deafness; Market Price: +2 bonus.

### Throwing

This enchantment can only be placed on a melee weapon. A melee weapon enchanted with this ability gains a range increment of 10 feet and can be thrown by a wielder proficient in its normal use.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, magic stone; Market Price: +1 bonus.

### Unholy

An unholy weapon deals +2d6 points of bonus unholy (evil) damage against all of good alignment. It bestows one negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded. Bows, crossbows, and slings so enchanted bestow the unholy power upon their ammunition.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, unholy blight, creator must be evil; Market Price: +2 bonus.

### Vorpal

This enchantment allows the weapon to sever the heads of those it strikes. Upon a successful critical hit, the weapon severs the opponent’s head (if it has one) from its body. Some creatures have no heads. Others are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off. The DM may have to make judgment calls about this sword’s effect. A vorpal weapon must be a slashing weapon. (If this property is rolled randomly for an inappropriate weapon, reroll.)

Caster Level: 18th; Prerequisites: Craft Magic Arms and Armor, keen edge, death spell; Market Price: +5 bonus.

### Wounding

A weapon of wounding deals damage to a creature such that a wound it inflicts bleeds for 1 point of damage per round thereafter in addition to the normal damage the weapon deals. Multiple wounds from the weapon result in cumulative bleeding. The bleeding can only be stopped by a successful Heal check (DC 15) or the application of any cure spell or other healing spell.

Caster Level: 10th; Prerequisites: Craft Magic Arms and Armor, sword; Market Price: +2 bonus.

|  |  |  |  |
| --- | --- | --- | --- |
| Specific Weapons | | | |
| **Medium** | **Major** | **Specific Weapon** | **Market Price** |
| 01-20 | - | Sleep arrow | 132 gp |
| 21-40 | - | Screaming bolt | 257 gp |
| 41-55 | 01-04 | Javelin of lightning | 751 gp |
| 56-65 | 05-09 | Slaying arrow | 2,282 gp |
| 66-70 | - | Adamantine dagger | 3,302 gp |
| 71-72 | 10-11 | Trident of fish command | 3,815 gp |
| - | 12-13 | Slaying arrow (greater) | 4,057 gp |
| 73-74 | 14-17 | Dagger of venom | 9,302 gp |
| 75-76 | 18-20 | Adamantine battleaxe | 9,310 gp |
| 77-79 | 21-25 | Trident of warning | 9,815 gp |
| 80-82 | 26-30 | Assassin’s dagger | 10,302 gp |
| 83-85 | 31-35 | Sword of subtlety | 15,310 gp |
| 86-88 | 36-40 | Mace of terror | 17,812 gp |
| 89-91 | 41-45 | Nine lives stealer | 25,315 gp |
| 92-94 | 46-50 | Oathbow | 27,875 gp |
| 95-96 | 51-55 | Sword of life stealing | 30,315 gp |
| 97-98 | 56-60 | Flame tongue | 18,315 gp |
| 99-100 | 61-66 | Life-drinker | 40,320 gp |
| - | 67-72 | Frost brand | 49,350 gp |
| - | 73-78 | Rapier of puncturing | 50,320 gp |
| - | 79-81 | Sun blade | 50,335 gp |
| - | 82-83 | Sword of the planes | 52,315 gp |
| - | 84-85 | Sylvan scimitar | 55,815 gp |
| - | 86-87 | Dwarven thrower | 60,312 gp |
| - | 88-90 | Mace of smiting | 75,312 gp |
| - | 91-96 | Holy avenger | 120,315 gp |
| - | 97-100 | Luck blade | 170,560 gp |

### SPECIFIC WEAPONS

The following specific weapons usually are preconstructed with exactly the qualities described here.

### Adamantine Battleaxe

This nonmagical axe is made out of adamantine, giving it a natural +2 enhancement bonus.

Caster Level: -; Prerequisites: -; Market Price: 9,310 gp.

### Adamantine Dagger

This nonmagical dagger is made out of adamantine, giving it a natural +1 enhancement bonus.

Caster Level: -; Prerequisites: -; Market Price: 3,302 gp.

### Assassin’s Dagger

This +2 dagger adds a +1 bonus to the DC of a Fortitude save forced by the death attack of an assassin.

Caster Level: 9th; Prerequisites: Craft Magic Arms and Armor, slay living; Market Price: 10,302 gp; Cost to Create: 5,302 gp + 400 XP.

### Dagger of Venom

This +1 dagger allows the wielder to inflict a poison spell (DC 14) upon a creature struck by the blade once per day. The wielder can decide to use the power after he has struck. Doing so is a free action, but the poison spell must be inflicted on the same round that the dagger strikes.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, poison; Market Price: 9,302 gp; Cost to Create: 4,802 gp + 360 XP.

### Dwarven Thrower

This weapon commonly functions as a +2 warhammer. If in the hands of a dwarf, the warhammer gains an additional +1 enhancement bonus (for a total enhancement bonus of +3) and can be hurled with a 30-foot range increment. It returns to its thrower on the round after it was thrown and is then ready to be wielded or thrown again. When hurled, it deals +1d8 points of bonus damage or +2d8 points of bonus damage against giants.

Caster Level: 10th; Prerequisites: Craft Magic Arms and Armor, creator must be a dwarf of at least 10th level; Market Price: 60,312 gp; Cost to Create: 30,312 gp + 2,400 XP.

### Flame Tongue

This is a +1 flaming burst longsword (+1d6 points of fire damage with each hit, +1d10 points of bonus fire damage on a critical).

Caster Level: 11th; Prerequisites: Craft Magic Arms and Armor and flame blade, flame strike, or fireball; Market Price: 18,315 gp; Cost to Create: 9,315 + 720 XP.

### Frost Brand

This +3 frost great­sword (+1d6 points of bonus cold damage with each hit) does not shed any light except when the air temperature is below 0°F. Its wielder is protected from fire, since the sword absorbs the first 10 points of fire damage each round that the wielder would otherwise suffer.

The frost brand sword also has a 50% chance of extinguishing any fire into which its blade is thrust. This power extends to a 10-foot radius and includes lasting effects and spells but excludes instantaneous effects and spells.

Caster Level: 14th; Prerequisites: Craft Magic Arms and Armor, ice storm, dispel magic, protection from elements; Market Price: 49,350 gp; Cost to Create: 24,850 gp + 1,960 XP.

### Holy Avenger

In the hands of any character other than a paladin, this sword performs only as a +2 longsword. In the hands of a paladin, this becomes a +5 holy (+2d6 points of bonus holy damage against evil creatures) longsword and grants spell resistance of 15 in a 5-foot radius, and casts dispel magic (usable every round as a standard action) in a 5-foot radius at the class level of the paladin. (Only the area dispel is possible, not the targeted dispel or counterspell versions of dispel magic.)

Caster Level: 18th; Prerequisites: Craft Magic Arms and Armor, holy aura, creator must be good; Market Price: 120,315 gp; Cost to Create: 60,315 gp + 4,800 XP.

### Javelin of Lightning

This javelin becomes a 5d6 lightning bolt when thrown (DC 14). It is consumed in the attack.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, lightning bolt; Market Price: 751 gp; Cost to Create: 526 gp + 18 XP.

### Life-Drinker

This +1 greataxe bestows two negative levels on its target whenever it deals damage. One day after being struck, subjects must make a Fortitude save (DC 23) for each negative level or lose a character level. However, each time a life-drinker deals damage to a foe, it also bestows one negative level on the wielder. The negative level gained by the wielder lasts until the axe is put down. The axe can’t be used again for 1 hour without the wielder once again gaining the negative level.

Caster Level: 13th; Prerequisites: Craft Magic Arms and Armor, enervation; Market Price: 40,320 gp; Cost to Create: 20,320 gp + 1,600 XP.

### Luck Blade

This +1 short sword gives its possessor a +1 luck bonus to all saving throws and contains five wish spells when newly created. When randomly rolled, the luck blade can contain fewer than five wishes (1d6-1, minimum 0). The DM should keep the number of wishes left a secret. When the last wish is used, the sword remains a +1 short sword, and it still grants the +1 luck bonus.

Caster Level: 17th; Prerequisites: Craft Magic Arms and Armor, wish or miracle; Market Price: 170,560 gp; Cost to Create: 22,935 gp + 26,810 XP.

### Mace of Smiting

This +3 heavy mace has a +5 enhancement bonus against constructs, and any critical hit dealt to a construct completely destroys it (no saving throw). Furthermore, a critical hit dealt to an outsider deals x4 critical damage rather than x2.

Caster Level: 13th; Prerequisites: Craft Magic Arms and Armor, finger of death; Market Price: 75,312 gp; Cost to Create: 37,812 gp + 3,000 XP.

### Mace of Terror

This +2 heavy mace has a spell-like ability allowing the wielder to envelop him or herself in a terrifying aura. The wielder’s clothes and appearance are transformed into an illusion, such that all within 20 feet who view him or her must roll successful Will saving throws (DC 16) or be struck motionless with terror (treat as hold person). Those who succeed on their saves are shaken. Each time the mace is used to cause terror, there is a 20% chance the wielder permanently loses 1 point from his Charisma score.

Caster Level: 13th; Prerequisites: Craft Magic Arms and Armor, fear, hold person; Market Price: 17,812 gp; Cost to Create: 9,062 gp + 700 XP.

### Nine Lives Stealer

This longsword always performs as a +2 longsword, but it also has the power to draw the life force from an opponent. It can do this nine times before the ability is lost. At that point, the sword becomes a simple +2 longsword . A critical hit must be dealt for the sword’s death-dealing ability to function. The victim is entitled to a Fortitude saving throw (DC 17) to avoid death. If the save is successful, the sword’s death-dealing ability does not function, no charge is used, and normal critical damage is determined. This sword is evil, and any good character attempting to wield it gains two negative levels. These negative levels remain as long as the sword is in hand and disappear when the sword is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including restoration spells) while the sword is wielded.

Caster Level: 13th; Prerequisites: Craft Magic Arms and Armor, finger of death; Market Price: 25,315 gp; Cost to Create: 12,815 gp + 1,000 XP.

### Oathbow

Of elven make, this white +1 longbow has a +3 enhancement bonus, and arrows launched from it deal double normal damage (and x4 on a critical hit instead of the normal x3) against its sworn enemies. However, if the firer does not deal the killing blow on the sworn enemy within 24 hours, the bow falls inert for one week, during which it possesses no magical abilities or bonuses at all. Further, the character is demoralized and suffers a -1 morale penalty to attack rolls, saving throws, and skill checks during that week.

Caster Level: 15th; Prerequisites: Craft Magic Arms and Armor, creator must be an elf; Market Price: 27,875 gp; Cost to Create: 14,125 gp + 1,100 XP.

### Rapier of Puncturing

Three times per day, this +2 rapier of wounding allows the wielder to make a touch attack with the weapon that deals 1d6 points of temporary Constitution damage by draining blood.

Caster Level

13th; Prerequisites: Craft Magic Arms and Armor, harm; Market Price: 50,320 gp; Cost to Create: 25,320 gp + 2,000 XP.

### Screaming Bolt

One of these +2 bolts screams when fired, forcing all enemies of the firer within 20 feet of the path of the bolt to succeed at a Will save (DC 14) or become shaken. This is a mind-affecting fear effect.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, scare; Market Price: 257 gp; Cost to Create: 132 gp + 10 XP.

### Slaying Arrow

This +1 arrow is keyed to a particular type of creature. If it strikes such a creature, the target must make a Fortitude save (DC 20) or die (or, in the case of unliving targets, be destroyed) instantly. Note that even creatures normally exempt from Fortitude saves (undead and constructs) are subject to this attack. When keyed to a living creature, this is a death effect. To determine the type of creature the arrow is keyed to, roll on the following table:

|  |  |
| --- | --- |
| **d%** | **Target Type** |
| 01-05 | Aberrations |
| 06-08 | Animals |
| 09-13 | Beasts |
| 14-20 | Constructs |
| 21-25 | Dragons |
| 26-30 | Elementals |
| 31-35 | Fey |
| 36-40 | Giants |
| 41-45 | Magical beasts |
| 46-50 | Monstrous humanoid |
| 51-53 | Oozes |
| 54-58 | Outsiders, chaotic |
| 59-65 | Outsiders, evil |
| 66-70 | Outsiders, good |
| 71-75 | Outsiders, lawful |
| 76-77 | Plants |
| 78-85 | Shapechangers |
| 86-92 | Undead |
| 93-94 | Vermin |
| 95-100 | Humanoid (choose subtype) |

A greater slaying arrow functions just like a normal slaying arrow, but the DC to avoid the death effect is 23.

Caster Level: 13th; Prerequisites: Craft Magic Arms and Armor, finger of death (slaying arrow) or heightened finger of death (greater slaying arrow); Market Price: 2,282 gp (slaying arrow) or 4,057 gp (greater slaying arrow); Cost to Create: 1,144 gp 5 sp + 91 XP (slaying arrow) or 2,032 gp + 162 XP (greater slaying arrow).

### Sleep Arrow

If this +1 arrow strikes a foe so that it would normally deal damage, it instead bursts into magical energy that deals subdual damage (in the same amount as would be normal damage) and forces the target to make a Will save (DC 11) or fall asleep.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armor, sleep; Market Price: 132 gp; Cost to Create: 69 gp 5 sp + 5 XP.

### Sun Blade

This sword is the size of a bastard sword. However, its enchantment enables the sun blade to be wielded as if it were a short sword with respect to weight and ease of use. (In other words, the weapon appears to all viewers to be a bastard sword, and deals bastard sword damage, but the wielder feels and reacts as if the weapon were a short sword.) Any individual able to use either a bastard sword or a short sword with proficiency is proficient in the use of a sun blade. Likewise, Weapon Focus and Weapon Specialization in short sword and bastard sword apply equally.

In normal combat, the glowing golden blade of the weapon is equal to a +2 bastard sword. Against evil creatures, its enhancement bonus is +4. Against Negative Energy Plane creatures or undead creatures, the sword deals double damage (and x3 on a critical hit instead of the usual x2).

Furthermore, the blade has a special sunbeam power. Once a day, the wielder can swing the blade vigorously above his or her head while speaking a command word. The sunblade then sheds a bright yellow radiance that is like full daylight. The radiance begins shining in a 10-foot radius around the sword wielder and spreads outward at 5 feet per round for 10 rounds thereafter, to create a globe of light with a 60-foot radius. When the wielder stops swinging, the radiance fades to a dim glow that persists for another minute before disappearing entirely. All sun blades are of good alignment, and any evil creature attempting to wield one gains one negative level. The negative level remains as long as the sword is in hand and disappears when the sword is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the sword is wielded.

Caster Level: 10th; Prerequisites: Craft Magic Arms and Armor, daylight, creator must be good; Market Price: 50,335 gp; Cost to Create: 25,335 gp + 2,000 XP.

### Sword of Life Stealing

This +2 longsword bestows a negative level when it deals a critical hit. The sword wielder gains 1d6 temporary hit points each time a negative level is bestowed on another. These temporary hit points last 24 hours.  One day after being struck, subjects must make a Fort save (DC 16) for each negative level or lose a character level.

Caster Level: 17th; Prerequisites: Craft Magic Arms and Armor, energy drain; Market Price: 30,315 gp; Cost to Create: 15,315 gp + 1,200 XP.

### Sword of the Planes

This longsword has an enhancement bonus of +1 on the Material Plane, but on any Elemental Plane its enhancement bonus increases to +2. (The +2 enhancement bonus also applies on the Material Plane when the weapon is used against elementals.) It operates as a +3 longsword on the Astral or Ethereal plane or when used against opponents from either of those planes. On any other plane, or against any outsider, it functions as a +4 longsword.

Caster Level: 15th; Prerequisites: Craft Magic Arms and Armor, plane shift; Market Price: 52,315 gp; Cost to Create: 26,315 gp + 2,080 XP.

### Sword of Subtlety

A +1 short sword, this sword adds a +4 bonus to its wielder’s attack roll and damage when he or she is making a sneak attack with it.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, blur; Market Price: 15,310 gp; Cost to Create: 7,810 gp + 600 XP.

### Sylvan Scimitar

This +3 scimitar, when used outdoors in a temperate climate, grants its wielder the use of the Cleave feat and deals +1d6 points of bonus damage.

Caster Level: 11th; Prerequisites: Craft Magic Arms and Armor; divine power or caster must be druid level 7th+; Market Price: 55,815 gp; Cost to Create: 28,065 gp + 2,220 XP.

### Trident of Fish Command

The magical properties of this +1 trident with a 6-foot-long haft enable its wielder to cause all water-dwelling animals within a 60-foot radius to make a Will saving throw (DC 12). This uses 1 charge of the trident. Animals failing this save are completely under the empathic command of the wielder and will not attack the wielder or any of his or her allies within 10 feet of her. The wielder can make the controlled marine animals move in whatever direction desired and convey messages of emotion to them. Animals making their saving throw are free of empathic control, but they will not approach within 10 feet of the trident. A school of fish should be checked as a single entity.

A newly created trident has 50 charges. When all the charges are used, it remains a +1 trident.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, speak with animals; Market Price: 3,815 gp; Cost to Create: 2,065 gp + 140 XP.

### Trident of Warning

A weapon of this type enables its wielder to determine the location, depth, species, and number of hostile or hungry marine predators within 240 feet. A trident of warning must be grasped and pointed in order for the character using it to gain such information, and it requires 1 round to scan a hemisphere with a radius of 240 feet. The weapon is otherwise a +2 trident.

Caster Level: 7th; Prerequisites: Craft Magic Arms and Armor, detect magic; Market Price: 9,815 gp; Cost to Create: 5,065 gp + 380 XP.

# **MONSTER OVERVIEW**

## MAIN STATISTICS BLOCK

This text contains basic game information on the creature.

### Name

This is the name by which the creature is generally known.

### Size and Type

Information on the creature's base size and any Type modifiers.

|  |  |  |  |
| --- | --- | --- | --- |
| Creature Sizes | | | |
| **Size** | **AC/Attack Modifier** | **Dimension\*** | **Weight\*\*** |
| Fine | +8 | 6 in. or less | 1/8 lb. or less |
| Diminutive | +4 | 6 in.-1 ft. | 1/8 lb.-1 lb. |
| Tiny | +2 | 1 ft.-2 ft. | 1 lb.-8 lb. |
| Small | +1 | 2 ft.-4 ft. | 8 lb.-60 lb. |
| Medium | 0 | 4 ft.-8 ft. | 60 lb.-500 lb |
| Large | -1 | 8 ft.-16 ft. | 500 lb.-4,000 lb. |
| Huge | -2 | 16 ft.-32 ft. | 4,000 lb.-32,000 lb. |
| Gargantuan | -4 | 32 ft.-64 ft. | 32,000 lb.-250,000 lb. |
| Colossal | -8 | 64 ft. or more | 250,000 lb. or more |

##### \*Biped's height, quadruped's body length (nose to base of tail). \*\*-Assumes that the creature is roughly as dense as a regular animal. A creature made of stone will weigh considerably more. A gaseous creature will weigh much less.

Each creature is "typed". Type determines many of the creature's characteristics and abilities, as described below.

### Hit Dice

This line gives the number and type of Hit Dice the creature has and any bonus hit points. A parenthetical note gives the creature’s average hit points. A creature’s Hit Dice total is also its level for determining how spells affect the creature, its rate of natural healing, and its maximum ranks in a skill.

### Initiative

This line shows the creature’s modifier to initiative rolls. A parenthetical note tells where the modifier comes from.

### Speed

This line gives the creature’s tactical speed. If the creature wears armor that reduces its speed, this fact is given along with a parenthetical note indicating the armor type; the creature’s base unarmored speed follows.

### Armor Class

The Armor Class line gives the creature’s AC for normal combat and includes a parenthetical mention of the modifiers contributing to it (usually size, Dexterity, and natural armor).  Note that each creature is proficient in whatever type of armor (light, medium, or heavy) that is is described as wearing, as well as all lighter types.  Creatures not listed as wearing armor as not proficient with armor.

### Attacks

This line gives all the creature’s physical attacks, whether with natural or manufactured weapons.

Natural Weapons: A creature with the Weapon Finesse feat can use its Dexterity modifier on melee attacks with Natural Weapons. The first entry is for the creature's primary weapon. The remaining weapons are secondary and have -5 to the attack bonus, no matter how many there are. Creatures with the Multiattack feat suffer only a -2 penalty to secondary attacks.

Unless noted otherwise, natural weapons threaten critical hits on a natural attack roll of 20. Unless noted otherwise, creatures deal double damage on critical hits.

### Damage

This line shows the damage each of the creature’s attacks deals.

If any attacks also cause some special effect other than damage (poison, disease, etc.), that information is given here.

Natural weapons have types just as other weapons do. The most common are summarized below.

Bite: The creature attacks with its mouth, dealing piercing, slashing, and bludgeoning damage.

Claw or Rake: The creature rips with a sharp appendage, dealing piercing and slashing damage.

Gore: The creature spears the opponent with an antler, horn or similar appendage, dealing piercing damage.

Slap or Slam: The creature batters opponents with an appendage, dealing bludgeoning damage.

Sting: The creature stabs with a stinger, dealing piercing dam­age. Stings are usually envenomed.

### Face/Reach

Written in the format [feet] by [feet]/[feet]: The numbers before the slash show the creature’s fighting space (width first, length second). The number after the slash is the creature’s natural reach.

### Special Abilities

A special ability is either extraordinary (Ex), spell-like (Sp), or supernatural (Su).

For creatures with spell-like abilities, a designated caster level serves to define how difficult it is to dispel their spell-like effects and to define any level-dependent variable (such as range and duration) the abilities might have. If no caster level is specified, the caster level is equal to the creature’s Hit Dice.

### Special Qualities

This line gives all the creature’s special qualities, in the order they are most likely to be used. If the creature has no special qualities, this line does not appear. Details of the most common special qualities are provided here.

### Saves

This line gives the creature’s Fortitude, Reflex, and Will save modifiers.

### Skills

This line lists all the creature’s skills by name along with each skill’s score.

A creature’s type and Intelligence score determine the number of skill points it has. Some creatures receive bonus skill points for having Hit Dice in excess of what is normal for creatures of their size, as listed in the accompanying table.

|  |  |  |
| --- | --- | --- |
| **Type** | **Base Skill Points** | **Bonus Skill Points** |
| Aberration | 2xInt score | +2/EHD\* |
| Animal | 10-15 | - |
| Beast | 10-15 | +1/EHD |
| Construct | - | - |
| Dragon | (6 + Int mod)xHD | - |
| Elemental | 2xInt score | +2/EHD |
| Fey | 3xInt score | +2/EHD |
| Giant | 6 + Int mod | +1/EHD |
| Humanoid | 6 + Int mod | +1/EHD |
| Magical beast | 2xInt score | +1/EHD |
| Monstrous humanoid | 2xInt score | +2/EHD |
| Ooze | - | - |
| Outsider | (8 + Int mod)xHD | - |
| Plant | - | - |
| Shapechanger | 2xInt score | +1/EHD |
| Vermin | 10-15 | - |
| Undead | 3xInt score | +2/EHD |

##### \*-EHD: Extra Hit Die. To calculate EHD for any creature other than an elemental, subtract 1 from the creature’s total Hit Dice if it is Medium-size or smaller; 2 if Large; 4 if Huge; 16 if Gargantuan; and 32 if Colossal. Treat results less than 0 as 0.

The "Skills" section of the creature’s descriptive text recaps racial and other bonuses for the sake of clarity; these bonuses should not be added to the listed skill scores unless otherwise noted. An asterisk (\*) beside the relevant score and in the "Skills" section indicates a conditional adjustment.

### Feats

The line lists all the creature’s feats by name.

## **SECONDARY STATISTICS BLOCK**

### Climate/Terrain

This entry describes the locales where the creature is most often found.

* Cold: Arctic and subarctic climes. Any area that has winter conditions for the greater portion of the year is cold.
* Temperate: Any area that has alternating warm and cold seasons.
* Warm: Tropical and subtropical climes. Any area that has summer conditions for the greater portion of the year is warm.
* Aquatic: Fresh or salt water.
* Desert: Any dry area with sparse vegetation.
* Forest: Any area covered with trees.
* Hill: Any area with rugged but not mountainous terrain.
* Marsh: Low, flat, waterlogged areas; includes swamps.
* Mountains: Rugged terrain, higher than hills.
* Plains: Any fairly flat area that is not a desert, marsh, or forest.
* Underground: Subterranean areas.

### Organization

This line describes the kinds of groups the creature might form. A range of numbers in parentheses indicates how many combat-ready adults are in each type of group. Many groups also have a number of noncombatants, expressed as a percentage of the fighting population. Noncombatants can include young, the infirm, slaves, or other individuals who are not inclined to fight. A creature’s Society entry may include more details on non­combatants.

### Challenge Rating

This is the average level of a party of adventurers for which one creature would make an encounter of moderate difficulty.

### Alignment

This entry gives the alignment that the creature is most likely to have. Every entry includes a qualifier that indicates how broadly that alignment applies to the species as a whole.

Always: The creature is born with the listed alignment. The creature may have a hereditary predisposition to the alignment or come from a plane that predetermines it. It is possible for individuals to change alignment, but such individuals are either unique or one-in-a-million exceptions.

Usually: The majority (more than 50%) of these creatures have the given alignment. This may be due to strong cultural influences, or it may be a legacy of the creatures’ origin.

Often: The creature tends toward the listed alignment, either by nature or nurture, but not strongly. A plurality (40-50%) of individuals have the given alignment, but exceptions are common.

### Treasure

This entry reflects how much wealth the creature owns.

Treasures include coins, goods, and items. Creatures can have varying amounts of each, as follows.

Standard: Roll once under each type of treasure’s column on the appropriate row for the creature’s Challenge Rating (for groups of creatures, use the Encounter Level for the encounter instead).

Some creatures have double, triple, or even quadruple standard treasure; in these cases roll under each treasure column two, three, or four times.

None: The creature collects no treasure of its own.

Nonstandard: Some creatures have quirks or habits that affect the types of treasure they collect. These creatures use the same treasure tables, but with special adjustments.

Fractional Coins: Roll on the Coins column for the creature’s Challenge Rating, but divide the result as indicated.

% Goods or Items: The creature has goods or items only some of the time. Before checking for goods or items, roll d% against the listed percentage. On a success, make a normal roll on the Goods or Items column (which may still result in no goods or items).

Double Goods or Items: Roll twice on the Goods or Items column.

Parenthetical Notes: Some entries for goods or items include notes that limit the types of treasure a creature collects.

When a note includes the word "no," it means the creature does not collect or cannot keep that thing. If a random roll generates such a result, treat the result as "nothing" instead.

When a note includes the word "only," the creature goes out of its way to collect treasure of the indicated type. If an entry for Goods indicates "gems only," roll on the Goods column and treat any "art" result as "gems" instead.

It sometimes will be necessary to reroll until the right sort of item appears.

### Advancement

This book lists only the weakest and most common version of each creature. The Advancement line shows how tough the creature can get, in terms of extra Hit Dice. (This is not an absolute limit, but exceptions are extremely rare.)

### Improvement

As its Hit Dice increase, the creature’s attack bonuses and saving throw modifiers might improve, and it could gain more feats and skills, depending on its type.

Note that if the creature acquires a character class, it improves according to its class, not its type.

### Aberration

Aberration: An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three. Unless noted otherwise, aberrations have darkvision with a range of 60 feet.

Hit Die: d8  
Attack Bonus: Total HDx3/4 (as cleric)  
Good Saving Throws: Will  
Skill Points: +2 per extra HD  
Feats: +1 per 4 extra HD

### Animal

Animal: An animal is a nonhumanoid creature, usually a vertebrate. All animals have Intelligence scores of 1 or 2. Unless noted otherwise, animals have low-light vision.

Hit Die: d8  
Attack Bonus: Total HDx3/4 (as cleric)  
Good Saving Throws: Usually Fortitude and Reflex  
Skill Points: 10-15  
Feats: -

### Beast

Beast: A beast is a nonhistorical, vertebrate creature with a reasonably normal anatomy and no magical or unusual abilities.   Beasts have Intelligence scores of 1 or 2.  Unless noted otherwise, beasts have low-light vision and darkvision with a range of 60 feet.

Hit Die: d10  
Attack Bonus: Total HDx3/4 (as cleric)  
Good Saving Throws: Fortitude and Reflex  
Skill Points: 10-15  
Feats: -

### Construct

Construct: A construct is an animated object or artificially constructed creature. Constructs usually have no Intelligence scores and never have Constitution scores. A construct is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects.

Constructs cannot heal damage on their own, though they can be healed. Constructs can be repaired in the same way an object can. A construct with the regeneration and fast healing special qualities still benefits from those qualities.

A construct is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed. Since it was never alive, a construct cannot be raised or resurrected.

Unless noted otherwise, constructs have darkvision with a range of 60 feet.

Hit Die: d10  
Attack Bonus: Total HDx3/4 (as cleric)  
Good Saving Throws: -  
Skill Points: -  
Feats: -

### Dragon

Dragon: A dragon is a reptilian creature, usually winged, with magical or unusual abilities. Dragons are immune to sleep and paralysis effects. Unless noted otherwise, dragons have darkvision with a range of 60 feet and low-light vision.

Hit Die: d12  
Attack Bonus: Total HD (as fighter)  
Good Saving Throws: Fortitude, Reflex, Will  
Skill Points: +6 (+ Intelligence modifier) per extra HD  
Feats: +1 per 4 extra HD

### Elemental

Elemental: An elemental is composed of one of the four classical elements: air, earth, fire, or water. It is immune to poison, sleep, paralysis, and stunning. Elementals have no clear front or back and are therefore not subject to critical hits or flanking. Unless noted otherwise, they have darkvision with a range of 60 feet.

A slain elemental cannot be raised or resurrected, although a wish or miracle spell can restore it to life.

Hit Die: d8  
Attack Bonus: Total HDx3/4 (as cleric)  
Good Saving Throws: Variable by type-  
Reflex (Air, Fire);  
Fortitude (Earth, Water)  
Skill Points: +2 per extra HD  
Feats: +1 per 4 extra HD

### Fey

Fey: A fey is a creature with supernatural abilities and connections to nature or to some other force or place. Fey are usually human-shaped.  Fey are proficient with all simple weapons and any weapons mentioned in their entries. Unless noted otherwise, fey have low-light vision.

Hit Die: d6  
Attack Bonus: Total HDx1/2 (as wizard)  
Good Saving Throws: Reflex and Will  
Skill Points: +2 per extra HD  
Feats: +1 per 4 extra HD

### Giant

Giant: A giant is a humanoid creature of great strength, usually of at least Large size. Giants are proficient with all simple weapons and with any weapons listed in their entries. Unless noted otherwise, giants have darkvision with a range of 60 feet.

Hit Die: d8  
Attack Bonus: Total HDx3/4 (as cleric)  
Good Saving Throws: Fortitude  
Skill Points: +1 per extra HD  
Feats: +1 per 4 extra HD

### Humanoid

Humanoid: A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and head. Humanoids have few or no supernatural or extraordinary abilities, and usually are Small or Medium-size. Every humanoid creature also has a sub-type modifier based on its race.

Hit Die: d8  
Attack Bonus: Total HDx3/4 (as cleric)  
Good Saving Throws: Variable (Fortitude or Reflex or Will)  
Skill Points: +1 per extra HD  
Feats: +1 per 4 extra HD

### Magical Beast

Magical Beast: Magical beasts are similar to beasts but can have Intelligence score higher than 2.  Magical beasts usually have supernatural or extraordinary abilities. Unless noted otherwise, magical beasts have darkvision with a range of 60 feet and low-light vision.

Hit Die: d10  
Attack Bonus: Total HD (as fighter)  
Good Saving Throws: Fortitude and Reflex  
Skill Points: +1 per extra HD  
Feats: +1 per 4 extra HD

### Monstrous Humanoid

Monstrous Humanoid: These are humanoid creatures with monstrous or animalistic features, often having supernatural abilities. Unless noted otherwise, monstrous humanoids have darkvision with a range of 60 feet. Monstrous humanoids are proficient with all simple weapons and with any weapons mentioned in their entries.

Hit Die: d8  
Attack Bonus: Total HD (as fighter)  
Good Saving Throws: Reflex and Will  
Skill Points: +2 per extra HD  
Feats: +1 per 4 extra HD

### Ooze

Ooze: An ooze is an amorphous or mutable creature. Oozes are immune to poison, sleep, paralysis, stunning, and polymorphing. They have no clear front or back and are therefore not subject to critical hits or flanking. Oozes are blind but have the blindsight special quality. They have no Intelligence scores and are therefore immune to all mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects).

Oozes have no natural armor ratings, but they are nevertheless difficult to kill because their bodies are mostly simple protoplasm. This is reflected by bonus hit points (in addition to those from Hit Dice and Constitution scores) according to size, as shown in the table below.

|  |  |
| --- | --- |
| **Ooze Size** | **Bonus Hit Points** |
| Fine | - |
| Diminutive | - |
| Tiny | - |
| Small | 5 |
| Medium-size | 10 |
| Large | 15 |
| Huge | 20 |
| Gigantic | 30 |
| Colossal | 40 |

Hit Die: d10  
Attack Bonus: Total HDx3/4 (as cleric)  
Good Saving Throws: -  
Skill Points: -  
Feats: Blindsight

### Outsider

Outsider: An outsider is a nonelemental creature that comes from another dimension, reality, or plane. Outsiders are proficient with all simple weapons and any weapons mentioned in their entries.  Outsiders with Intelligence scores of 6 or higher also are proficient with all martial weapons.  Unless noted otherwise, outsiders have darkvision with a range of 60 feet.

A slain outsider cannot be raised or resurrected, although a wish or miracle spell can restore it to life.

Hit Die: d8  
Attack Bonus: Total HD (as fighter)  
Good Saving Throws: Fortitude, Reflex, Will  
Skill Points: +8 (+ Intelligence modifier) per extra HD  
Feats: +1 per 4 total HD

### Plant

Plant: This type comprises vegetable creatures. Plants are immune to poison, sleep, paralysis, stunning, and polymorphing. They are not subject to critical hits or mind-influencing effects. If a plant-type creature has vision, the creature has low-light vision unless otherwise noted.

Hit Die: d8  
Attack Bonus: Total HDx3/4 (as cleric)  
Good Saving Throws: Fortitude  
Skill Points: -  
Feats: -

### Shapechanger

Shapechanger: This type of creature has a stable body but can assume other forms. Unless noted otherwise, shapechangers have darkvision with a range of 60 feet.

Hit Die: d8  
Attack Bonus: Total HDx3/4 (as cleric)  
Good Saving Throws: Fortitude, Reflex, Will  
Skill Points: +1 per extra HD  
Feats: +1 per 4 extra HD

### Vermin

Vermin: This type includes insects, arachnids, other arthropods, worms, and similar invertebrates. Vermin have no Intelligence scores and are immune to all mind-influencing effects. Unless noted otherwise, vermin have darkvision with a range of 60 feet. Poisonous vermin get a bonus to the DC for their poison based on their size, as shown on the following table.

|  |  |
| --- | --- |
| **Vermin Size** | **Poison DC Bonus** |
| Medium-size | +2 |
| Large | +4 |
| Huge | +6 |
| Gargantuan | +8 |
| Colossal | +10 |

Hit Die: d8  
Attack Bonus: Total HDx3/4 (as cleric)  
Good Saving Throws: Fortitude  
Skill Points: 10-12  
Feats: -

### Undead

Undead: Undead are once-living creatures animated by spiritual or supernatural forces. Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects, and they ignore mind-influencing effects. Undead are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They have no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). An undead spellcaster uses its Charisma modifier when making Concentration checks.

Undead with no Intelligence scores cannot heal damage on their own, though they can be healed. Negative energy (such as an inflict wounds spell) can heal undead creatures. The regeneration and fast healing special qualities work regardless of the creature's Intelligence score.

An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed. Most undead have darkvision with a range of 60 feet.

Undead cannot be raised. Resurrection can affect them, but since undead creatures usually are unwilling to return to life, these attempts generally fail.

Hit Die: d12  
Attack Bonus: Total HDx1/2 (as wizard)  
Good Saving Throws: Will  
Skill Points: +2 per extra HD  
Feats: +1 per 4 extra HD

### Size Increases

Creatures may become larger as they gain Hit Dice (the new size is noted parenthetically).

A size increase affects a creature’s ability scores, AC, attack bonuses, and damage ratings as indicated on the following tables.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Old Size\*** | **New Size** | **Str** | **Dex** | **Con** | **Natural Armor** | **AC/Attack** |
| Fine | Diminutive | Same | -2 | Same | Same | -4 |
| Diminutive | Tiny | +2 | -2 | Same | Same | -2 |
| Tiny | Small | +4 | -2 | Same | Same | -1 |
| Small | Medium-size | +4 | -2 | +2 | Same | -1 |
| Medium-size | Large | +8 | -2 | +4 | +2 | -1 |
| Large | Huge | +8 | -2 | +4 | +3 | -1 |
| Huge | Gargantuan | +8 | Same | +4 | +4 | -2 |
| Gargantuan | Colossal | +8 | Same | +4 | +5 | -4 |

##### \*-Repeat the adjustment if the creature moves up more than one size.

|  |  |
| --- | --- |
| **Old Damage (Each)\*** | **New Damage** |
| 1d2 | 1d3 |
| 1d3 | 1d4 |
| 1d4 | 1d6 |
| 1d6 | 1d8 |
| 1d8 or 1d10 | 2d6 |
| 1d12 | 2d8 |

##### \*-Repeat the adjustment if the creature moves up more than one size category.

### Creatures With Character Classes

If a creature acquires a character class, it follows the rules for multiclassing. The creature’s character level equals the number of class levels it has, plus the total Hit Dice for such beings.

A creature’s monster class is always its favored class, and the creature never suffers XP penalties for having it.

Additional Hit Dice from a character class never affect a creature’s size.

### Descriptive Text

The descriptive text opens with a short description of the monster: what it does, what it looks like, and what is most noteworthy about it. Special sections describe how the creature fights and give details on special attacks, special qualities, skills, and feats.

# **Environment**

## Water

Any character can wade in relatively calm water that isn’t over his head, no check required.

Swimming in calm water only requires skill checks with a DC of 10. Trained swimmers can just take 10.

Fast-moving water is much more dangerous. On a successful Swim or Strength check (DC 15), it deals 1d3 points of subdual damage per round (1d6 points of normal damage if flowing over rocks and cascades). On a failed check, the character must make another check that round to avoid going under. If the character goes under, the character is drowning.

Very deep water is not only generally pitch black, posing a navigational hazard, but worse, it deals water pressure damage of 1d6 points per minute for every 100 feet the character is below the surface. A successful Fortitude saving throw (DC 15, +1 for each previous check) means the diver takes no damage in that minute.

Very cold water deals 1d6 points of subdual damage from hypothermia per minute of exposure.

### Drowning

Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a Constitution check (DC 10) every round in order to continue holding her breath. Each round, the DC increases by 1. When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious (0 hp). In the following round, she drops to –1 hit points and is dying. In the third round, she dies.

It is possible to drown in substances other than water, such as sand, quicksand, fine dust, and silos full of grain.

## Starvation and Thirst

In normal climates, Medium-size characters need at least a gallon of fluids and about a pound of decent food per day to avoid starvation. (Small characters need half as much.) In very hot climates, characters need two or three times as much water to avoid dehydration.

A character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or sustain 1d6 points of subdual damage.

A character can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (DC 10, +1 for each previous check) or sustain 1d6 points of subdual damage.

Characters who have taken subdual damage from lack of food or water are fatigued. Subdual damage from thirst or starvation cannot be recovered until the character gets food or water, as needed—not even magic that restores hit points heals this damage.

## Heat

Heat deals subdual damage that cannot be recovered until the character gets cooled off. Once rendered unconscious through the accumulation of subdual damage, the character begins to take normal damage at the same rate.

A character in very hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or sustain 1d4 points of subdual damage. Characters wearing heavy clothing or armor of any sort have a -4 penalty to their saves. A character with the Wilderness Lore skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking normal damage (1d4 points per hour).

In extreme heat (above 110° F), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or sustain 1d4 points of subdual damage. Characters wearing heavy clothing or armor of any sort have a -4 penalty to their saving throws. A character with the Wilderness Lore skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking normal damage (1d4 points per each 10-minute period).

A character who sustains any subdual damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers the subdual damage she took from the heat.

Abysmal heat (air temperature over 140° F, fire, boiling water, lava) deals normal damage. Breathing air in these temperatures deals 1d6 points of damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or sustain 1d4 points of subdual damage. Those wearing heavy clothing or any sort of armor have a -4 penalty to their saving throws. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a heat metal spell.

Boiling water deals 1d6 points of scalding damage, unless the character is fully immersed, in which case it deals 10d6 points of damage per round of exposure.

### Catching on Fire

Characters at risk of catching fire are allowed a Reflex saving throw (DC 15) to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once he succeeds at his saving throw, he's no longer on fire.)

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.

Those unlucky enough to have their clothes or equipment catch fire must make Reflex saving throws (DC 15) for each item. Flammable items that fail sustain the same amount of damage as the character.

## Cold

Cold and exposure deal subdual damage to the victim. This subdual damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of subdual damage, the cold and exposure begins to deal normal damage at the same rate.

An unprotected character in cold weather (below 40° F) must make a Fortitude saving throw each hour (DC 15, + 1 per previous check) or sustain 1d6 points of subdual damage. A character who has the Wilderness Lore skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well.

In conditions of extreme cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of subdual damage on each failed save. A character who has the Wilderness Lore skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well. Characters wearing winter clothing only need check once per hour for cold and exposure damage.

A character who sustains any subdual damage from cold or exposure suffers from frostbite or hypothermia and is fatigued. These penalties end when the character recovers the subdual damage she took from the cold and exposure.

## Weather Hazards

**Winds:**Winds can create a stinging spray of sand or dust, fan a large fire, heel over a small boat, and blow gases or vapors away. If powerful enough, they can even knock characters down (Table: Wind Effects), interfere with ranged attacks, or impose penalties on some skill checks.

* **Light Wind:** A gentle breeze, having little or no game effect.
* **Moderate Wind:** A steady wind with a 50% chance of extinguishing small unprotected flames, such as candles.
* **Strong Wind:** Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a –2 penalty to ranged attacks and to Listen checks.
* **Severe Wind:**In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Listen checks are at a –4 penalty. This is the velocity of wind produced by the gust of wind spell.
* **Windstorm:**Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are impossible, and even siege weapons have a –4 penalty to attack. Listen checks are at a –8 penalty due to the howling of the wind.
* **Hurricane-Force Wind:** All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a –8 penalty to attack). Listen checks are impossible: All characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.
* **Tornado:** All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are Listen checks. Instead of being blown away (see Table: Wind Effects), characters in close proximity to a tornado who fail their Fortitude saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage may apply). While a tornado’s rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph. A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

**Precipitation:**Most precipitation is in the form of rain, but in cold conditions it can manifest as snow, sleet, or hail. Precipitation of any kind followed by a cold snap in which the temperature dips from above freezing to 30° F or below may produce ice.

* **Rain:** Rain reduces visibility ranges by half, resulting in a –4 penalty to Spot and Search checks. It has the same effect on flames, ranged weapon attacks, and Listen checks as severe wind (see above).
* **Snow:** While falling, snow reduces visibility as rain (–4 penalty to ranged weapon attacks, Spot checks, and Search checks). Once on the ground, it reduces movement by half. Snow has the same effect on flames as moderate wind (see above).
* **Sleet:**Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground.
* **Hail:**Hail does not reduce visibility, but the sound of falling hail makes Listen checks more difficult (–4 penalty). Sometimes (5% chance) hail can become large enough to deal 1 point of damage (per storm) to anything in the open. Once on the ground, hail has the same effect on movement as snow.

**Storms:** The combined effects of precipitation (or dust) and wind that accompany all storms reduce visibility ranges by three quarters, imposing a –8 penalty to all Spot, Search, and Listen checks. Storms make ranged weapon attacks impossible, except for with siege weapons, which have a –4 penalty to attack. They automatically extinguish candles, torches, and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. See Table: Wind Effects for possible consequences to creatures caught outside without shelter during such a storm. Storms are divided into the following three types:

* **Duststorm:**These desert storms differ from other storms in that they have no precipitation. Instead, a duststorm blows fine grains of sand that obscure vision, smother unprotected flames, and can even choke protected flames (50% chance). Most duststorms are accompanied by severe winds (see above) and leave behind a deposit of 1d6 inches of sand. However, there is a 10% chance of a greater duststorm accompanied by windstorm-magnitude winds (see above and Table: Wind Effects). These greater duststorms deal 1d3 points of subdual damage each round on anyone caught out in the open without shelter and also pose a choking hazard (see The Drowning Rule—except that a character with a scarf or similar protection across her mouth and nose does not begin to choke until after a number of rounds equal to ten times her Constitution score). Greater duststorms leave 2d3–1 feet of fine sand in their wake.
* **Snowstorm:** In addition to the wind and precipitation common to other storms, snowstorms leave 1d6 inches of snow on the ground afterward.
* **Thunderstorm:** In addition to wind and precipitation (usually rain, but sometimes also hail), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially those in metal armor). As a rule of thumb, assume one bolt per minute for a 1-hour period at the center of the storm. Each bolt causes electrical damage equal to 1d10 eight-sided dice. One in ten thunderstorms is accompanied by a tornado (see below).

**Powerful Storms:** Very high winds and torrential precipitation reduce visibility to zero, making Spot and Search rolls, Listen checks, and all ranged weapon attacks impossible. Unprotected flames are automatically extinguished, and even protected flames have a 75% chance of being doused. Creatures caught in the area can make a Fortitude saving throw (DC 20) or face the following effects based on the size of the creature. Powerful storms are divided into the following four types:

* **Windstorm:**While accompanied by little or no precipitation, windstorms can cause considerable damage simply through the force of their wind (see Table: Wind Effects).
* **Blizzard:**The combination of high winds (see Table: Wind Effects), heavy snow (typically 1d3 feet), and bitter cold make blizzards deadly for all who are unprepared for them.
* **Hurricane:**In addition to very high winds (see Table: Wind Effects) and heavy rain, hurricanes are accompanied by flash floods (see below). Most adventuring activity is impossible under such conditions.
* **Tornado:**One in ten thunderstorms is accompanied by a tornado (see Table: Wind Effects).

**Fog:** Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including darkvision, beyond 5 feet. Creatures within 5 feet have one-half concealment (attacks by or against them have a 20% miss chance).

**Flash Floods:** Runoff from heavy rain forces creatures in its path to make a Fortitude save (DC 15). Large or smaller creatures who fail the save are swept away by the rushing water, taking 1d6 points of subdual damage per round (1d3 points on a successful Swim check). Huge creatures who fail are knocked down and face potential drowning. Gargantuan and Colossal creatures are checked, but they only drown if the waters rise above their heads.

|  |
| --- |
| **Table: Wind Effects** |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Wind Force** | **Wind Speed** | **Ranged Attacks (Normal/Siege Weapons\*)** | **Creature Size\*\*** | **Wind Effect on Creatures** | **Fort Save DC** |
| Light | 0–10 mph | — / — | Any | None | — |
|  |  |  |  |  |  |
| Moderate | 11–20 mph | — / — | Any | None | — |
|  |  |  |  |  |  |
| Strong | 21–30 mph | –2 / — | Tiny or smaller | Knocked down | 10 |
|  |  |  | Small or larger | None |  |
|  |  |  |  |  |  |
| Severe | 31–50 mph | –4 / — | Tiny | Blown away | 15 |
|  |  |  | Small | Knocked down |  |
|  |  |  | Medium-size | Checked |  |
|  |  |  | Large or larger | None |  |
|  |  |  |  |  |  |
| Windstorm | 51–74 mph | Impossible / –4 | Small or smaller | Blown away | 18 |
|  |  |  | Medium-size | Knocked down |  |
|  |  |  | Large or Huge | Checked |  |
|  |  |  | Gargantuan or Colossal | None |  |
|  |  |  |  |  |  |
| Hurricane | 75–174 mph | Impossible / –8 | Medium-size or smaller | Blown away | 20 |
|  |  |  | Large | Knocked down |  |
|  |  |  | Huge | Checked |  |
|  |  |  | Gargantuan or Colossal | None |  |
|  |  |  |  |  |  |
| Tornado | 175–300 mph | Impossible / Impossible | Large or smaller | Blown away | 30 |
|  |  |  | Huge | Knocked down |  |
|  |  |  | Gargantuan or Colossal | Checked |  |

|  |
| --- |
| \* The siege weapon category includes ballista and catapult attacks as well as boulders tossed by giants.  \*\* Flying or airborne creatures are treated as one size class smaller than their actual size, so an airborne Gargantuan dragon is treated as Huge for purposes of wind effects.  **Checked:**Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6x5 feet.  **Knocked Down:** Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6x10 feet.  **Blown Away:**Creatures on the ground are knocked prone and rolled 1d4x10 feet, sustaining 1d4 points of subdual damage per 10 feet. Flying creatures are blown back 2d6x10 feet and sustain 2d6 points of subdual damage due to battering and buffeting. |

## Other Dangers

Use the following guidelines to cover the other sorts of dangers a character can face.

### Acid

Corrosive acids deals 1d6 points of damage per round of exposure except in the case of total immersion (such as into a vat of acid), which deals 10d6 points of damage per round. An attack with acid, such as from a hurled vial or a monster’s spittle, counts as a round of exposure.

The fumes from most acids are inhalant poisons. Those who come close enough to a large body of acid to dunk a creature in it must make a Fortitude save (DC 13) or take 1 point of temporary Constitution damage. All such characters must make a second save 1 minute later or take another 1d4 points of temporary Constitution damage.

Creatures immune to acid’s caustic properties might still drown in it if they are totally immersed.

### Ice

Characters walking on ice must make Balance checks (DC 15) to avoid slipping and falling. Over long distances, a character must make a check each minute. Characters in prolonged contact with ice may run the risk of cold damage.

### Lack of Air/High Altitude

Characters in conditions of low oxygen, such as on top of a mountain, must roll a Fortitude saving throw each hour (DC 15, +1 per previous check), taking 1d6 points of subdual damage each time they fail.

A character who sustains any subdual damage from lack of oxygen is automatically fatigued. These penalties end when the character recovers the subdual damage he took from low oxygen.

**Altitude Sickness:** Long-term oxygen deprivation due to high altitude affects mental and physical ability scores. After each 6-hour period a character spends at an altitude of over 20,000 feet, he must make a Fortitude save (DC 15, +1 per previous check) or take 1 point of temporary damage to all ability scores.

### Suffocation

A character who has no air to breathe can hold her breath for 2 rounds per point of Constitution. After this period of time, the character must make a Constitution check (DC 10) in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hp). In the following round, she drops to –1 hit points and is dying. In the third round, she suffocates.

**Slow Suffocation:**A Medium-size character can breathe easily for 6 hours in a sealed chamber measuring 10 feet on a side. After that time, the character takes 1d6 points of subdual damage every 15 minutes. Each additional Medium-size character or significant fire source (a torch, for example) proportionally reduces the time the air will last. Thus, two people can last for 3 hours, after which they each take 1d6 points per 15 minutes. If they have a torch (equivalent to another Medium-size character in terms of the air it uses), the air runs out in only 2 hours.

Small characters consume half as much air as Medium-size characters. A larger volume of air, of course, lasts for a longer time. So, for instance, if two humans and a gnome are in a sealed chamber measuring 20 feet by 20 feet by 10 feet, and they have a torch, the air will last almost 7 hours (6 hours/3.5 people and torches x 4 10-ft. cubes = 6.86 hours).

### Lava

Lava or magma deals 2d6 points of damage per round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of damage per round. Damage from magma continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round).

An immunity or resistance to heat or fire serves as an immunity to lava or magma. However, a creature immune to heat might still drown if completely immersed in lava.

### Smoke

A character who breathes heavy smoke must make a Fortitude saving throw each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for two consecutive rounds takes 1d6 points of subdual damage.

Smoke obscures vision, giving one-half concealment (20% miss chance) to characters within it.

### Falling Objects

Just as characters take damage when they fall more than 10 feet, so too do they take damage when they are hit by falling objects. Objects that fall upon characters deal damage based on their weight and the distance they have fallen.

For each 200 pounds of an object’s weight, the object deals 1d6 points of damage, provided it falls at least 10 feet. Distance also comes into play, adding an additional 1d6 points of damage for every 10-foot increment it falls beyond the first (to a maximum of 20d6 points of damage).

Objects smaller than 200 pounds also deal damage when dropped, but they must fall farther to deal the same damage. Use Table: Damage from Falling Objects to see how far an object of a given weight must drop to deal 1d6 points of damage.

|  |
| --- |
| **Table: Damage from Falling Objects** |

|  |  |
| --- | --- |
| **Object Weight** | **Falling Distance** |
| 200–101 lb. | 20 ft. |
| 100–51 lb. | 30 ft. |
| 50–31 lb. | 40 ft. |
| 30–11 lb. | 50 ft. |
| 10–6 lb. | 60 ft. |
| 5–1 lb. | 70 ft. |

For each additional increment an object falls, it deals an additional 1d6 points of damage. For example, since a 30-pound metal sphere must fall 50 feet to deal damage (1d6 points of damage), such a sphere that fell 150 feet would deal 3d6 points of damage. Objects weighing less than 1 pound do not deal damage to those they land upon, no matter how far they have fallen.

# **Schools of Magic**

Almost every spell belongs to one of eight schools of magic. A school of magic is a group of related spells that work in similar ways. A small number of spells are universal, belonging to no school.

## Abjuration

Abjurations are protective spells. They create physical or magical barriers, negate magical or physical abilities, harm trespassers, or even banish the subject to another plane of existence.

If more than one abjuration spell is active within 10 feet of another for 24 hours or more, the magical fields interfere with each other and create barely visible energy fluctuations. The DC to find such spells with the Search skill drops by 4.

If an abjuration creates a barrier that keeps certain types of creatures at bay, the barrier cannot be used to push away those creatures. If the character forces the barrier against such a creature, the character feels a discernible pressure against the barrier. If the character continues to apply pressure, the character breaks the spell.

## Conjuration

Conjurations bring manifestations of objects, creatures, or some form of energy to the character (summoning), actually transport creatures from another plane of existence to the character's plane (calling), heal (healing), or create such objects or effects on the spot (creation). Creatures the character conjures usually, but not always, obey the character's commands.

A creature or object brought into being or transported to the character's location by a conjuration spell cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it. The creature or object must appear within the spell's range, but it does not have to remain within the range.

**Calling:** The spell fully transports a creature from another plane to the plane the character is on. The spell grants the creature the one-time ability to return to its plane of origin, although the spell may limit the circumstances under which this is possible. Creatures who are called actually die when they are killed; they do not disappear and reform, as do those brought by a summoning spell (see below). The duration of a calling spell is instantaneous, which means that the called creature can't be dispelled.

Spells that call powerful extraplanar creatures are most useful when the conjurer has a magical trap to hold the summoned creature. The simplest type of trap is a magic circle spell (magic circle against chaos, magic circle against evil, etc.). When focused inward, a magic circle spell binds a called creature for a maximum of 24 hours per caster level, provided that the character casts the spell that calls the creature within 1 round of casting the magic circle. However, if the circle laid down in the process of spellcasting is broken, the effect immediately ends. The trapped creature can do nothing that disturbs the circle, directly or indirectly, but other creatures can. If the called creature has spell resistance, it can test the trap once a day. If the character fails to overcome the spell resistance, the creature breaks free, destroying the circle. A creature capable of any form of dimensional travel can simply leave the circle through that means. The character can prevent the creature's extradimensional escape by casting a dimensional anchor spell on it, but the character must cast the spell before the creature acts. If successful, the anchor effect lasts as long as the magic circle does. The creature cannot reach across the magic circle, but its ranged attacks (ranged weapons, spells, magical abilities, etc.) can. The creature can attack any target it can reach with its ranged attacks except for the circle itself.

The character can use a special diagram to make the trap more secure. Drawing the diagram by hand takes 10 minutes and requires a Spellcraft check (DC 20). The DM makes this check secretly. If the check fails, the diagram is ineffective. The character can take 10 when drawing the diagram if the character is under no particular time pressure to complete the task. This also takes 10 full minutes. If time is no factor at all, and the character devotes 3 hours and 20 minutes to the task, the character can take 20. A successful diagram allows the character to cast a dimensional anchor spell on the trap during the round before casting any summoning spell. The anchor holds any called creatures in the diagram for 24 hours per caster level. A creature cannot use its spell resistance against a trap prepared with a diagram, and none of its abilities or attacks can cross the diagram. If the creature tries a Charisma check to break free of the trap, the DC increases by 5. The creature is immediately released if anything disturbs the diagram—even a straw laid across it. However, the creature cannot disturb the diagram itself either directly or indirectly, as noted above.

**Creation:**The spell manipulates matter to create an object or creature in the place the spellcaster designates (subject to the limits noted above for conjurations). If the spell has a duration other than instantaneous, magic holds the creation together, and when the spell ends or is dispelled, the conjured creature or object vanishes without a trace. If the spell has an instantaneous duration, the created object or creature is merely assembled through magic. It lasts indefinitely and does not depend on magic for its existence.

**Healing:** Certain divine conjurations heal creatures or even bring them back to life. These include cure spells, which good clerics can cast spontaneously.

**Summoning:** The spell instantly brings a creature or object to a place the character designates. When the spell ends or is dispelled, a summoned creature is instantly sent back to where it came from, but a summoned object is not sent back unless the spell description specifically indicates this. A summoned creature also goes away if it is killed or dropped to 0 hit points. It is not really dead. It takes 24 hours for the creature to reform, during which time it can't be summoned again.

When the spell that summoned a creature ends and the creature disappears, all the spells it has cast end (if they haven't already). A summoned creature cannot use any innate summoning abilities it may have, and it refuses to cast any spells or use any spell-like abilities that would cost it XP.

## Divination

Divination spells enable the character to learn secrets long forgotten, to predict the future, to find hidden things, and to foil deceptive spells.

Many divination spells have cone-shaped areas. These move with the character and extend in the direction the character looks. The cone defines the area that the character can sweep each round. If the character studies the same area for multiple rounds, the character can often gain additional information, as noted in the descriptive text for the spell.

## Enchantment

Enchantment spells affect the minds of others, influencing or controlling their behavior.

All enchantments are mind-affecting spells. Two types of enchantment spells grant the character influence over a subject creature:

**Charm:** The spell changes the way the subject views the character, typically making the subject sees the character as a good friend.  
Compulsion: The spell forces the subject to act in some manner or changes the way her mind works. Some spells determine the subject's actions (or the effects on the subject), some allow the character to determine the subject's actions when the character casts the spell, and others give the character ongoing control over the subject.

## Evocation

Evocation spells manipulate energy or tap an unseen source of power to produce a desired end. In effect, they create something out of nothing. Many of these spells produce spectacular effects, and evocation spells can deal large amounts of damage.

## Illusion

Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, not see things that are there, hear phantom noises, or remember things that never happened. Illusions come in five types: figments, glamers, patterns, phantasms, and shadows.

**Figment:** A figment spell creates a false sensation. Those who perceive the figment perceive the same thing, not their own slightly different versions of the figment. (It is not a personalized mental impression.) Figments cannot make something seem to be something else. A figment that includes audible effects cannot duplicate intelligible speech unless the spell description specifically says it can. If intelligible speech is possible, it must be in a language the character can speak. If the character tries to duplicate a language the character cannot speak, the image produces gibberish. Likewise, the character cannot make a visual copy of something unless the character knows what it looks like.

Because figments and glamers (see below) are unreal, they cannot produce real effects the way that other types of illusions can. They cannot cause damage to objects or creatures, support weight, provide nutrition, illuminate darkness, or provide protection from the elements. Consequently, these spells are useful for confounding or delaying foes, but useless for attacking them directly.

**Glamer:** A glamer spell changes a subject's sensory qualities, making it look, feel, taste, smell, or sound like something else, or even seem to disappear.

**Pattern:** Like a figment, a pattern spell creates an image that others can see, but a pattern also affects the minds of those who see it or are caught in it. All patterns are mind-affecting spells.

**Phantasm:** A phantasm spell creates a mental image that usually only the caster and the subject (or subjects) of the spell can perceive. This impression is totally in the minds of the subjects. It is a personalized mental impression. (It's all in their heads and not a fake picture or something that they actually see.) Third parties viewing or studying the scene don't notice the phantasm at all. All phantasms are mind-affecting spells.

**Shadow:** A shadow spell creates something that is partially real (quasi-real). The caster weaves it from extradimensional energies. Such illusions can have real effects. If a creature takes damage from a shadow illusion, that damage is real.

**Saving Throws and Illusions (Disbelief):**Creatures encountering an illusion effect usually do not receive saving throws to recognize it as illusory until they study it carefully or interact with it in some fashion.

A successful saving throw against an illusion reveals it to be false, but a figment or phantasm remains as a translucent outline.

A failed saving throw indicates that a character fails to notice something is amiss. A character faced with incontrovertible proof that an illusion isn't real needs no saving throw. If any viewer successfully disbelieves an illusion and communicates this fact to other viewers, each such viewer gains a saving throw with a +4 bonus.

## Necromancy

Necromancy spells manipulate the power of death. Spells involving undead creatures make up a large part of this school.

## Transmutation

Transmutation spells change the properties of some creature, thing, or condition. A transmutation usually changes only one property at a time, but it can be any property.

# **Arcane Spells**

## Preparing Arcane Spells

A wizard's level limits the number of spells the wizards can prepare and cast. A wizard's high Intelligence score might allow the wizard to prepare a few extra spells. The wizard can prepare the same spell more than once, but each preparation counts as one spell toward the wizard's daily limit. To do so, the wizard must have an Intelligence score of at least 10 plus the spell's level.

**Rest:** To prepare daily spells a wizard must first sleep for 8 hours. The wizard does not have to slumber for every minute of the time, but must refrain from movement, combat, spellcasting, skill use, conversation, or any other fairly demanding physical or mental task during the rest period. If the wizard's rest is interrupted, each interruption adds 1 hour to the total amount of time the wizard has to rest in order to clear his or her mind, and the wizard must have at least 1 hour of rest immediately prior to preparing spells. If the wizard does not need to sleep for some reason, the character still must have 8 hours of restful calm before preparing any spells.

**Recent Casting Limit/Rest Interruptions:**When the wizard prepares spells for the coming day, all spells the wizard has cast within the last 8 hours count against the wizard's daily limit.

**Preparation Environment:**To prepare any spell, the wizard must have enough peace, quiet, and comfort to allow for proper concentration. The wizard's surroundings must be free from overt distractions, such as combat nearby or other loud noises. Exposure to inclement weather prevents the necessary concentration, as does any injury or failed saving throw the character might suffer while studying. Wizards also must have access to their spellbooks to study from and sufficient light to read them by.

**Exception:**A wizard can prepare a read magic spell even without a spellbook.

**Spell Preparation Time:**After resting, a wizard must study his or her spellbook to prepare any spells that day. If the wizard wants to prepare all the wizard's spells, the process takes 1 hour. Preparing some smaller portion of the wizard's daily capacity takes a proportionally smaller amount of time, but always at least 15 minutes.

**Spell Selection and Preparation:**Until the character prepares spells from the character's spellbook, the only spells a wizard has available to cast are the ones that the character already had prepared from the previous day and has not yet used. During the study period, a wizard chooses which spells to prepare. If a wizard already has spells prepared (from the previous day) that have not been cast, the character can abandon some or all of them to make room for new spells.

When preparing spells for the day, the wizard can leave some spell slots open. Later during that day, the wizard can repeat the preparation process as often as the character likes, time and circumstances permitting. During these extra sessions of preparation, a wizard can fill these unused spell slots. The character cannot, however, abandon a previously prepared spell to replace it with another one or fill a slot that is empty because the wizard has cast a spell in the meantime. That sort of preparation can only be done during the first study period after resting. Like the first session of the day, this preparation takes at least 15 minutes, and it takes longer if the wizard prepares more than one-quarter of the wizard's spells.

**Prepared Spell Retention:**Once a wizard prepares a spell, it remains in the character's mind until the character triggers it (or until the character abandons it). Upon casting, the spell is purged from the character's mind. Certain other events, such as the effects of magic items or special attacks from monsters, can wipe a prepared spell from a character's mind.

**Death and Prepared Spell Retention:**If the character dies, all spells stored in the character's mind are wiped away.

## Arcane Magical Writings

To decipher an arcane magical writing (such as a single spell in written form in another's spellbook or on a scroll), a character must make a successful Spellcraft check (DC 20 + the spell's level). If the skill check fails, the character cannot attempt to read that particular spell until the next day. A read magic spell automatically deciphers a magical writing without a skill check. If the person who created the magical writing is on hand to help the reader, success is also automatic.

Once a character deciphers a particular magical writing, the character does not need to decipher it again. Deciphering a magical writing allows the reader to identify the spell and gives some idea of its effects (as explained in the spell description). If the magical writing was a scroll and the reader can cast arcane spells, the character can attempt to use the scroll.

### Wizard Spells and Borrowed Spellbooks

A wizard can use a borrowed spellbook to prepare a spell the character already knows and has recorded in the character's own spellbook, but preparation success is not assured. First, the wizard must decipher the writing in the book (see Arcane Magical Writings, above). Once a spell from another spellcaster's book is deciphered, the reader must make a successful Spellcraft check (DC 15 + spell's level) to prepare the spell. If the check succeeds, the wizard can prepare the spell. The wizard must repeat the check to prepare the spell again, no matter how many times the character has prepared the spell before. If the check fails, the character cannot try to prepare the spell from the same source again until the next day. (However, as explained above, the character does not need to repeat a check to decipher the writing.)

### Adding Spells to a Wizard's Spellbook

Wizards can add new spells to their spellbooks through several methods. If a wizard has chosen to specialize in a school of magic, the wizard can learn spells only from schools the character can cast.

**Spells Copied from Another's Spellbook or a Scroll:**A wizard can also add spells to the wizard's spellbook whenever the wizard encounters a new spell on a magic scroll or in another wizard's spellbook. No matter what the spell's source, the character must first decipher the magical writing (see Arcane Magical Writings, above). Next, the wizard must spend a day studying the spell. At the end of the day, the character must make a Spellcraft check (DC 15 + spell's level). A wizard who has specialized in a school of spells gains a +2 bonus to the check if the new spell is from the character's specialty school. The character cannot, however, learn any spells from the character's prohibited schools.

If the check succeeds, the wizard understands the spell and can copy it into the character's spellbook (see Writing a New Spell into a Spellbook, below). The process leaves a spellbook that was copied from unharmed, but a spell successfully copied from a magic scroll disappears from the scroll.

If the check fails, the wizard cannot understand the spell and cannot attempt to learn it again, even if the character studies it from another source, until the character gains another rank in Spellcraft. If the check fails, the character cannot copy the spell from another's spellbook, and the spell does not vanish from the scroll.

**Independent Research:** A wizard also can research a spell independently, duplicating an existing spell or creating an entirely new one.

### Writing a New Spell into a Spellbook

Once a wizard understands a new spell, the wizard can record it into his or her spellbook.

**Time:**The process requires 1 day plus 1 additional day per spell level. Zero-level spells require 1 day.

**Space in the Spellbook:**A spell takes up 2 pages of the spellbook per spell level. A 0-level spell takes a single page. A spellbook has 100 pages.

**Materials and Costs:**Materials for writing the spell cost 100 gp per page.

Note that a wizard does not have to pay these costs in time or gold for the spells gained for free at each new level. The wizard adds these to the wizard's spellbook as part of the wizard's ongoing research.

### Replacing and Copying Spellbooks

A wizard can use the procedure for learning a spell to reconstruct a lost spellbook. If the character already has a particular spell prepared, the character can write it directly into a new book at a cost of 100 gp per page (as noted in Writing a New Spell into a Spellbook). The process wipes the prepared spell from the character's mind, just as casting it would. If the character does not have the spell prepared, the character can prepare it from a borrowed spellbook and then write it into a new book.

Duplicating an existing spellbook uses the same procedure as replacing it, except that the time requirement and cost per page are halved.

## Arcane Spellcasters Who Are Not Wizards

Some arcane spellcasters do not have spellbooks and do not prepare spells. Such a character's level limits the number of spells the character can cast.

**Daily Readying of Spells:**Each day these characters need 8 hours of rest (just like a wizard), after which they spend 15 minutes concentrating. A bard must sing or play an instrument of some kind while concentrating. Without such a period of rest the character does not regain the spell slots used up the day before.

**Recent Casting Limit:**As with wizards, any spells cast within the last 8 hours count against the character's daily limit.  
Adding Spells to a Sorcerer's or Bard's Repertoire: Most spellcasters that do not prepare spells like wizards gain new spells each time they attain new experience levels and never gain spells any other way.

# SRD 3/5

## Traps

**Types of Traps**: A trap can be either mechanical or magic in nature. Mechanical traps include pits, arrow traps, falling blocks, water-filled rooms, whirling blades, and anything else that depends on a mechanism to operate. A mechanical trap can be constructed by a PC through successful use of the [Craft](http://dndsrd.net/skillsAll.html#craft) (trapmaking) skill (see Designing a Trap, below, and the skill description).

Magic traps are further divided into spell traps and magic device traps. Magic device traps initiate spell effects when activated, just as wands, rods, rings, and other magic items do. Creating a magic device trap requires the [Craft Wondrous Item](http://dndsrd.net/featsAll.html#craft-wondrous-item) feat (see Designing a Trap and the feat description).

Spell traps are simply spells that themselves function as traps. Creating a spell trap requires the services of a character who can cast the needed spell or spells, who is usually either the character creating the trap or an NPC spellcaster hired for the purpose.

##### MECHANICAL TRAPS

Dungeons are frequently equipped with deadly mechanical (nonmagical) traps. A trap typically is defined by its location and triggering conditions, how hard it is to spot before it goes off, how much damage it deals, and whether or not the heroes receive a saving throw to mitigate its effects. Traps that attack with arrows, sweeping blades, and other types of weaponry make normal attack rolls, with a specific attack bonus dictated by the trap’s design.

Creatures who succeed on a DC 20 [Search](http://dndsrd.net/skillsAll.html#search) check detect a simple mechanical trap before it is triggered. (A simple trap is a snare, a trap triggered by a tripwire, or a large trap such as a pit.)

A character with the trap sense class feature who succeeds on a DC 21 (or higher) Search check detects a well-hidden or complex mechanical trap before it is triggered. Complex traps are denoted by their triggering mechanisms and involve pressure plates, mechanisms linked to doors, changes in weight, disturbances in the air, vibrations, and other sorts of unusual triggers.

##### MAGIC TRAPS

Many spells can be used to create dangerous traps. Unless the spell or item description states otherwise, assume the following to be true.

* A successful [Search](http://dndsrd.net/skillsAll.html#search) check (DC 25 + spell level) made by a rogue (and only a rogue) detects a magic trap before it goes off. Other characters have no chance to find a magic trap with a Search check.
* Magic traps permit a saving throw in order to avoid the effect (DC 10 + spell level x 1.5).
* Magic traps may be disarmed by a rogue (and only a rogue) with a successful [Disable Device](http://dndsrd.net/skillsAll.html#disable-device) check (DC 25 + spell level).

##### ELEMENTS OF A TRAP

All traps—mechanical or magic—have the following elements: trigger, reset, [Search](http://dndsrd.net/skillsAll.html#search) DC, [Disable Device](http://dndsrd.net/skillsAll.html#disable-device) DC, attack bonus (or saving throw or onset delay), damage/effect, and Challenge Rating. Some traps may also include optional elements, such as poison or a bypass. These characteristics are described below.

###### Trigger

A trap’s trigger determines how it is sprung.

**Location**: A location trigger springs a trap when someone stands in a particular square.

**Proximity**: This trigger activates the trap when a creature approaches within a certain distance of it. A proximity trigger differs from a location trigger in that the creature need not be standing in a particular square. Creatures that are flying can spring a trap with a proximity trigger but not one with a location trigger. Mechanical proximity triggers are extremely sensitive to the slightest change in the air. This makes them useful only in places such as crypts, where the air is unusually still.

The proximity trigger used most often for magic device traps is the alarm spell. Unlike when the spell is cast, an alarm spell used as a trigger can have an area that’s no larger than the area the trap is meant to protect.

Some magic device traps have special proximity triggers that activate only when certain kinds of creatures approach. For example, a detect good spell can serve as a proximity trigger on an evil altar, springing the attached trap only when someone of good alignment gets close enough to it.

**Sound**: This trigger springs a magic trap when it detects any sound. A sound trigger functions like an ear and has a +15 bonus on [Listen](http://dndsrd.net/skillsAll.html#listen) checks. A successful [Move Silently](http://dndsrd.net/skillsAll.html#move-silently) check, magical silence, and other effects that would negate hearing defeat it. A trap with a sound trigger requires the casting of clairaudience during its construction.

**Visual**: This trigger for magic traps works like an actual eye, springing the trap whenever it “sees” something. A trap with a visual trigger requires the casting of arcane eye, clairvoyance, or true seeing during its construction. Sight range and the [Spot](http://dndsrd.net/skillsAll.html#spot) bonus conferred on the trap depend on the spell chosen, as shown.

|  |  |  |
| --- | --- | --- |
| **Spell** | **Sight Range** | **Spot Bonus** |
| arcane eye | Line of sight (unlimited range) | +20 |
| clairvoyance | One preselected location | +15 |
| true seeing | Line of sight (up to 120 ft.) | +30 |

If you want the trap to “see” in the dark, you must either choose the true seeing option or add darkvision to the trap as well. (Darkvision limits the trap’s sight range in the dark to 60 feet.) If invisibility, disguises, or illusions can fool the spell being used, they can fool the visual trigger as well.

**Touch**: A touch trigger, which springs the trap when touched, is one of the simplest kinds of trigger to construct. This trigger may be physically attached to the part of the mechanism that deals the damage or it may not. You can make a magic touch trigger by adding alarm to the trap and reducing the area of the effect to cover only the trigger spot.

**Timed**: This trigger periodically springs the trap after a certain duration has passed.

**Spell**: All spell traps have this kind of trigger. The appropriate spell descriptions explain the trigger conditions for traps that contain spell triggers.

###### Reset

A reset element is the set of conditions under which a trap becomes ready to trigger again.

**No Reset**: Short of completely rebuilding the trap, there’s no way to trigger it more than once. Spell traps have no reset element.

**Repair**: To get the trap functioning again, you must repair it.

**Manual**: Resetting the trap requires someone to move the parts back into place. This is the kind of reset element most mechanical traps have.

**Automatic**: The trap resets itself, either immediately or after a timed interval.

###### Repairing and Resetting Mechanical Traps

Repairing a mechanical trap requires a [Craft](http://dndsrd.net/skillsAll.html#craft) (trapmaking) check against a DC equal to the one for building it. The cost for raw materials is one-fifth of the trap’s original market price. To calculate how long it takes to fix a trap, use the same calculations you would for building it, but use the cost of the raw materials required for repair in place of the market price.

Resetting a trap usually takes only a minute or so. For a trap with a more difficult reset method, you should set the time and labor required.

###### Bypass (Optional Element)

If the builder of a trap wants to be able to move past the trap after it is created or placed, it’s a good idea to build in a bypass mechanism —something that temporarily disarms the trap. Bypass elements are typically used only with mechanical traps; spell traps usually have built-in allowances for the caster to bypass them.

**Lock**: A lock bypass requires a DC 30 [Open Lock](http://dndsrd.net/skillsAll.html#open-lock) check to open.

**Hidden Switch**: A hidden switch requires a DC 25 [Search](http://dndsrd.net/skillsAll.html#search) check to locate.

**Hidden Lock**: A hidden lock combines the features above, requiring a DC 25 Search check to locate and a DC 30 Open Lock check to open.

###### Search and Disable Device DCs

The builder sets the [Search](http://dndsrd.net/skillsAll.html#search) and [Disable Device](http://dndsrd.net/skillsAll.html#disable-device) DCs for a mechanical trap. For a magic trap, the values depend on the highest-level spell used.

**Mechanical Trap**: The base DC for both Search and Disable Device checks is 20. Raising or lowering either of these DCs affects the base cost (Table: Cost Modifiers for Mechanical Traps) and possibly the CR (Table: CR Modifiers for Mechanical Traps).

**Magic Trap**: The DC for both Search and Disable Device checks is equal to 25 + the spell level of the highest-level spell used. Only characters with the trap sense class feature can attempt a Search check or a Disable Device check involving a magic trap. These DCs do not affect the trap’s cost or CR.

###### Attack Bonus/Saving Throw DC

A trap usually either makes an attack roll or forces a saving throw to avoid it. Occasionally a trap uses both of these options, or neither (see Never Miss).

**Pits**: These are holes (covered or not) that characters can fall into and take damage. A pit needs no attack roll, but a successful Reflex save (DC set by the builder) avoids it. Other save-dependent mechanical traps also fall into this category.

**Pits in dungeons come in three basic varieties**: uncovered, covered, and chasms. Pits and chasms can be defeated by judicious application of the [Climb](http://dndsrd.net/skillsAll.html#climb) skill, the [Jump](http://dndsrd.net/skillsAll.html#jump) skill, or various magical means.

Uncovered pits serve mainly to discourage intruders from going a certain way, although they cause much grief to characters who stumble into them in the dark, and they can greatly complicate a melee taking place nearby.

Covered pits are much more dangerous. They can be detected with a DC 20 [Search](http://dndsrd.net/skillsAll.html#search) check, but only if the character is taking the time to carefully examine the area before walking across it. A character who fails to detect a covered pit is still entitled to a DC 20 Reflex save to avoid falling into it. However, if she was running or moving recklessly at the time, she gets no saving throw and falls automatically.

Trap coverings can be as simple as piled refuse (straw, leaves, sticks, garbage), a large rug, or an actual trapdoor concealed to appear as a normal part of the floor. Such a trapdoor usually swings open when enough weight (usually about 50 to 80 pounds) is placed upon it. Devious trap builders sometimes design trapdoors so that they spring back shut after they open. The trapdoor might lock once it’s back in place, leaving the stranded character well and truly trapped. Opening such a trapdoor is just as difficult as opening a regular door (assuming the trapped character can reach it), and a DC 13 Strength check is needed to keep a spring-loaded door open.

Pit traps often have something nastier than just a hard floor at the bottom. A trap designer may put spikes, monsters, or a pool of acid, lava, or even water at the bottom.

Spikes at the bottom of a pit deal damage as daggers with a +10 attack bonus and a +1 bonus on damage for every 10 feet of the fall (to a maximum bonus on damage of +5). If the pit has multiple spikes, a falling victim is attacked by 1d4 of them. This damage is in addition to any damage from the fall itself.

Monsters sometimes live in pits. Any monster that can fit into the pit might have been placed there by the dungeon’s designer, or might simply have fallen in and not been able to climb back out.

A secondary trap, mechanical or magical, at the bottom of a pit can be particularly deadly. Activated by a falling victim, the secondary trap attacks the already injured character when she’s least ready for it.

**Ranged Attack Traps**: These traps fling darts, arrows, spears, or the like at whoever activated the trap. The builder sets the attack bonus. A ranged attack trap can be configured to simulate the effect of a composite bow with a high strength rating which provides the trap with a bonus on damage equal to its strength rating.

**Melee Attack Traps**: These traps feature such obstacles as sharp blades that emerge from walls and stone blocks that fall from ceilings. Once again, the builder sets the attack bonus.

###### Damage/Effect

The effect of a trap is what happens to those who spring it. Usually this takes the form of either damage or a spell effect, but some traps have special effects.

**Pits**: Falling into a pit deals 1d6 points of damage per 10 feet of depth.

**Ranged Attack Traps**: These traps deal whatever damage their ammunition normally would. If a trap is constructed with a high strength rating, it has a corresponding bonus on damage.

**Melee Attack Traps**: These traps deal the same damage as the melee weapons they “wield.” In the case of a falling stone block, you can assign any amount of bludgeoning damage you like, but remember that whoever resets the trap has to lift that stone back into place.

A melee attack trap can be constructed with a built-in bonus on damage rolls, just as if the trap itself had a high Strength score.

**Spell Traps**: Spell traps produce the spell’s effect. Like all spells, a spell trap that allows a saving throw has a save DC of 10 + spell level + caster’s relevant ability modifier.

**Magic Device Traps**: These traps produce the effects of any spells included in their construction, as described in the appropriate entries. If the spell in a magic device trap allows a saving throw, its save DC is 10 + spell level x 1.5. Some spells make attack rolls instead.

**Special**: Some traps have miscellaneous features that produce special effects, such as drowning for a water trap or [ability damage](http://dndsrd.net/abilitiesAndConditions.html#ability-damaged) for poison. Saving throws and damage depend on the poison or are set by the builder, as appropriate.

###### Miscellaneous Trap Features

Some traps include optional features that can make them considerably more deadly. The most common such features are discussed below.

**Alchemical Item**: Mechanical traps may incorporate alchemical devices or other special substances or items, such as tanglefoot bags, alchemist’s fire, thunderstones, and the like. Some such items mimic spell effects. If the item mimics a spell effect, it increases the CR as shown on Table: CR Modifiers for Mechanical Traps.

**Gas**: With a gas trap, the danger is in the inhaled poison it delivers. Traps employing gas usually have the never miss and onset delay features (see below).

**Liquid**: Any trap that involves a danger of drowning is in this category. Traps employing liquid usually have the never miss and onset delay features (see below).

**Multiple Target**: Traps with this feature can affect more than one character.

**Never Miss**: When the entire dungeon wall moves to crush you, your quick reflexes won’t help, since the wall can’t possibly miss. A trap with this feature has neither an attack bonus nor a saving throw to avoid, but it does have an onset delay (see below). Most traps involving liquid or gas are of the never miss variety.

**Onset Delay**: An onset delay is the amount of time between when the trap is sprung and when it deals damage. A never miss trap always has an onset delay.

**Poison**: Traps that employ poison are deadlier than their nonpoisonous counterparts, so they have correspondingly higher CRs. To determine the CR modifier for a given poison, consult Table: CR Modifiers for Mechanical Traps. Only injury, contact, and inhaled poisons are suitable for traps; ingested types are not. Some traps simply deal the poison’s damage. Others deal damage with ranged or melee attacks as well.

**Pit Spikes**: Treat spikes at the bottom of a pit as daggers, each with a +10 attack bonus. The damage bonus for each spike is +1 per 10 feet of pit depth (to a maximum of +5). Each character who falls into the pit is attacked by 1d4 spikes. Pit spikes do not add to the average damage of the trap (see Average Damage, below).

**Pit Bottom**: If something other than spikes waits at the bottom of a pit, it’s best to treat that as a separate trap (see Multiple Traps, below) with a location trigger that activates on any significant impact, such as a falling character.

**Touch Attack**: This feature applies to any trap that needs only a successful touch attack (melee or ranged) to hit.

##### SAMPLE TRAPS

The costs listed for mechanical traps are market prices; those for magic traps are raw material costs. Caster level and class for the spells used to produce the trap effects are provided in the entries for magic device traps and spell traps. For all other spells used (in triggers, for example), the caster level is assumed to be the minimum required.

###### CR 1 Traps

**Basic Arrow Trap**: CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20. Market Price: 2,000 gp.

**Camouflaged Pit Trap**: CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20. Market Price: 1,800 gp.

**Deeper Pit Trap**: CR 1; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); DC 15 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 20; Disable Device DC 23. Market Price: 1,300 gp.

**Fusillade of Darts**: CR 1; mechanical; location trigger; manual reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); Search DC 14; Disable Device DC 20. Market Price: 500 gp.

**Poison Dart Trap**: CR 1; mechanical; location trigger; manual reset; Atk +8 ranged (1d4 plus poison, dart); poison (bloodroot, DC 12 Fortitude save resists, 0/1d4 Con plus 1d3 Wis); Search DC 20; Disable Device DC 18. Market Price: 700 gp.

**Poison Needle Trap**: CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus greenblood oil poison); Search DC 22; Disable Device DC 20. Market Price: 1,300 gp.

**Portcullis Trap**: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (3d6); Search DC 20; Disable Device DC 20. Note: Damage applies only to those underneath the portcullis. Portcullis blocks passageway. Market Price: 1,400 gp.

**Razor-Wire across Hallway**: CR 1; mechanical; location trigger; no reset; Atk +10 melee (2d6, wire); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 22; Disable Device DC 15. Market Price: 400 gp.

**Rolling Rock Trap**: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (2d6, rock); Search DC 20; Disable Device DC 22. Market Price: 1,400 gp.

**Scything Blade Trap**: CR 1; mechanical; location trigger; automatic reset; Atk +8 melee (1d8/x3); Search DC 21; Disable Device DC 20. Market Price: 1,700 gp.

**Spear Trap**: CR 1; mechanical; location trigger; manual reset; Atk +12 ranged (1d8/x3, spear); Search DC 20; Disable Device DC 20. Note: 200-ft. max range, target determined randomly from those in its path. Market Price: 1,200 gp.

**Swinging Block Trap**: CR 1; mechanical; touch trigger; manual reset; Atk +5 melee (4d6, stone block); Search DC 20; Disable Device DC 20. Market Price: 500 gp.

**Wall Blade Trap**: CR 1; mechanical; touch trigger; automatic reset; hidden switch bypass (Search DC 25); Atk +10 melee (2d4/x4, scythe); Search DC 22; Disable Device DC 22. Market Price: 2,500 gp.

###### CR 2 Traps

**Box of Brown Mold**: CR 2; mechanical; touch trigger (opening the box); automatic reset; 5-ft. cold aura (3d6, cold nonlethal); Search DC 22; Disable Device DC 16. Market Price: 3,000 gp.

**Bricks from Ceiling**: CR 2; mechanical; touch trigger; repair reset; Atk +12 melee (2d6, bricks); multiple targets (all targets in two adjacent 5-ft. squares); Search DC 20; Disable Device DC 20. Market Price: 2,400 gp.

**Burning Hands Trap**: CR 2; magic device; proximity trigger (alarm); automatic reset; spell effect (burning hands, 1st-level wizard, 1d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26. Cost: 500 gp, 40 XP.

**Camouflaged Pit Trap**: CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 24; Disable Device DC 19. Market Price: 3,400 gp.

**Inflict Light Wounds Trap**: CR 2; magic device; touch trigger; automatic reset; spell effect (inflict light wounds, 1st-level cleric, 1d8+1, DC 11 Will save half damage); Search DC 26; Disable Device DC 26. Cost: 500 gp, 40 XP.

**Javelin Trap**: CR 2; mechanical; location trigger; manual reset; Atk +16 ranged (1d6+4, javelin); Search DC 20; Disable Device DC 18. Market Price: 4,800 gp.

**Large Net Trap**: CR 2; mechanical; location trigger; manual reset; Atk +5 melee (see note); Search DC 20; Disable Device DC 25. Note: Characters in 10-ft. square are grappled by net (Str 18) if they fail a DC 14 Reflex save. Market Price: 3,000 gp.

**Pit Trap**: CR 2; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); Search DC 20; Disable Device DC 20. Market Price: 2,000 gp.

**Poison Needle Trap**: CR 2; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison, needle); poison (blue whinnis, DC 14 Fortitude save resists (poison only), 1 Con/unconsciousness); Search DC 22; Disable Device DC 17. Market Price: 4,720 gp.

**Spiked Pit Trap**: CR 2; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 15. Market Price: 1,600 gp.

**Tripping Chain**: CR 2; mechanical; location trigger; automatic reset; multiple traps (tripping and melee attack); Atk +15 melee touch (trip), Atk +15 melee (2d4+2, spiked chain); Search DC 15; Disable Device DC 18. Market Price: 3,800 gp. Note: This trap is really one CR 1 trap that trips and a second CR 1 trap that attacks with a spiked chain. If the tripping attack succeeds, a +4 bonus applies to the spiked chain attack because the opponent is prone.

**Well-Camouflaged Pit Trap**: CR 2; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 27; Disable Device DC 20. Market Price: 4,400 gp.

###### CR 3 Traps

**Burning Hands Trap**: CR 3; magic device; proximity trigger (alarm); automatic reset; spell effect (burning hands, 5th-level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26. Cost: 2,500 gp, 200 XP.

**Camouflaged Pit Trap**: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 30 ft. deep (3d6, fall); multiple targets (first target in each of two adjacent squares); Search DC 24; Disable Device DC 18. Market Price: 4,800 gp.

**Ceiling Pendulum**: CR 3; mechanical; timed trigger; automatic reset; Atk +15 melee (1d12+8/x3, greataxe); Search DC 15; Disable Device DC 27. Market Price: 14,100 gp.

**Fire Trap**: CR 3; spell; spell trigger; no reset; spell effect (fire trap, 3rd-level druid, 1d4+3 fire, DC 13 Reflex save half damage); Search DC 27; Disable Device DC 27. Cost: 85 gp to hire NPC spellcaster.

**Extended Bane Trap**: CR 3; magic device; proximity trigger (detect good); automatic reset; spell effect (extended bane, 3rd-level cleric, DC 13 Will save negates); Search DC 27; Disable Device DC 27. Cost: 3,500 gp, 280 XP.

**Ghoul Touch Trap**: CR 3; magic device; touch trigger; automatic reset; spell effect (ghoul touch, 3rd-level wizard, DC 13 Fortitude save negates); Search DC 27; Disable Device DC 27. Cost: 3,000 gp, 240 XP.

**Hail of Needles**: CR 3; mechanical; location trigger; manual reset; Atk +20 ranged (2d4); Search DC 22; Disable Device DC 22. Market Price: 5,400 gp.

**Acid Arrow Trap**: CR 3; magic device; proximity trigger (alarm); automatic reset; Atk +2 ranged touch; spell effect (acid arrow, 3rd-level wizard, 2d4 acid/round for 2 rounds); Search DC 27; Disable Device DC 27. Cost: 3,000 gp, 240 XP.

**Pit Trap**: CR 3; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); Search DC 20; Disable Device DC 20. Market Price: 3,000 gp.

**Poisoned Arrow Trap**: CR 3; mechanical; touch trigger; manual reset; lock bypass (Open Lock DC 30); Atk +12 ranged (1d8 plus poison, arrow); poison (Large monstrous scorpion venom, DC 14 Fortitude save resists, 1d4 Con/1d4 Con); Search DC 19; Disable Device DC 15. Market Price: 2,900 gp.

**Spiked Pit Trap**: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 21; Disable Device DC 20. Market Price: 3,600 gp.

**Stone Blocks from Ceiling**: CR 3; mechanical; location trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20. Market Price: 5,400 gp.

###### CR 4 Traps

**Bestow Curse Trap**: CR 4; magic device; touch trigger (detect chaos); automatic reset; spell effect (bestow curse, 5th-level cleric, DC 14 Will save negates); Search DC 28; Disable Device DC 28. Cost: 8,000 gp, 640 XP.

**Camouflaged Pit Trap**: CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 17. Market Price: 6,800 gp.

**Collapsing Column**: CR 4; mechanical; touch trigger (attached); no reset; Atk +15 melee (6d6, stone blocks); Search DC 20; Disable Device DC 24. Market Price: 8,800 gp.

**Glyph of Warding (Blast)**: CR 4; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 5th-level cleric, 2d8 acid, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28. Cost: 350 gp to hire NPC spellcaster.

**Lightning Bolt Trap**: CR 4; magic device; proximity trigger (alarm); automatic reset; spell effect (lightning bolt, 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28. Cost: 7,500 gp, 600 XP.

**Pit Trap**: CR 4; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall); Search DC 20; Disable Device DC 20. Market Price: 4,000 gp.

**Poisoned Dart Trap**: CR 4; mechanical; location trigger; manual reset; Atk +15 ranged (1d4+4 plus poison, dart); multiple targets (1 dart per target in a 10-ft.-by-10-ft. area); poison (Small monstrous centipede poison, DC 10 Fortitude save resists, 1d2 Dex/1d2 Dex); Search DC 21; Disable Device DC 22. Market Price: 12,090 gp.

**Sepia Snake Sigil Trap**: CR 4; spell; spell trigger; no reset; spell effect (sepia snake sigil, 5th-level wizard, DC 14 Reflex save negates); Search DC 28; Disable Device DC 28. Cost: 650 gp to hire NPC spellcaster.

**Spiked Pit Trap**: CR 4; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20. Market Price: 4,000 gp.

**Wall Scythe Trap**: CR 4; mechanical; location trigger; automatic reset; Atk +20 melee (2d4+8/x4, scythe); Search DC 21; Disable Device DC 18. Market Price: 17,200 gp.

**Water-Filled Room Trap**: CR 4; mechanical; location trigger; automatic reset; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (5 rounds); liquid; Search DC 17; Disable Device DC 23. Market Price: 11,200 gp.

**Wide-Mouth Spiked Pit Trap**: CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 25. Market Price: 7,200 gp.

###### CR 5 Traps

**Camouflaged Pit Trap**: CR 5; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 17. Market Price: 8,500 gp.

**Doorknob Smeared with Contact Poison**: CR 5; mechanical; touch trigger (attached); manual reset; poison (nitharit, DC 13 Fortitude save resists, 0/3d6 Con); Search DC 25; Disable Device DC 19. Market Price: 9,650 gp.

**Falling Block Trap**: CR 5; mechanical; location trigger; manual reset; Atk +15 melee (6d6); multiple targets (can strike all characters in two adjacent specified squares); Search DC 20; Disable Device DC 25. Market Price: 15,000 gp.

**Fire Trap**: CR 5; spell; spell trigger; no reset; spell effect (fire trap, 7th-level wizard, 1d4+7 fire, DC 16 Reflex save half damage); Search DC 29; Disable Device DC 29. Cost: 305 gp to hire NPC spellcaster.

**Fireball Trap**: CR 5; magic device; touch trigger; automatic reset; spell effect (fireball, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28. Cost: 12,000 gp, 960 XP.

**Flooding Room Trap**: CR 5; mechanical; proximity trigger; automatic reset; no attack roll necessary (see note below); Search DC 20; Disable Device DC 25. Note: Room floods in 4 rounds. Market Price: 17,500 gp.

**Fusillade of Darts**: CR 5; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1, dart); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 19; Disable Device DC 25. Market Price: 18,000 gp.

**Moving Executioner Statue**: CR 5; mechanical; location trigger; automatic reset; hidden switch bypass (Search DC 25); Atk +16 melee (1d12+8/x3, greataxe); multiple targets (both arms attack); Search DC 25; Disable Device DC 18. Market Price: 22,500 gp.

**Phantasmal Killer Trap**: CR 5; magic device; proximity trigger (alarm covering the entire room); automatic reset; spell effect (phantasmal killer, 7th-level wizard, DC 16 Will save for disbelief and DC 16 Fort save for partial effect); Search DC 29; Disable Device DC 29. Cost: 14,000 gp, 1,120 XP.

**Pit Trap**: CR 5; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 20; Disable Device DC 20. Market Price: 5,000 gp.

**Poison Wall Spikes**: CR 5; mechanical; location trigger; manual reset; Atk +16 melee (1d8+4 plus poison, spike); multiple targets (closest target in each of two adjacent 5-ft. squares); poison (Medium monstrous spider venom, DC 12 Fortitude save resists, 1d4 Str/1d4 Str); Search DC 17; Disable Device DC 21. Market Price: 12,650 gp.

**Spiked Pit Trap**: CR 5; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+4 each); Search DC 21; Disable Device DC 20. Market Price: 13,500 gp.

**Spiked Pit Trap (80 Ft. Deep)**: CR 5; mechanical; location trigger, manual reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall), pit spikes (Atk +10 melee, 1d4 spikes for 1d4+5 each); Search DC 20; Disable Device DC 20. Market Price: 5,000 gp.

**Ungol Dust Vapor Trap**: CR 5; mechanical; location trigger; manual reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (2 rounds); poison (ungol dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 20; Disable Device DC 16. Market Price: 9,000 gp.

###### CR 6 Traps

**Built-to-Collapse Wall**: CR 6; mechanical; proximity trigger; no reset; Atk +20 melee (8d6, stone blocks); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 14; Disable Device DC 16. Market Price: 15,000 gp.

**Compacting Room**: CR 6; mechanical; timed trigger; automatic reset; hidden switch bypass (Search DC 25); walls move together (12d6, crush); multiple targets (all targets in a 10-ft.-by- 10-ft. room); never miss; onset delay (4 rounds); Search DC 20; Disable Device DC 22. Market Price: 25,200 gp.

**Flame Strike Trap**: CR 6; magic device; proximity trigger (detect magic); automatic reset; spell effect (flame strike, 9th-level cleric, 9d6 fire, DC 17 Reflex save half damage); Search DC 30; Disable Device DC 30. Cost: 22,750 gp, 1,820 XP.

**Fusillade of Spears**: CR 6; mechanical; proximity trigger; repair reset; Atk +21 ranged (1d8, spear); multiple targets (1d6 spears per target in a 10 ft.-by-10-ft. area); Search DC 26; Disable Device DC 20. Market Price: 31,200 gp.

**Glyph of Warding (Blast)**: CR 6; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28. Cost: 680 gp to hire NPC spellcaster.

**Lightning Bolt Trap**: CR 6; magic device; proximity trigger (alarm); automatic reset; spell effect (lightning bolt, 10th-level wizard, 10d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28. Cost: 15,000 gp, 1,200 XP.

**Spiked Blocks from Ceiling**: CR 6; mechanical; location trigger; repair reset; Atk +20 melee (6d6, spikes); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 24; Disable Device DC 20. Market Price: 21,600 gp.

**Spiked Pit Trap (100 Ft. Deep)**: CR 6; mechanical; location trigger, manual reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20. Market Price: 6,000 gp.

**Whirling Poison Blades**: CR 6; mechanical; timed trigger; automatic reset; hidden lock bypass (Search DC 25, Open Lock DC 30); Atk +10 melee (1d4+4/19–20 plus poison, dagger); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); multiple targets (one target in each of three preselected 5-ft. squares); Search DC 20; Disable Device DC 20. Market Price: 30,200 gp.

**Wide-Mouth Pit Trap**: CR 6; mechanical; location trigger, manual reset; DC 25 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); Search DC 26; Disable Device DC 25. Market Price: 28,200 gp.

**Wyvern Arrow Trap**: CR 6; mechanical; proximity trigger; manual reset; Atk +14 ranged (1d8 plus poison, arrow); poison (wyvern poison, DC 17 Fortitude save resists, 2d6 Con/2d6 Con); Search DC 20; Disable Device DC 16. Market Price: 17,400 gp.

###### CR 7 Traps

**Acid Fog Trap**: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (acid fog, 11th-level wizard, 2d6/round acid for 11 rounds); Search DC 31; Disable Device DC 31. Cost: 33,000 gp, 2,640 XP.

**Blade Barrier Trap**: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (blade barrier, 11th-level cleric, 11d6 slashing, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31. Cost: 33,000 gp, 2,640 XP.

**Burnt Othur Vapor Trap**: CR 7; mechanical; location trigger; repair reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (3 rounds); poison (burnt othur fumes, DC 18 Fortitude save resists, 1 Con drain/3d6 Con); Search DC 21; Disable Device DC 21. Market Price: 17,500 gp.

**Chain Lightning Trap**: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (chain lightning, 11th-level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31. Cost: 33,000 gp, 2,640 XP.

**Black Tentacles Trap**: CR 7; magic device; proximity trigger (alarm); no reset; spell effect (black tentacles, 7th-level wizard, 1d4+7 tentacles, Atk +7 melee [1d6+4, tentacle]); multiple targets (up to six tentacles per target in each of two adjacent 5-ft. squares); Search DC 29; Disable Device DC 29. Cost: 1,400 gp, 112 XP.

**Fusillade of Greenblood Oil Darts**: CR 7; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, DC 13 Fortitude save resists, 1 Con/ 1d2 Con); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 25. Market Price: 33,000 gp.

**Lock Covered in Dragon Bile**: CR 7; mechanical; touch trigger (attached); no reset; poison (dragon bile, DC 26 Fortitude save resists, 3d6 Str/0); Search DC 27; Disable Device DC 16. Market Price: 11,300 gp.

**Summon Monster VI Trap**: CR 7; magic device; proximity trigger (alarm); no reset; spell effect (summon monster VI, 11th-level wizard), Search DC 31; Disable Device DC 31. Cost: 3,300 gp, 264 XP.

**Water-Filled Room**: CR 7; mechanical; location trigger; manual reset; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (3 rounds); water; Search DC 20; Disable Device DC 25. Market Price: 21,000 gp.

**Well-Camouflaged Pit Trap**: CR 7; mechanical; location trigger; repair reset; DC 25 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 27; Disable Device DC 18. Market Price: 24,500 gp.

###### CR 8 Traps

**Deathblade Wall Scythe**: CR 8; mechanical; touch trigger; manual reset; Atk +16 melee (2d4+8 plus poison, scythe); poison (deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); Search DC 24; Disable Device DC 19. Market Price: 31,400 gp.

**Destruction Trap**: CR 8; magic device; touch trigger (alarm); automatic reset; spell effect (destruction, 13th-level cleric, DC 20 Fortitude save for 10d6 damage); Search DC 32; Disable Device DC 32. Cost: 45,500 gp, 3,640 XP.

**Earthquake Trap**: CR 8; magic device; proximity trigger (alarm); automatic reset; spell effect (earthquake, 13th-level cleric, 65-ft. radius, DC 15 or 20 Reflex save, depending on terrain); Search DC 32; Disable Device DC 32. Cost: 45,500 gp, 3,640 XP.

**Insanity Mist Vapor Trap**: CR 8; mechanical; location trigger; repair reset; gas; never miss; onset delay (1 round); poison (insanity mist, DC 15 Fortitude save resists, 1d4 Wis/2d6 Wis); multiple targets (all targets in a 10-ft.-by-10-ft. room); Search DC 25; Disable Device DC 20. Market Price: 23,900 gp.

**Acid Arrow Trap**: CR 8; magic device; visual trigger (true seeing); automatic reset; multiple traps (two simultaneous acid arrow traps); Atk +9 ranged touch and +9 ranged touch; spell effect (acid arrow, 18th-level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27. Cost: 83,500 gp, 4,680 XP. Note: This trap is really two CR 6 acid arrow traps that fire simultaneously, using the same trigger and reset.

**Power Word Stun Trap**: CR 8; magic device; touch trigger; no reset; spell effect (power word stun, 13th-level wizard), Search DC 32; Disable Device DC 32. Cost: 4,550 gp, 364 XP.

**Prismatic Spray Trap**: CR 8; magic device; proximity trigger (alarm); automatic reset; spell effect (prismatic spray, 13th-level wizard, DC 20 Reflex, Fortitude, or Will save, depending on effect); Search DC 32; Disable Device DC 32. Cost: 45,500 gp, 3,640 XP.

**Reverse Gravity Trap**: CR 8; magic device; proximity trigger (alarm, 10-ft. area); automatic reset; spell effect (reverse gravity, 13th-level wizard, 6d6 fall [upon hitting the ceiling of the 60-ft.- high room], then 6d6 fall [upon falling 60 ft. to the floor when the spell ends], DC 20 Reflex save avoids damage); Search DC 32; Disable Device DC 32. Cost: 45,500 gp, 3,640 XP.

**Well-Camouflaged Pit Trap**: CR 8; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 27; Disable Device DC 18. Market Price: 16,000 gp.

**Word of Chaos Trap**: CR 8; magic device; proximity trigger (detect law); automatic reset; spell effect (word of chaos, 13th-level cleric); Search DC 32; Disable Device DC 32. Cost: 46,000 gp, 3,680 XP.

###### CR 9 Traps

**Drawer Handle Smeared with Contact Poison**: CR 9; mechanical; touch trigger (attached); manual reset; poison (black lotus extract, DC 20 Fortitude save resists, 3d6 Con/3d6 Con); Search DC 18; Disable Device DC 26. Market Price: 21,600 gp.

**Dropping Ceiling**: CR 9; mechanical; location trigger; repair reset; ceiling moves down (12d6, crush); multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (1 round); Search DC 20; Disable Device DC 16. Market Price: 12,600 gp.

**Incendiary Cloud Trap**: CR 9; magic device; proximity trigger (alarm); automatic reset; spell effect (incendiary cloud, 15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33. Cost: 60,000 gp, 4,800 XP.

**Wide-Mouth Pit Trap**: CR 9; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 100 ft. deep (10d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 25. Market Price: 40,500 gp.

**Wide-Mouth Spiked Pit with Poisoned Spikes**: CR 9; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 25, Open Lock DC 30); DC 20 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (giant wasp poison, DC 14 Fortitude save resists, 1d6 Dex/1d6 Dex); Search DC 20; Disable Device DC 20. Market Price: 11,910 gp.

###### CR 10 Traps

**Crushing Room**: CR 10; mechanical; location trigger; automatic reset; walls move together (16d6, crush); multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (2 rounds); Search DC 22; Disable Device DC 20. Market Price: 29,000 gp.

**Crushing Wall Trap**: CR 10; mechanical; location trigger; automatic reset; no attack roll required (18d6, crush); Search DC 20; Disable Device DC 25. Market Price: 25,000 gp.

**Energy Drain Trap**: CR 10; magic device; visual trigger (true seeing); automatic reset; Atk +8 ranged touch; spell effect (energy drain, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34. Cost: 124,000 gp, 7,920 XP.

**Forcecage and Summon Monster VII trap**: CR 10; magic device; proximity trigger (alarm); automatic reset; multiple traps (one forcecage trap and one summon monster VII trap that summons a hamatula); spell effect (forcecage, 13th-level wizard), spell effect (summon monster VII, 13th-level wizard, hamatula); Search DC 32; Disable Device DC 32. Cost: 241,000 gp, 7,280 XP. Note: This trap is really one CR 8 trap that creates a forcecage and a second CR 8 trap that summons a hamatula in the same area. If both succeed, the hamatula appears inside the forcecage. These effects are independent of each other.

**Poisoned Spiked Pit Trap**: CR 10; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 25, Open Lock DC 30); DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); Search DC 16; Disable Device DC 25. Market Price: 19,700 gp.

**Wail of the Banshee Trap**: CR 10; magic device; proximity trigger (alarm); automatic reset; spell effect (wail of the banshee, 17th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34. Cost: 76,500 gp, 6,120 XP.

##### DESIGNING A TRAP

**Mechanical Traps**: Simply select the elements you want the trap to have and add up the adjustments to the trap’s Challenge Rating that those elements require (see Table: CR Modifiers for Mechanical Traps) to arrive at the trap’s final CR. From the CR you can derive the DC of the [Craft](http://dndsrd.net/skillsAll.html#craft) (trapmaking) checks a character must make to construct the trap.

**Magic Traps**: As with mechanical traps, you don’t have to do anything other than decide what elements you want and then determine the CR of the resulting trap (see Table: CR Modifiers for Magic Traps). If a player character wants to design and construct a magic trap, he must have the [Craft Wondrous Item](http://dndsrd.net/featsAll.html#craft-wondrous-item) feat. In addition, he must be able to cast the spell or spells that the trap requires—or, failing that, he must be able to hire an NPC to cast the spells for him.

###### Challenge Rating of a Trap

To calculate the Challenge Rating of a trap, add all the CR modifiers (see the tables below) to the base CR for the trap type.

**Mechanical Trap**: The base CR for a mechanical trap is 0. If your final CR is 0 or lower, add features until you get a CR of 1 or higher.

**Magic Trap**: For a spell trap or magic device trap, the base CR is 1. The highest-level spell used modifies the CR (see Table: CR Modifiers for Magic Traps).

**Average Damage**: If a trap (either mechanical or magic) does hit point damage, calculate the average damage for a successful hit and round that value to the nearest multiple of 7. Use this value to adjust the Challenge Rating of the trap, as indicated on the tables below. Damage from poisons and pit spikes does not count toward this value, but damage from a high strength rating and extra damage from multiple attacks does.

For a magic trap, only one modifier applies to the CR—either the level of the highest-level spell used in the trap, or the average damage figure, whichever is larger.

**Multiple Traps**: If a trap is really two or more connected traps that affect approximately the same area, determine the CR of each one separately.

*Multiple Dependent Traps*: If one trap depends on the success of the other (that is, you can avoid the second trap altogether by not falling victim to the first), they must be treated as separate traps.

*Multiple Independent Traps*: If two or more traps act independently (that is, none depends on the success of another to activate), use their CRs to determine their combined Encounter Level as though they were monsters. The resulting Encounter Level is the CR for the combined traps.

**Table: CR MODIFIERS FOR MECHANICAL TRAPS**

|  |  |  |  |
| --- | --- | --- | --- |
| **Feature** | | **CR Modifier** | |
| [*Search*](http://dndsrd.net/skillsAll.html#search)*DC* | | | |
| 15 or lower | | –1 | |
| 25–29 | | +1 | |
| 30 or higher | | +2 | |
| [*Disable Device*](http://dndsrd.net/skillsAll.html#disable-device)*DC* | | | |
| 15 or lower | | –1 | |
| 25–29 | | +1 | |
| 30 or higher | | +2 | |
| *Reflex Save DC (Pit or Other Save-Dependent Trap)* | | | |
| 15 or lower | | –1 | |
| 16–24 | | — | |
| 25–29 | | +1 | |
| 30 or higher | | +2 | |
| *Attack Bonus (Melee or Ranged Attack Trap)* | | | |
| +0 or lower | | –2 | |
| +1 to +5 | | –1 | |
| +6 to +14 | | — | |
| +15 to +19 | | +1 | |
| +20 to +24 | | +2 | |
| *Damage/Effect* | | | |
| Average damage | | +1/7 points\* | |
| *Miscellaneous Features* | | | |
| Alchemical device | | Level of spell mimicked | |
| Liquid | | +5 | |
| Multiple target | | +1 (or 0 if never miss) | |
| Onset delay 1 round | | +3 | |
| Onset delay 2 rounds | | +2 | |
| Onset delay 3 rounds | | +1 | |
| Onset delay 4+ rounds | | –1 | |
| Poison | | CR of poison (see below) | |
| Black adder venom | +1 | Large scorpion venom | +3 |
| Black lotus extract | +8 | Malyss root paste | +3 |
| Bloodroot | +1 | Medium spider venom | +2 |
| Blue whinnis | +1 | Nitharit | +4 |
| Burnt othur fumes | +6 | Purple worm poison | +4 |
| Deathblade | +5 | Sassone leaf residue | +3 |
| Dragon bile | +6 | Shadow essence | +3 |
| Giant wasp poison | +3 | Small centipede poison | +1 |
| Greenblood oil | +1 | Terinav root | +5 |
| Insanity mist | +4 | Ungol dust | +3 |
| Wyvern poison | +5 |  |  |
| Pit spikes | | +1 | |
| Touch attack | | +1 | |
| \* *Rounded to the nearest multiple of 7 (round up for an average that lies exactly between two numbers).* | | | |

**Table: CR MODIFIERS FOR MAGIC TRAPS**

|  |  |
| --- | --- |
| **Feature** | **CR Modifier** |
| Highest-level spell | + Spell level OR +1 per 7 points of average damage per round\* |
| \* *See the note following Table: CR Modifiers for Mechanical Traps.* | |

###### Mechanical Trap Cost

The base cost of a mechanical trap is 1,000 gp. Apply all the modifiers from Table: Cost Modifiers for Mechanical Traps for the various features you’ve added to the trap to get the modified base cost.

The final cost is equal to (modified base cost x Challenge Rating) + extra costs. The minimum cost for a mechanical trap is (CR x 100) gp.

After you’ve multiplied the modified base cost by the Challenge Rating, add the price of any alchemical items or poison you incorporated into the trap. If the trap uses one of these elements and has an automatic reset, multiply the poison or alchemical item cost by 20 to provide an adequate supply of doses.

**Multiple Traps**: If a trap is really two or more connected traps, determine the final cost of each separately, then add those values together. This holds for both multiple dependent and multiple independent traps (see the previous section).

**Table: COST MODIFIERS FOR MECHANICAL TRAPS**

|  |  |
| --- | --- |
| **Feature** | **Cost Modifier** |
| *Trigger Type* | |
| Location | — |
| Proximity | +1,000 gp |
| Touch | — |
| Touch (attached) | –100 gp |
| Timed | +1,000 gp |
| *Reset Type* | |
| No reset | –500 gp |
| Repair | –200 gp |
| Manual | — |
| Automatic | +500 gp (or 0 if trap has timed trigger) |
| *Bypass Type* | |
| Lock | +100 gp ([Open Lock](http://dndsrd.net/skillsAll.html#open-lock) DC 30) |
| Hidden switch | +200 gp (Search DC 25) |
| Hidden lock | +300 gp (Open Lock DC 30, Search DC 25) |
| [*Search*](http://dndsrd.net/skillsAll.html#search)*DC* | |
| 19 or lower | –100 gp x (20 – DC) |
| 20 | — |
| 21 or higher | +200 gp x (DC – 20) |
| [*Disable Device*](http://dndsrd.net/skillsAll.html#disable-device)*DC* | |
| 19 or lower | –100 gp x (20 – DC) |
| 20 | — |
| 21 or higher | +200 gp x (DC – 20) |
| *Reflex Save DC (Pit or Other Save-Dependent Trap)* | |
| 19 or lower | –100 gp x (20 – DC) |
| 20 | — |
| 21 or higher | +300 gp x (DC – 20) |
| *Attack Bonus (Melee or Ranged Attack Trap)* | |
| +9 or lower | –100 gp x (10 – bonus) |
| +10 | — |
| +11 or higher | +200 gp x (bonus – 10) |
| *Damage Bonus* | |
| High strength rating (ranged attack trap) | +100 gp x bonus (max +4) |
| High Strength bonus (melee attack trap) | +100 gp x bonus (max +8) |
| *Miscellaneous Features* | |
| Never miss | +1,000 gp |
| Poison | Cost of poison\* |
| Alchemical item | Cost of item\* |
| \* *Multiply cost by 20 if trap features automatic reset.* | |

###### Magic Device Trap Cost

Building a magic device trap involves the expenditure of experience points as well as gold pieces, and requires the services of a spellcaster. Table: Cost Modifiers for Magic Device Traps summarizes the cost information for magic device traps. If the trap uses more than one spell (for instance, a sound or visual trigger spell in addition to the main spell effect), the builder must pay for them all (except alarm, which is free unless it must be cast by an NPC; see below).

The costs derived from Table: Cost Modifiers for Magic Device Traps assume that the builder is casting the necessary spells himself (or perhaps some other PC is providing the spells for free). If an NPC spellcaster must be hired to cast them those costs must be factored in as well.

A magic device trap takes one day to construct per 500 gp of its cost.

**Table: COST MODIFIERS FOR MAGIC DEVICE TRAPS**

|  |  |
| --- | --- |
| **Feature** | **Cost Modifier** |
| Alarm spell used in trigger | — |
| *One-Shot Trap* | |
| Each spell used in trap | +50 gp x caster level x spell level, +4 XP x caster level x spell level |
| Material components | + Cost of all material components |
| XP components | + Total of XP components x 5 gp |
| *Automatic Reset Trap* | |
| Each spell used in trap | +500 gp x caster level x spell level, +40 XP x caster level x spell level |
| Material components | + Cost of all material components x 100 gp |
| XP components | + Total of XP components x 500 gp |

###### Spell Trap Cost

A spell trap has a cost only if the builder must hire an NPC spellcaster to cast it.

###### Craft DCs for Mechanical Traps

Once you know the Challenge Rating of a trap determine the [Craft](http://dndsrd.net/skillsAll.html#craft) (trapmaking) DC by referring to the table and the modifiers given below.

|  |  |
| --- | --- |
| **Trap CR** | **Base Craft (Trapmaking) DC** |
| 1–3 | 20 |
| 4–6 | 25 |
| 7–10 | 30 |

|  |  |
| --- | --- |
| **Additional Components** | **Modifier to Craft (Trapmaking) DC** |
| Proximity trigger | +5 |
| Automatic reset | +5 |

**Making the Checks**: To determine how much progress a character makes on building a trap each week, that character makes a Craft (trapmaking) check. See the Craft skill description for details on Craft checks and the circumstances that can affect them.

|  |
| --- |
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[Dungeons](http://dndsrd.net/wildernessAndEnvironment.html#dungeons) | [Dungeon Terrain](http://dndsrd.net/wildernessAndEnvironment.html#dungeon-terrain) | [Wilderness](http://dndsrd.net/wildernessAndEnvironment.html#wilderness) | [Urban Adventures](http://dndsrd.net/wildernessAndEnvironment.html#urban-adventures) | [Weather](http://dndsrd.net/wildernessAndEnvironment.html#weather) | [Environment](http://dndsrd.net/wildernessAndEnvironment.html#environment) |  *DUNGEONS*  |  | | --- | |  |  TYPES OF DUNGEONS The four basic dungeon types are defined by their current status. Many dungeons are variations on these basic types or combinations of more than one of them. Sometimes old dungeons are used again and again by different inhabitants for different purposes.  **Ruined Structure:** Once occupied, this place is now abandoned (completely or in part) by its original creator or creators, and other creatures have wandered in. Many subterranean creatures look for abandoned underground constructions in which to make their lairs. Any traps that might exist have probably been set off, but wandering beasts might very well be common.  **Occupied Structure:** This type of dungeon is still in use. Creatures (usually intelligent) live there, although they may not be the dungeon’s creators. An occupied structure might be a home, a fortress, a temple, an active mine, a prison, or a headquarters. This type of dungeon is less likely to have traps or wandering beasts, and more likely to have organized guards-both on watch and on patrol. Traps or wandering beasts that might be encountered are usually under the control of the occupants. Occupied structures have furnishings to suit the inhabitants, as well as decorations, supplies, and the ability for occupants to move around (doors they can open, hallways large enough for them to pass through, and so on). The inhabitants might have a communication system, and they almost certainly control an access to the outside.  Some dungeons are partially occupied and partially empty or in ruins. In such cases, the occupants are typically not the original builders but instead a group of intelligent creatures that have set up their base, lair, or fortification within an abandoned dungeon.  **Safe Storage:** When people want to protect something, they might bury it underground. Whether the item they want to protect is a fabulous treasure, a forbidden artifact, or the dead body of an important figure, these valuable objects are placed within a dungeon and surrounded by barriers, traps, and guardians.  The safe storage type of dungeon is the most likely to have traps but the least likely to have wandering beasts. This type of dungeon normally is built for function rather than appearance, but sometimes it has ornamentation in the form of statuary or painted walls. This is particularly true of the tombs of important people.  Sometimes, however, a vault or a crypt is constructed in such a way as to house living guardians. The problem with this strategy is that something must be done to keep the creatures alive between intrusion attempts. Magic is usually the best solution to provide food and water for these creatures. Even if there’s no way anything living can survive in a safe storage dungeon, certain monsters can still serve as guardians. Builders of vaults or tombs often place undead creatures or constructs, both of which which have no need for sustenance or rest, to guard their dungeons. Magic traps can attack intruders by summoning monsters into the dungeon. These guardians also need no sustenance, since they appear only when they’re needed and disappear when their task is done.  **Natural Cavern Complex:** Underground caves provide homes for all sorts of subterranean monsters. Created naturally and connected by a labyrinthine tunnel system, these caverns lack any sort of pattern, order, or decoration. With no intelligent force behind its construction, this type of dungeon is the least likely to have traps or even doors.  Fungi of all sorts thrive in caves, sometimes growing in huge forests of mushrooms and puffballs. Subterranean predators prowl these forests, looking for those feeding upon the fungi. Some varieties of fungus give off a phosphorescent glow, providing a natural cavern complex with its own limited light source. In other areas, a [daylight](http://dndsrd.net/spellsDtoE.html#daylight) spell or similar magical effect can provide enough light for green plants to grow.  Often, a natural cavern complex connects with another type of dungeons, the caves having been discovered when the manufactured dungeon was delved. A cavern complex can connect two otherwise unrelated dungeons, sometimes creating a strange mixed environment. A natural cavern complex joined with another dungeon often provides a route by which subterranean creatures find their way into a manufactured dungeon and populate it. *DUNGEON TERRAIN*  |  | | --- | |  |  WALLS Sometimes, masonry walls-stones piled on top of each other (usually but not always held in place with mortar)-divide dungeons into corridors and chambers. Dungeon walls can also be hewn from solid rock, leaving them with a rough, chiseled look. Or, dungeon walls can be the smooth, unblemished stone of a naturally occurring cave. Dungeon walls are difficult to break down or through, but they’re generally easy to climb.   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **Table: Walls** | | | | | | | **Wall Type** | **Typical Thickness** | **Break DC** | **Hardness** | **Hit Points**1 | **Climb DC** | | Masonry | 1 ft. | 35 | 8 | 90 hp | 20 | | Superior masonry | 1 ft. | 35 | 8 | 90 hp | 25 | | Reinforced masonry | 1 ft. | 45 | 8 | 180 hp | 15 | | Hewn stone | 3 ft. | 50 | 8 | 540 hp | 25 | | Unworked stone | 5 ft. | 65 | 8 | 900 hp | 15 | | Iron | 3 in. | 30 | 10 | 90 hp | 25 | | Paper | Paper-thin | 1 | - | 1 hp | 30 | | Wood | 6 in. | 20 | 5 | 60 hp | 21 | | Magically treated2 | - | +20 | ×2 | ×23 | - | | 1 *Per 10-foot-by-10-foot section.* | | | | | | | 2 *These modifiers can be applied to any of the other wall types.* | | | | | | | 3 *Or an additional 50 hit points, whichever is greater.* | | | | | |   **Masonry Walls:** The most common kind of dungeon wall, masonry walls are usually at least 1 foot thick. Often these ancient walls sport cracks and crevices, and sometimes dangerous slimes or small monsters live in these areas and wait for prey. Masonry walls stop all but the loudest noises. It takes a DC 20 [Climb](http://dndsrd.net/skillsAll.html#climb) check to travel along a masonry wall.  **Superior Masonry Walls:** Sometimes masonry walls are better built (smoother, with tighter-fitting stones and less cracking), and occasionally these superior walls are covered with plaster or stucco. Covered walls often bear paintings, carved reliefs, or other decoration. Superior masonry walls are no more difficult to destroy than regular masonry walls but are more difficult to climb (DC 25).  **Hewn Stone Walls:** Such walls usually result when a chamber or passage is tunneled out from solid rock. The rough surface of a hewn wall frequently provides minuscule ledges where fungus grows and fissures where vermin, bats, and subterranean snakes live. When such a wall has an “other side” (it separates two chambers in the dungeon), the wall is usually at least 3 feet thick; anything thinner risks collapsing from the weight of all the stone overhead. It takes a DC 25 Climb check to climb a hewn stone wall.  **Unworked Stone Walls:** These surfaces are uneven and rarely flat. They are smooth to the touch but filled with tiny holes, hidden alcoves, and ledges at various heights. They’re also usually wet or at least damp, since it’s water that most frequently creates natural caves. When such a wall has an “other side,” the wall is usually at least 5 feet thick. It takes a DC 15 Climb check to move along an unworked stone wall. Special Walls **Reinforced Walls:** These are masonry walls with iron bars on one or both sides of the wall, or placed within the wall to strengthen it. The hardness of a reinforced wall remains the same, but its hit points are doubled and the Strength check DC to break through it is increased by 10.  **Iron Walls:** These walls are placed within dungeons around important places such as vaults.  **Paper Walls:** Paper walls are the opposite of iron walls, placed as screens to block line of sight but nothing more.  **Wooden Walls:** Wooden walls often exist as recent additions to older dungeons, used to create animal pens, storage bins, or just to make a number of smaller rooms out of a larger one.  **Magically Treated Walls:** These walls are stronger than average, with a greater hardness, more hit points, and a higher break DC. Magic can usually double the hardness and hit points and can add up to 20 to the break DC. A magically treated wall also gains a saving throw against spells that could affect it, with the save bonus equaling 2 + one-half the caster level of the magic reinforcing the wall. Creating a magic wall requires the [Craft Wondrous Item](http://dndsrd.net/featsAll.html#craft-wondrous-item) feat and the expenditure of 1,500 gp for each 10 foot-by-10-foot wall section.  **Walls with Arrow Slits:** Walls with arrow slits can be made of any durable material but are most commonly masonry, hewn stone, or wood. Such a wall allows defenders to fire arrows or crossbow bolts at intruders from behind the safety of the wall. Archers behind arrow slits have improved cover that gives them a +8 bonus to Armor Class, a +4 bonus on Reflex saves, and the benefits of the improved evasion class feature. FLOORS As with walls, dungeon floors come in many types.  **Flagstone:** Like masonry walls, flagstone floors are made of fitted stones. They are usually cracked and only somewhat level. Slime and mold grows in these cracks. Sometimes water runs in rivulets between the stones or sits in stagnant puddles. Flagstone is the most common dungeon floor.  **Uneven Flagstone:** Over time, some floors can become so uneven that a DC 10 [Balance](http://dndsrd.net/skillsAll.html#balance) check is required to run or charge across the surface. Failure means the character can’t move in this round. Floors as treacherous as this should be the exception, not the rule.  **Hewn Stone Floors:** Rough and uneven, hewn floors are usually covered with loose stones, gravel, dirt, or other debris. A DC 10 Balance check is required to run or charge across such a floor. Failure means the character can still act, but can’t run or charge in this round.  **Light Rubble:** Small chunks of debris litter the ground. Light rubble adds 2 to the DC of Balance and [Tumble](http://dndsrd.net/skillsAll.html#tumble) checks.  **Dense Rubble:** The ground is covered with debris of all sizes. It costs 2 squares of movement to enter a square with dense rubble. Dense rubble adds 5 to the DC of Balance and Tumble checks, and it adds 2 to the DC of [Move Silently](http://dndsrd.net/skillsAll.html#move-silently) checks.  **Smooth Stone Floors:** Finished and sometimes even polished, smooth floors are found only in dungeons with capable and careful builders.  **Natural Stone Floors:** The floor of a natural cave is as uneven as the walls. Caves rarely have flat surfaces of any great size. Rather, their floors have many levels. Some adjacent floor surfaces might vary in elevation by only a foot, so that moving from one to the other is no more difficult than negotiating a stair step, but in other places the floor might suddenly drop off or rise up several feet or more, requiring Climb checks to get from one surface to the other. Unless a path has been worn and well marked in the floor of a natural cave, it takes 2 squares of movement to enter a square with a natural stone floor, and the DC of Balance and Tumble checks increases by 5. Running and charging are impossible, except along paths. Special Floors **Slippery:** Water, ice, slime, or blood can make any of the dungeon floors described in this section more treacherous. Slippery floors increase the DC of [Balance](http://dndsrd.net/skillsAll.html#balance) and [Tumble](http://dndsrd.net/skillsAll.html#tumble) checks by 5.  **Grate:** A grate often covers a pit or an area lower than the main floor. Grates are usually made from iron, but large ones can also be made from iron-bound timbers. Many grates have hinges to allow access to what lies below (such grates can be locked like any door), while others are permanent and designed not to move. A typical 1-inch-thick iron grate has 25 hit points, hardness 10, and a DC of 27 for Strength checks to break through it or tear it loose.  **Ledge:** Ledges allow creatures to walk above some lower area. They often circle around pits, run along underground streams, form balconies around large rooms, or provide a place for archers to stand while firing upon enemies below. Narrow ledges (12 inches wide or less) require those moving along them to make Balance checks. Failure results in the moving character falling off the ledge. Ledges sometimes have railings. In such a case, characters gain a +5 circumstance bonus on Balance checks to move along the ledge. A character who is next to a railing gains a +2 circumstance bonus on his or her opposed Strength check to avoid being bull rushed off the edge.  Ledges can also have low walls 2 to 3 feet high along their edges. Such walls provide cover against attackers within 30 feet on the other side of the wall, as long as the target is closer to the low wall than the attacker is.  **Transparent Floor:** Transparent floors, made of reinforced glass or magic materials (even a [wall of force](http://dndsrd.net/spellsTtoZ.html#wall-of-force)), allow a dangerous setting to be viewed safely from above. Transparent floors are sometimes placed over lava pools, arenas, monster dens, and torture chambers. They can be used by defenders to watch key areas for intruders.  **Sliding Floors:** A sliding floor is a type of trapdoor, designed to be moved and thus reveal something that lies beneath it. A typical sliding floor moves so slowly that anyone standing on one can avoid falling into the gap it creates, assuming there’s somewhere else to go. If such a floor slides quickly enough that there’s a chance of a character falling into whatever lies beneath-a spiked pit, a vat of burning oil, or a pool filled with sharks-then it’s a trap.  **Trap Floors:** Some floors are designed to become suddenly dangerous. With the application of just the right amount of weight, or the pull of a lever somewhere nearby, spikes protrude from the floor, gouts of steam or flame shoot up from hidden holes, or the entire floor tilts. These strange floors are sometimes found in an arena, designed to make combats more exciting and deadly. Construct these floors as you would any other trap. DOORS Doors in dungeons are much more than mere entrances and exits. Often they can be encounters all by themselves. Dungeon doors come in three basic types: wooden, stone, and iron.   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **Table: Doors** | | | | | | |  |  |  |  | **Break DC** | | | **Door Type** | **Typical Thickness** | **Hardness** | **Hit Points** | **Stuck** | **Locked** | | Simple Wooden | 1 in. | 5 | 10 hp | 13 | 15 | | Good Wooden | 1-1½ in. | 5 | 15 hp | 16 | 18 | | Strong Wooden | 2 in. | 5 | 20 hp | 23 | 25 | | Stone | 4 in. | 8 | 60 hp | 28 | 28 | | Iron | 2 in. | 10 | 60 hp | 28 | 28 | | Portcullis, Wooden | 3 in. | 5 | 30 hp | 251 | 251 | | Portcullis, Iron | 2 in. | 10 | 60 hp | 251 | 251 | | Lock | - | 15 | 30 hp |  |  | | Hinge | - | 10 | 30 hp |  |  | | 1 *DC to lift. Use appropriate door figure for breaking.* | | | | | |   **Wooden Doors:** Constructed of thick planks nailed together, sometimes bound with iron for strength (and to reduce swelling from dungeon dampness), wooden doors are the most common type. Wooden doors come in varying strengths: simple, good, and strong doors. Simple doors (break DC 13) are not meant to keep out motivated attackers. Good doors (break DC 16), while sturdy and long-lasting, are still not meant to take much punishment. Strong doors (break DC 23) are bound in iron and are a sturdy barrier to those attempting to get past them. Iron hinges fasten the door to its frame, and typically a circular pull-ring in the center is there to help open it. Sometimes, instead of a pull-ring, a door has an iron pull-bar on one or both sides of the door to serve as a handle. In inhabited dungeons, these doors are usually well maintained (not stuck) and unlocked, although important areas are locked up if possible.  **Stone:** Carved from solid blocks of stone, these heavy, unwieldy doors are often built so that they pivot when opened, although dwarves and other skilled craftsfolk are able to fashion hinges strong enough to hold up a stone door. Secret doors concealed within a stone wall are usually stone doors. Otherwise, such doors stand as tough barriers protecting something important beyond. Thus, they are often locked or barred.  **Iron:** Rusted but sturdy, iron doors in a dungeon are hinged like wooden doors. These doors are the toughest form of nonmagical door. They are usually locked or barred.  **Locks, Bars, and Seals:** Dungeon doors may be locked, trapped, reinforced, barred, magically sealed, or sometimes just stuck. All but the weakest characters can eventually knock down a door with a heavy tool such as a sledgehammer, and a number of spells and magic items give characters an easy way around a locked door.  Attempts to literally chop a door down with a slashing or bludgeoning weapon use the hardness and hit points given in Table: Doors. Often the easiest way to overcome a recalcitrant door is not by demolishing it but by breaking its lock, bar, or hinges. When assigning a DC to an attempt to knock a door down, use the following as guidelines:  *DC 10 or Lower:* a door just about anyone can break open.  *DC 11-15:* a door that a strong person could break with one try and an average person might be able to break with one try.  *DC 16-20:* a door that almost anyone could break, given time.  *DC 21-25:* a door that only a strong or very strong person has a hope of breaking, probably not on the first try.  *DC 26 or Higher:* a door that only an exceptionally strong person has a hope of breaking.  For specific examples in applying these guidelines, see Table: Random Door Types.  **Locks:** Dungeon doors are often locked, and thus the [Open Lock](http://dndsrd.net/skillsAll.html#open-lock) skill comes in very handy. Locks are usually built into the door, either on the edge opposite the hinges or right in the middle of the door. Builtin locks either control an iron bar that juts out of the door and into the wall of its frame, or else a sliding iron bar or heavy wooden bar that rests behind the entire door. By contrast, padlocks are not built-in but usually run through two rings, one on the door and the other on the wall. More complex locks, such as combination locks and puzzle locks, are usually built into the door itself. Because such keyless locks are larger and more complex, they are typically only found in sturdy doors (strong wooden, stone, or iron doors).  The Open Lock DC to pick a lock often falls into the range of 20 to 30, although locks with lower or higher DCs can exist. A door can have more than one lock, each of which must be unlocked separately. Locks are often trapped, usually with poison needles that extend out to prick a rogue’s finger.  Breaking a lock is sometimes quicker than breaking the whole door. If a PC wants to whack at a lock with a weapon, treat the typical lock as having hardness 15 and 30 hit points. A lock can only be broken if it can be attacked separately from the door, which means that a built-in lock is immune to this sort of treatment. In an occupied dungeon, every locked door should have a key somewhere.  A special door (see below for examples) might have a lock with no key, instead requiring that the right combination of nearby levers must be manipulated or the right symbols must be pressed on a keypad in the correct sequence to open the door.  **Stuck Doors:** Dungeons are often damp, and sometimes doors get stuck, particularly wooden doors. Assume that about 10% of wooden doors and 5% of nonwooden doors are stuck. These numbers can be doubled (to 20% and 10%, respectively) for long-abandoned or neglected dungeons.  **Barred Doors:** When characters try to bash down a barred door, it’s the quality of the bar that matters, not the material the door is made of. It takes a DC 25 Strength check to break through a door with a wooden bar, and a DC 30 Strength check if the bar is made of iron. Characters can attack the door and destroy it instead, leaving the bar hanging in the now-open doorway.  **Magic Seals:** In addition to magic traps spells such as [arcane lock](http://dndsrd.net/spellsAtoB.html#arcane-lock) can discourage passage through a door. A door with an arcane lock spell on it is considered locked even if it doesn’t have a physical lock. It takes a [knock](http://dndsrd.net/spellsHtoL.html#knock) spell, a [dispel magic](http://dndsrd.net/spellsDtoE.html#dispel-magic) spell, or a successful Strength check  to get through such a door.  **Hinges:** Most doors have hinges. Obviously, sliding doors do not. (They usually have tracks or grooves instead, allowing them to slide easily to one side.)  *Standard Hinges:* These hinges are metal, joining one edge of the door to the doorframe or wall. Remember that the door swings open toward the side with the hinges. (So, if the hinges are on the PCs’ side, the door opens toward them; otherwise it opens away from them.) Adventurers can take the hinges apart one at a time with successful [Disable Device](http://dndsrd.net/skillsAll.html#disable-device) checks (assuming the hinges are on their side of the door, of course). Such a task has a DC of 20 because most hinges are rusted or stuck. Breaking a hinge is difficult. Most have hardness 10 and 30 hit points. The break DC for a hinge is the same as for breaking down the door.  *Nested Hinges:* These hinges are much more complex than ordinary hinges, and are found only in areas of excellent construction. These hinges are built into the wall and allow the door to swing open in either direction. PCs can’t get at the hinges to fool with them unless they break through the doorframe or wall. Nested hinges are typically found on stone doors but sometimes on wooden or iron doors as well.  *Pivots:* Pivots aren’t really hinges at all, but simple knobs jutting from the top and bottom of the door that fit into holes in the doorframe, allowing the door to spin. The advantages of pivots is that they can’t be dismantled like hinges and they’re simple to make. The disadvantage is that since the door pivots on its center of gravity (typically in the middle), nothing larger than half the door’s width can fit through. Doors with pivots are usually stone and are often quite wide to overcome this disadvantage. Another solution is to place the pivot toward one side and have the door be thicker at that end and thinner toward the other end so that it opens more like a normal door. Secret doors in walls often turn on pivots, since the lack of hinges makes it easier to hide the door’s presence. Pivots also allow objects such as bookcases to be used as secret doors.  **Secret Doors:** Disguised as a bare patch of wall (or floor, or ceiling), a bookcase, a fireplace, or a fountain, a secret door leads to a secret passage or room. Someone examining the area finds a secret door, if one exists, on a successful [Search](http://dndsrd.net/skillsAll.html#search) check (DC 20 for a typical secret door to DC 30 for a well-hidden secret door). Elves have a chance to detect a secret door just by casually looking at an area.  Many secret doors require a special method of opening, such as a hidden button or pressure plate. Secret doors can open like normal doors, or they may pivot, slide, sink, rise, or even lower like a drawbridge to permit access. Builders might put a secret door down low near the floor or high up in a wall, making it difficult to find or reach. Wizards and sorcerers have a spell, [phase door](http://dndsrd.net/spellsPtoR.html#phase-door), that allows them to create a magic secret door that only they can use.  **Magic Doors:** Enchanted by the original builders, a door might speak to explorers, warning them away. It might be protected from harm, increasing its hardness or giving it more hit points as well as an improved saving throw bonus against [disintegrate](http://dndsrd.net/spellsDtoE.html#disintegrate) and other similar spells. A magic door might not lead into the space revealed beyond, but instead it might be a portal to a faraway place or even another plane of existence. Other magic doors might require passwords or special keys to open them.  **Portcullises:** These special doors consist of iron or thick, ironbound, wooden shafts that descend from a recess in the ceiling above an archway. Sometimes a portcullis has crossbars that create a grid, sometimes not. Typically raised by means of a winch or a capstan, a portcullis can be dropped quickly, and the shafts end in spikes to discourage anyone from standing underneath (or from attempting to dive under it as it drops). Once it is dropped, a portcullis locks, unless it is so large that no normal person could lift it anyway. In any event, lifting a typical portcullis requires a DC 25 Strength check. WALLS, DOORS, AND DETECT SPELLS Stone walls, iron walls, and iron doors are usually thick enough to block most detect spells, such as [detect thoughts](http://dndsrd.net/spellsDtoE.html#detect-thoughts). Wooden walls, wooden doors, and stone doors are usually not thick enough to do so. However, a secret stone door built into a wall and as thick as the wall itself (at least 1 foot) does block most detect spells. ROOMS Rooms in dungeons vary in shape and size. Although many are simple in construction and appearance, particularly interesting rooms have multiple levels joined by stairs, ramps, or ladders, as well as statuary, altars, pits, chasms, bridges, and more.  Underground chambers are prone to collapse, so many rooms- particularly large ones-have arched ceilings or pillars to support the weight of the rock overhead.  Common dungeon rooms fall into the following broad categories.  **Guard Post:** Intelligent, social denizens of the dungeon will generally have a series of adjacent rooms they consider “theirs,” and they’ll guard the entrances to that common area.  **Living Quarters:** All but the most nomadic creatures have a lair where they can rest, eat, and store their treasure. Living quarters commonly include beds (if the creature sleeps), possessions (both valuable and mundane), and some sort of food preparation area. Noncombatant creatures such as juveniles and the elderly are often found here.  **Work Area:** Most intelligent creatures do more than just guard, eat, and sleep, and many devote rooms to magic laboratories, workshops for weapons and armor, or studios for more esoteric tasks.  **Shrine:** Any creature that is particularly religious may have some place dedicated to worship, and others may venerate something of great historical or personal value. Depending on the creature’s resources and piety, a shrine can be humble or extensive. A shrine is where PCs will likely encounter NPC clerics, and it’s common for wounded monsters to flee to a shrine friendly to them when they seek healing.  **Vault:** Well protected, often by a locked iron door, a vault is a special room that contains treasure. There’s usually only one entrance-an appropriate place for a trap.  **Crypt:** Although sometimes constructed like a vault, a crypt can also be a series of individual rooms, each with its own sarcophagus, or a long hall with recesses on either side-shelves to hold coffins or bodies.  Those who are worried about undead rising from the grave take the precaution of locking and trapping a crypt from the outside- making the crypt easy to get into but difficult to leave. Those worried about tomb robbers make their crypts difficult to get into. Some builders do both, just to be on the safe side. CORRIDORS All dungeons have rooms, and most have corridors. While most corridors simply connect rooms, sometimes they can be encounter areas in their own right because of traps, guard patrols, and wandering monsters out on the hunt.  **Corridor Traps:** Because passageways in dungeons tend to be narrow, offering few movement options, dungeon builders like to place traps in them. In a cramped passageway, there’s no way for intruders to move around concealed pits, falling stones, arrow traps, tilting floors, and sliding or rolling rocks that fill the entire passage. For the same reason, magic traps such as [glyphs of warding](http://dndsrd.net/spellsFtoG.html#glyph-of-warding) are effective in hallways as well.  **Mazes:** Usually, passages connect chambers in the simplest and straightest manner possible. Some dungeon builders, however, design a maze or a labyrinth within the dungeon. This sort of construction is difficult to navigate (or at least to navigate quickly) and, when filled with monsters or traps, can be an effective barrier.  A maze can be used to cut off one area of the dungeon, deflecting intruders away from a protected spot. Generally, though, the far side of a maze holds an important crypt or vault-someplace that the dungeon’s regular inhabitants rarely need to get to. MISCELLANEOUS FEATURES **Stairs:** The usual way to connect different levels of a dungeon is with stairs. Straight stairways, spiral staircases, or stairwells with multiple landings between flights of stairs are all common in dungeons, as are ramps (sometimes with an incline so slight that it can be difficult to notice; [Spot](http://dndsrd.net/skillsAll.html#spot) DC 15). Stairs are important accessways, and are sometimes guarded or trapped. Traps on stairs often cause intruders to slide or fall down to the bottom, where a pit, spikes, a pool of acid, or some other danger awaits.  *Gradual Stairs:* Stairs that rise less than 5 feet for every 5 feet of horizontal distance they cover don’t affect movement, but characters who attack a foe below them gain a +1 bonus on attack rolls from being on higher ground. Most stairs in dungeons are gradual, except for spiral stairs (see below).  *Steep Stairs:* Characters moving up steep stairs (which rise at a 45- degree angle or steeper) must spend 2 squares of movement to enter each square of stairs. Characters running or charging down steep stairs must succeed on a DC 10 [Balance](http://dndsrd.net/skillsAll.html#balance) check upon entering the first steep stairs square. Characters who fail stumble and must end their movement 1d2×5 feet later. Characters who fail by 5 or more take 1d6 points of damage and fall prone in the square where they end their movement. Steep stairs increase the DC of [Tumble](http://dndsrd.net/skillsAll.html#tumble) checks by 5.  *Spiral Stairs:* This form of steep stairs is designed to make defending a fortress easier. Characters gain cover against foes below them on spiral stairs because they can easily duck around the staircase’s central support.  *Railings and Low Walls:* Stairs that are open to large rooms often have railings or low walls. They function as described for ledges (see Special Floors).  **Bridge:** A bridge connects two higher areas separated by a lower area, stretching across a chasm, over a river, or above a pit. A simple bridge might be a single wooden plank, while an elaborate one could be made of mortared stone with iron supports and side rails.  *Narrow Bridge:* If a bridge is particularly narrow, such as a series of planks laid over lava fissures, treat it as a ledge (see Special Floors). It requires a Balance check (DC dependent on width) to cross such a bridge.  *Rope Bridge:* Constructed of wooden planks suspended from ropes, a rope bridge is convenient because it’s portable and can be easily removed. It takes two full-round actions to untie one end of a rope bridge, but a DC 15 [Use Rope](http://dndsrd.net/skillsAll.html#use-rope) check reduces the time to a move action. If only one of the two supporting ropes is attached, everyone on the bridge must succeed on a DC 15 Reflex save to avoid falling off, and thereafter must make DC 15 Climb checks to move along the remnants of the bridge. Rope bridges are usually 5 feet wide. The two ropes that support them have 8 hit points each.  *Drawbridge:* Some bridges have mechanisms that allow them to be extended or retracted from the gap they cross. Typically,  the winch mechanism exists on only one side of the bridge. It takes a move action to lower a drawbridge, but the bridge doesn’t come down until the beginning of the lowering character’s next turn. It takes a full-round action to raise a drawbridge; the drawbridge is up at the end of the action. Particularly long or wide drawbridges may take more time to raise and lower, and some may require Strength checks to rotate the winch.  *Railings and Low Walls:* Some bridges have railings or low walls along the sides. If a bridge does, the railing or low walls affect Balance checks and bull rush attempts as described for ledges (see Special Floors). Low walls likewise provide cover to bridge occupants.  **Chutes and Chimneys:** Stairs aren’t the only way to move up and down in a dungeon. Sometimes a vertical shaft connects levels of a dungeon or links a dungeon with the surface. Chutes are usually traps that dump characters into a lower area-often a place featuring some dangerous situation with which they must contend.  **Pillar:** A common sight in any dungeon, pillars and columns give support to ceilings. The larger the room, the more likely it has pillars. As a rule of thumb, the deeper in the dungeon a room is, the thicker the pillars need to be to support the overhead weight. Pillars tend to be polished and often have carvings, paintings, or inscriptions upon them.  *Slender Pillar:* These pillars are only a foot or two across, so they don’t occupy a whole square. A creature standing in the same square as a slender pillar gains a +2 cover bonus to Armor Class and a +1 cover bonus on Reflex saves (these bonuses don’t stack with cover bonuses from other sources). The presence of a slender pillar does not otherwise affect a creature’s fighting space, because it’s assumed that the creature is using the pillar to its advantage when it can. A typical slender pillar has AC 4, hardness 8, and 250 hit points.  *Wide Pillar:* These pillars take up an entire square and provide cover to anyone behind them. They have AC 3, hardness 8, and 900 hit points. A DC 20 [Climb](http://dndsrd.net/skillsAll.html#climb) check is sufficient to climb most pillars; the DC increases to 25 for polished or unusually slick ones.  **Stalagmite/Stalactite:** These tapering natural rock columns extend from the floor (stalagmite) or the ceiling (stalactite). Stalagmites and stalactites function as slender pillars.  **Statue:** Most statues function as wide pillars, taking up a square and providing cover. Some statues are smaller and act as slender pillars. A DC 15 Climb check allows a character to climb a statue.  **Tapestry:** Elaborately embroidered patterns or scenes on cloth, tapestries hang from the walls of well-appointed dungeon rooms or corridors. Crafty builders take advantage of tapestries to place alcoves, concealed doors, or secret switches behind them.  Tapestries provide total concealment (50% miss chance) to characters behind them if they’re hanging from the ceiling, or concealment (20% miss chance) if they’re flush with the wall. Climbing a big tapestry isn’t particularly difficult, requiring a DC 15 Climb check (or DC 10 if a wall is within reach).  **Pedestal:** Anything important on display in a dungeon, from a fabulous treasure to a coffin, tends to rest atop a pedestal or a dais. Raising the object off the floor focuses attention on it (and, in practical terms, keeps it safe from any water or other substance that might seep onto the floor). A pedestal is often trapped to protect whatever sits atop it. It can conceal a secret trapdoor beneath itself or provide a way to reach a door in the ceiling above itself.  Only the largest pedestals take up an entire square; most provide no cover.  **Pool:** Pools of water collect naturally in low spots in dungeons (a dry dungeon is rare). Pools can also be wells or natural underground springs, or they can be intentionally created basins, cisterns, and fountains. In any event, water is fairly common in dungeons, harboring sightless fish and sometimes aquatic monsters. Pools provide water for dungeon denizens, and thus are as important an area for a predator to control as a watering hole aboveground in the wild.  *Shallow Pool:* If a square contains a shallow pool, it has roughly 1 foot of standing water. It costs 2 squares of movement to move into a square with a shallow pool, and the DC of Tumble checks in such squares increases by 2.  *Deep Pool:* These squares have at least 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep pool, or characters can swim if they wish. Small or smaller creatures must swim to move through a square containing a deep pool. Tumbling is impossible in a deep pool. The water in a deep pool provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a -10 penalty on attacks against creatures that aren’t also underwater.  Deep pool squares are usually clustered together and surrounded by a ring of shallow pool squares. Both shallow pools and deep pools impose a -2 circumstance penalty on [Move Silently](http://dndsrd.net/skillsAll.html#move-silently) checks.  *Special Pools:* Through accident or design, a pool can become magically enhanced. Rarely, a pool or a fountain may be found that has the ability to bestow beneficial magic on those who drink from it. However, magic pools are just as likely to curse the drinker. Typically, water from a magic pool loses its potency if removed from the pool for more than an hour or so.  Some pools have fountains. Occasionally these are merely decorative, but they often serve as the focus of a trap or the source of a pool’s magic.  Most pools are made of water, but anything’s possible in a dungeon. Pools can hold unsavory substances such as blood, poison, oil, or magma. And even if a pool holds water, it can be holy water, saltwater, or water tainted with disease.  **Elevator:** In place of or in addition to stairs, an elevator (essentially an oversized dumbwaiter) can take inhabitants from one dungeon level to the next. Such an elevator may be mechanical (using gears, pulleys, and winches) or magical (such as a [levitate](http://dndsrd.net/spellsHtoL.html#levitate) spell cast on a movable flat surface). A mechanical elevator might be as small as a platform that holds one character at a time, or as large as an entire room that raises and lowers. A clever builder might design an elevator room that moves up or down without the occupants’ knowledge to catch them in a trap, or one that appears to have moved when it actually remained still.  A typical elevator ascends or descends 10 feet per round at the beginning of the operator’s turn (or on initiative count 0 if it functions without regard to whether creatures are on it. Elevators can be enclosed, can have railings or low walls, or may simply be treacherous floating platforms.  **Ladders:** Whether free-standing or rungs set into a wall, a ladder requires a DC 0 Climb check to ascend or descend.  **Shifting Stone or Wall:** These features can cut off access to a passage or room, trapping adventurers in a dead end or preventing escape out of the dungeon. Shifting walls can force explorers to go down a dangerous path or prevent them from entering a special area. Not all shifting walls need be traps. For example, stones controlled by pressure plates, counterweights, or a secret lever can shift out of a wall to become a staircase leading to a hidden upper room or secret ledge.  Shifting stones and walls are generally constructed as traps with triggers and [Search](http://dndsrd.net/skillsAll.html#search) and [Disable Device](http://dndsrd.net/skillsAll.html#disable-device) DCs. However they don’t have Challenge Ratings because they’re inconveniences, not deadly in and of themselves.  **Teleporters:** Sometimes useful, sometimes devious, places in a dungeon rigged with a teleportation effect (such as a [teleportation circle](http://dndsrd.net/spellsTtoZ.html#teleportation-circle)) transport characters to some other location in the dungeon or someplace far away. They can be traps, teleporting the unwary into dangerous situations, or they can be an easy mode of transport for those who built or live in the dungeon, good for bypassing barriers and traps or simply to get around more quickly. Devious dungeon designers might place a teleporter in a room that transports characters to another seemingly identical room so that they don’t even know they’ve been teleported. A [detect magic](http://dndsrd.net/spellsDtoE.html#detect-magic) spell will provide a clue to the presence of a teleporter, but direct experimentation or other research is the only way to discover where the teleporter leads.  **Altars:** Temples-particularly to dark gods-often exist underground. Usually taking the form of a stone block, an altar is the main fixture and central focus of such a temple. Sometimes all the other trappings of the temple are long gone, lost to theft, age, and decay, but the altar survives. Some altars have traps or powerful magic within them. Most take up one or two squares on the grid and provide cover to creatures behind them. Cave-Ins and Collapses (CR 8) Cave-ins and collapsing tunnels are extremely dangerous. Not only do dungeon explorers face the danger of being crushed by tons of falling rock, even if they survive they may be buried beneath a pile of rubble or cut off from the only known exit. A cave-in buries anyone in the middle of the collapsing area, and then sliding debris damages anyone in the periphery of the collapse. A typical corridor subject to a cave-in might have a bury zone with a 15-foot radius and a 10-foot-radius slide zone extending beyond the bury zone. A weakened ceiling can be spotted with a DC 20 [Knowledge](http://dndsrd.net/skillsAll.html#knowledge)(architecture and engineering) or DC 20 [Craft](http://dndsrd.net/skillsAll.html#craft) (stonemasonry) check. Remember that Craft checks can be made untrained as Intelligence checks. A dwarf can make such a check if he simply passes within 10 feet of a weakened ceiling.  A weakened ceiling may collapse when subjected to a major impact or concussion. A character can cause a cave-in by destroying half the pillars holding the ceiling up.  Characters in the bury zone of a cave-in take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried. Characters in the slide zone take 3d6 points of damage, or no damage at all if they make a DC 15 Reflex save. Characters in the slide zone who fail their saves are buried.  Characters take 1d6 points of nonlethal damage per minute while buried. If such a character falls unconscious, he must make a DC 15 Constitution check. If it fails, he takes 1d6 points of lethal damage each minute thereafter until freed or dead.  Characters who aren’t buried can dig out their friends. In 1 minute, using only her hands, a character can clear rocks and debris equal to five times her heavy load limit. The amount of loose stone that fills a 5-foot-by-5-foot area weighs one ton (2,000 pounds). Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose stone twice as quickly as by hand. You may allow a buried character to free himself with a DC 25 Strength check. Slimes, Molds, and Fungi In a dungeon’s damp, dark recesses, molds and fungi thrive. While some plants and fungi are monsters and other slime, mold, and fungus is just normal, innocuous stuff, a few varieties are dangerous dungeon encounters. For purposes of spells and other special effects, all slimes, molds, and fungi are treated as plants. Like traps, dangerous slimes and molds have CRs, and characters earn XP for encountering them.  A form of glistening organic sludge coats almost anything that remains in the damp and dark for too long. This kind of slime, though it might be repulsive, is not dangerous.  Molds and fungi flourish in dark, cool, damp places. While some are as inoffensive as the normal dungeon slime, others are quite dangerous. Mushrooms, puffballs, yeasts, mildew, and other sorts of bulbous, fibrous, or flat patches of fungi can be found throughout most dungeons. They are usually inoffensive, and some are even edible (though most are unappealing or odd-tasting).  **Green Slime (CR 4):** This dungeon peril is a dangerous variety of normal slime. Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below.  A single 5-foot square of green slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a [remove disease](http://dndsrd.net/spellsPtoR.html#remove-disease) spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal’s hardness but not that of wood. It does not harm stone.  **Yellow Mold (CR 6):** If disturbed, a 5-foot square of this mold bursts forth with a cloud of poisonous spores. All within 10 feet of the mold must make a DC 15 Fortitude save or take 1d6 points of Constitution damage. Another DC 15 Fortitude save is required 1 minute later-even by those who succeeded on the first save-to avoid taking 2d6 points of Constitution damage. Fire destroys yellow mold, and sunlight renders it dormant.  **Brown Mold (CR 2):** Brown mold feeds on warmth, drawing heat from anything around it. It normally comes in patches 5 feet in diameter, and the temperature is always cold in a 30-foot radius around it. Living creatures within 5 feet of it take 3d6 points of nonlethal cold damage. Fire brought within 5 feet of brown mold causes it to instantly double in size. Cold damage, such as from a [cone of cold](http://dndsrd.net/spellsC.html#cone-of-cold), instantly destroys it.  **Phosphorescent Fungus (No CR):** This strange underground fungus grows in clumps that look almost like stunted shrubbery. Drow elves cultivate it for food and light. It gives off a soft violet glow that illuminates underground caverns and passages as well as a candle does. Rare patches of fungus illuminate as well as a torch does. *WILDERNESS*  |  | | --- | |  |  GETTING LOST There are many ways to get lost in the wilderness. Following an obvious road, trail, or feature such as a stream or shoreline prevents any possibility of becoming lost, but travelers striking off cross-country may become disoriented—especially in conditions of poor visibility or in difficult terrain.  **Poor Visibility**: Any time characters cannot see at least 60 feet in the prevailing conditions of visibility, they may become lost. Characters traveling through fog, snow, or a downpour might easily lose the ability to see any landmarks not in their immediate vicinity. Similarly, characters traveling at night may be at risk, too, depending on the quality of their light sources, the amount of moonlight, and whether they have darkvision or lowlight vision.  **Difficult Terrain**: Any character in forest, moor, hill, or mountain terrain may become lost if he or she moves away from a trail, road, stream, or other obvious path or track. Forests are especially dangerous because they obscure far-off landmarks and make it hard to see the sun or stars.  **Chance to Get Lost**: If conditions exist that make getting lost a possibility, the character leading the way must succeed on a [Survival](http://dndsrd.net/skillsAll.html#survival) check or become lost. The difficulty of this check varies based on the terrain, the visibility conditions, and whether or not the character has a map of the area being traveled through. Refer to the table below and use the highest DC that applies.   |  |  |  |  | | --- | --- | --- | --- | |  | **Survival DC** |  | **Survival DC** | | Moor or hill, map | 6 | Poor visibility | 12 | | Mountain, map | 8 | Mountain, no map | 12 | | Moor or hill, no map | 10 | Forest | 15 |   A character with at least 5 ranks in [Knowledge](http://dndsrd.net/skillsAll.html#knowledge) (geography) or Knowledge (local) pertaining to the area being traveled through gains a +2 bonus on this check.  Check once per hour (or portion of an hour) spent in local or overland movement to see if travelers have become lost. In the case of a party moving together, only the character leading the way makes the check.  **Effects of Being Lost**: If a party becomes lost, it is no longer certain of moving in the direction it intended to travel. Randomly determine the direction in which the party actually travels during each hour of local or overland movement. The characters’ movement continues to be random until they blunder into a landmark they can’t miss, or until they recognize that they are lost and make an effort to regain their bearings.  *Recognizing that You’re Lost*: Once per hour of random travel, each character in the party may attempt a Survival check (DC 20, –1 per hour of random travel) to recognize that they are no longer certain of their direction of travel. Some circumstances may make it obvious that the characters are lost.  *Setting a New Course*: A lost party is also uncertain of determining in which direction it should travel in order to reach a desired objective. Determining the correct direction of travel once a party has become lost requires a Survival check (DC 15, +2 per hour of random travel). If a character fails this check, he chooses a random direction as the “correct” direction for resuming travel.  Once the characters are traveling along their new course, correct or incorrect, they may get lost again. If the conditions still make it possible for travelers to become lost, check once per hour of travel as described in Chance to Get Lost, above, to see if the party maintains its new course or begins to move at random again.  *Conflicting Directions*: It’s possible that several characters may attempt to determine the right direction to proceed after becoming lost. Make a Survival check for each character in secret, then tell the players whose characters succeeded the correct direction in which to travel, and tell the players whose characters failed a random direction they think is right.  **Regaining Your Bearings**: There are several ways to become un-lost. First, if the characters successfully set a new course and follow it to the destination they’re trying to reach, they’re not lost anymore. Second, the characters through random movement might run into an unmistakable landmark. Third, if conditions suddenly improve—the fog lifts or the sun comes up—lost characters may attempt to set a new course, as described above, with a +4 bonus on the Survival check. Finally, magic may make their course clear. FOREST TERRAIN Forest terrain can be divided into three categories: sparse, medium, and dense. An immense forest could have all three categories within its borders, with more sparse terrain at the outer edge of the forest and dense forest at its heart.  The table below describes in general terms how likely it is that a given square has a terrain element in it.  **FOREST TERRAIN FEATURES**   |  |  |  |  | | --- | --- | --- | --- | |  | **———— Category of Forest ————** | | | |  | **Sparse** | **Medium** | **Dense** | | Typical trees | 50% | 70% | 80% | | Massive trees | — | 10% | 20% | | Light undergrowth | 50% | 70% | 50% | | Heavy undergrowth | — | 20% | 50% |   **Trees**: The most important terrain element in a forest is the trees, obviously. A creature standing in the same square as a tree gains a +2 bonus to Armor Class and a +1 bonus on Reflex saves (these bonuses don’t stack with cover bonuses from other sources). The presence of a tree doesn’t otherwise affect a creature’s fighting space, because it’s assumed that the creature is using the tree to its advantage when it can. The trunk of a typical tree has AC 4, hardness 5, and 150 hp. A DC 15 [Climb](http://dndsrd.net/skillsAll.html#climb) check is sufficient to climb a tree.  Medium and dense forests have massive trees as well. These trees take up an entire square and provide cover to anyone behind them. They have AC 3, hardness 5, and 600 hp. Like their smaller counterparts, it takes a DC 15 Climb check to climb them.  **Undergrowth**: Vines, roots, and short bushes cover much of the ground in a forest. A space covered with light undergrowth costs 2 squares of movement to move into, and it provides concealment. Undergrowth increases the DC of [Tumble](http://dndsrd.net/skillsAll.html#tumble) and [Move Silently](http://dndsrd.net/skillsAll.html#move-silently) checks by 2 because the leaves and branches get in the way.  Heavy undergrowth costs 4 squares of movement to move into, and it provides concealment with a 30% miss chance (instead of the usual 20%). It increases the DC of Tumble and Move Silently checks by 5. Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on [Hide](http://dndsrd.net/skillsAll.html#hide) checks. Running and charging are impossible. Squares with undergrowth are often clustered together. Undergrowth and trees aren’t mutually exclusive; it’s common for a 5-foot square to have both a tree and undergrowth.  **Forest Canopy**: It’s common for elves and other forest dwellers to live on raised platforms far above the surface floor. These wooden platforms generally have rope bridges between them. To get to the treehouses, characters generally ascend the trees’ branches ([Climb](http://dndsrd.net/skillsAll.html#climb) DC 15), use rope ladders (Climb DC 0), or take pulley elevators (which can be made to rise a number of feet equal to a Strength check, made each round as a full-round action). Creatures on platforms or branches in a forest canopy are considered to have cover when fighting creatures on the ground, and in medium or dense forests they have concealment as well.  **Other Forest Terrain Elements**: Fallen logs generally stand about 3 feet high and provide cover just as low walls do. They cost 5 feet of movement to cross. Forest streams are generally 5 to 10 feet wide and no more than 5 feet deep. Pathways wind through most forests, allowing normal movement and providing neither cover nor concealment. These paths are less common in dense forests, but even unexplored forests will have occasional game trails.  **Stealth and Detection in a Forest**: In a sparse forest, the maximum distance at which a [Spot](http://dndsrd.net/skillsAll.html#spot) check for detecting the nearby presence of others can succeed is 3d6×10 feet. In a medium forest, this distance is 2d8×10 feet, and in a dense forest it is 2d6×10 feet.  Because any square with undergrowth provides concealment, it’s usually easy for a creature to use the Hide skill in the forest. Logs and massive trees provide cover, which also makes hiding possible.  The background noise in the forest makes [Listen](http://dndsrd.net/skillsAll.html#listen) checks more difficult, increasing the DC of the check by 2 per 10 feet, not 1 (but note that Move Silently is also more difficult in undergrowth). Forest Fires (CR 6) Most campfire sparks ignite nothing, but if conditions are dry, winds are strong, or the forest floor is dried out and flammable, a forest fire can result. Lightning strikes often set trees afire and start forest fires in this way. Whatever the cause of the fire, travelers can get caught in the conflagration.  A forest fire can be spotted from as far away as 2d6×100 feet by a character who makes a [Spot](http://dndsrd.net/skillsAll.html#spot) check, treating the fire as a Colossal creature (reducing the DC by 16). If all characters fail their Spot checks, the fire moves closer to them. They automatically see it when it closes to half the original distance.  Characters who are [blinded](http://dndsrd.net/abilitiesAndConditions.html#blinded) or otherwise unable to make Spot checks can feel the heat of the fire (and thus automatically “spot” it) when it is 100 feet away.  The leading edge of a fire (the downwind side) can advance faster than a human can run (assume 120 feet per round for winds of moderate strength). Once a particular portion of the forest is ablaze, it remains so for 2d4×10 minutes before dying to a smoking smolder. Characters overtaken by a forest fire may find the leading edge of the fire advancing away from them faster than they can keep up, trapping them deeper and deeper in its grasp.  Within the bounds of a forest fire, a character faces three dangers: heat damage, catching on fire, and smoke inhalation.  **Heat Damage**: Getting caught within a forest fire is even worse than being exposed to extreme heat (see Heat Dangers). Breathing the air causes a character to take 1d6 points of damage per round (no save). In addition, a character must make a Fortitude save every 5 rounds (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. A character who holds his breath can avoid the lethal damage, but not the nonlethal damage. Those wearing heavy clothing or any sort of armor take a –4 penalty on their saving throws. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a heat metal spell.  **Catching on Fire**: Characters engulfed in a forest fire are at risk of catching on fire when the leading edge of the fire overtakes them, and are then at risk once per minute thereafter (see Catching on Fire).  **Smoke Inhalation**: Forest fires naturally produce a great deal of smoke. A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. Also, smoke obscures vision, providing concealment to characters within it. MARSH TERRAIN Two categories of marsh exist: relatively dry moors and watery swamps. Both are often bordered by lakes (described in Aquatic Terrain, below), which effectively are a third category of terrain found in marshes.  The table below describes terrain features found in marshes.  **MARSH TERRAIN FEATURES**   |  |  |  | | --- | --- | --- | |  | **— Marsh Category —** | | |  | **Moor** | **Swamp** | | Shallow bog | 20% | 40% | | Deep bog | 5% | 20% | | Light undergrowth | 30% | 20% | | Heavy undergrowth | 10% | 20% |   **Bogs**: If a square is part of a shallow bog, it has deep mud or standing water of about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of [Tumble](http://dndsrd.net/skillsAll.html#tumble) checks in such a square increases by 2.  A square that is part of a deep bog has roughly 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep bog, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog.  The water in a deep bog provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a –10 penalty on attacks against creatures that aren’t underwater.  Deep bog squares are usually clustered together and surrounded by an irregular ring of shallow bog squares.  Both shallow and deep bogs increase the DC of [Move Silently](http://dndsrd.net/skillsAll.html#move-silently) checks by 2.  **Undergrowth**: The bushes, rushes, and other tall grasses in marshes function as undergrowth does in a forest (see above). A square that is part of a bog does not also have undergrowth.  **Quicksand**: Patches of quicksand present a deceptively solid appearance (appearing as undergrowth or open land) that may trap careless characters. A character approaching a patch of quicksand at a normal pace is entitled to a DC 8 [Survival](http://dndsrd.net/skillsAll.html#survival) check to spot the danger before stepping in, but charging or running characters don’t have a chance to detect a hidden bog before blundering in. A typical patch of quicksand is 20 feet in diameter; the momentum of a charging or running character carries him or her 1d2×5 feet into the quicksand.  *Effects of Quicksand*: Characters in quicksand must make a DC 10 [Swim](http://dndsrd.net/skillsAll.html#swim) check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath (see the Swim skill description).  Characters below the surface of a bog may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive round of being under the surface).  *Rescue*: Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface. If both checks succeed, the victim is pulled 5 feet closer to safety.  **Hedgerows**: Common in moors, hedgerows are tangles of stones, soil, and thorny bushes.  Narrow hedgerows function as low walls, and it takes 15 feet of movement to cross them.  Wide hedgerows are more than 5 feet tall and take up entire squares. They provide total cover, just as a wall does. It takes 4 squares of movement to move through a square with a wide hedgerow; creatures that succeed on a DC 10 [Climb](http://dndsrd.net/skillsAll.html#climb) check need only 2 squares of movement to move through the square.  **Other Marsh Terrain Elements**: Some marshes, particularly swamps, have trees just as forests do, usually clustered in small stands. Paths lead across many marshes, winding to avoid bog areas. As in forests, paths allow normal movement and don’t provide the concealment that undergrowth does.  **Stealth and Detection in a Marsh**: In a moor, the maximum distance at which a [Spot](http://dndsrd.net/skillsAll.html#spot) check for detecting the nearby presence of others can succeed is 6d6×10 feet. In a swamp, this distance is 2d8×10 feet.  Undergrowth and deep bogs provide plentiful concealment, so it’s easy to hide in a marsh.  A marsh imposes no penalties on [Listen](http://dndsrd.net/skillsAll.html#listen) checks, and using the [Move Silently](http://dndsrd.net/skillsAll.html#move-silently) skill is more difficult in both undergrowth and bogs. HILLS TERRAIN A hill can exist in most other types of terrain, but hills can also dominate the landscape. Hills terrain is divided into two categories: gentle hills and rugged hills. Hills terrain often serves as a transition zone between rugged terrain such as mountains and flat terrain such as plains.  **HILLS TERRAIN FEATURES**   |  |  |  | | --- | --- | --- | |  | **——Hills Category——** | | |  | **Gentle Hill** | **Rugged Hill** | | Gradual slope | 75% | 40% | | Steep slope | 20% | 50% | | Cliff | 5% | 10% | | Light undergrowth | 15% | 15% |   **Gradual Slope**: This incline isn’t steep enough to affect movement, but characters gain a +1 bonus on melee attacks against foes downhill from them.  **Steep Slope**: Characters moving uphill (to an adjacent square of higher elevation) must spend 2 squares of movement to enter each square of steep slope. Characters running or charging downhill (moving to an adjacent square of lower elevation) must succeed on a DC 10 [Balance](http://dndsrd.net/skillsAll.html#balance) check upon entering the first steep slope square. Mounted characters make a DC 10 [Ride](http://dndsrd.net/skillsAll.html#ride) check instead. Characters who fail this check stumble and must end their movement 1d2×5 feet later. Characters who fail by 5 or more fall [prone](http://dndsrd.net/abilitiesAndConditions.html#prone) in the square where they end their movement.  A steep slope increases the DC of [Tumble](http://dndsrd.net/skillsAll.html#tumble) checks by 2.  **Cliff**: A cliff typically requires a DC 15 [Climb](http://dndsrd.net/skillsAll.html#climb) check to scale and is 1d4×10 feet tall, although the needs of your map may mandate a taller cliff. A cliff isn’t perfectly vertical, taking up 5-foot squares if it’s less than 30 feet tall and 10-foot squares if it’s 30 feet or taller.  **Light Undergrowth**: Sagebrush and other scrubby bushes grow on hills, athough they rarely cover the landscape as they do in forests and marshes. Light undergrowth provides concealment and increases the DC of Tumble and [Move Silently](http://dndsrd.net/skillsAll.html#move-silently) checks by 2.  **Other Hills Terrain Elements**: Trees aren’t out of place in hills terrain, and valleys often have active streams (5 to 10 feet wide and no more than 5 feet deep) or dry streambeds (treat as a trench 5 to 10 feet across) in them. If you add a stream or streambed, remember that water always flows downhill.  **Stealth and Detection in Hills**: In gentle hills, the maximum distance at which a [Spot](http://dndsrd.net/skillsAll.html#spot) check for detecting the nearby presence of others can succeed is 2d10×10 feet. In rugged hills, this distance is 2d6×10 feet.  Hiding in hills terrain can be difficult if there isn’t undergrowth around. A hilltop or ridge provides enough cover to hide from anyone below the hilltop or ridge.  Hills don’t affect Listen or Move Silently checks. MOUNTAIN TERRAIN The three mountain terrain categories are alpine meadows, rugged mountains, and forbidding mountains. As characters ascend into a mountainous area, they’re likely to face each terrain category in turn, beginning with alpine meadows, extending through rugged mountains, and reaching forbidding mountains near the summit.  Mountains have an important terrain element, the rock wall, that is marked on the border between squares rather than taking up squares itself.  **MOUNTAIN TERRAIN FEATURES**   |  |  |  |  | | --- | --- | --- | --- | |  | **———— Mountain Category ————** | | | |  | **Alpine Meadow** | **Rugged** | **Forbidding** | | Gradual slope | 50% | 25% | 15% | | Steep slope | 40% | 55% | 55% | | Cliff | 10% | 15% | 20% | | Chasm | — | 5% | 10% | | Light undergrowth | 20% | 10% | — | | Scree | — | 20% | 30% | | Dense rubble | — | 20% | 30% |   **Gradual and Steep Slopes**: These function as described in Hills Terrain, above.  **Cliff**: These terrain elements also function like their hills terrain counterparts, but they’re typically 2d6×10 feet tall. Cliffs taller than 80 feet take up 20 feet of horizontal space.  **Chasm**: Usually formed by natural geological processes, chasms function like pits in a dungeon setting. Chasms aren’t hidden, so characters won’t fall into them by accident (although [bull rushes](http://dndsrd.net/specialAttacks.html#bull-rush) are another story). A typical chasm is 2d4×10 feet deep, at least 20 feet long, and anywhere from 5 feet to 20 feet wide. It takes a DC 15 [Climb](http://dndsrd.net/skillsAll.html#climb) check to climb out of a chasm.  In forbidding mountain terrain, chasms are typically 2d8×10 feet deep.  **Light Undergrowth**: This functions as described in Forest Terrain, above.  **Scree**: A field of shifting gravel, scree doesn’t affect speed, but it can be treacherous on a slope. The DC of [Balance](http://dndsrd.net/skillsAll.html#balance) and [Tumble](http://dndsrd.net/skillsAll.html#tumble) checks increases by 2 if there’s scree on a gradual slope and by 5 if there’s scree on a steep slope. The DC of [Move Silently](http://dndsrd.net/skillsAll.html#move-silently) checks increases by 2 if the scree is on a slope of any kind.  **Dense Rubble**: The ground is covered with rocks of all sizes. It costs 2 squares of movement to enter a square with dense rubble. The DC of Balance and Tumble checks on dense rubble increases by 5, and the DC of Move Silently checks increases by +2.  **Rock Wall**: A vertical plane of stone, rock walls require DC 25 Climb checks to ascend. A typical rock wall is 2d4×10 feet tall in rugged mountains and 2d8×10 feet tall in forbidding mountains. Rock walls are drawn on the edges of squares, not in the squares themselves.  **Cave Entrance**: Found in cliff and steep slope squares and next to rock walls, cave entrances are typically between 5 and 20 feet wide and 5 feet deep. Beyond the entrance, a cave could be anything from a simple chamber to the entrance to an elaborate dungeon. Caves used as monster lairs typically have 1d3 rooms that are 1d4×10 feet across.  **Other Mountain Terrain Features**: Most alpine meadows begin above the tree line, so trees and other forest elements are rare in the mountains. Mountain terrain can include active streams (5 to 10 feet wide and no more than 5 feet deep) and dry streambeds (treat as a trench 5 to 10 feet across). Particularly high-altitude areas tend to be colder than the lowland areas that surround them, so they may be covered in ice sheets (described below).  **Stealth and Detection in Mountains**: As a guideline, the maximum distance in mountain terrain at which a [Spot](http://dndsrd.net/skillsAll.html#spot) check for detecting the nearby presence of others can succeed is 4d10×10 feet. Certain peaks and ridgelines afford much better vantage points, of course, and twisting valleys and canyons have much shorter spotting distances. Because there’s little vegetation to obstruct line of sight, the specifics on your map are your best guide for the range at which an encounter could begin.  As in hills terrain, a ridge or peak provides enough cover to hide from anyone below the high point.  It’s easier to hear faraway sounds in the mountains. The DC of [Listen](http://dndsrd.net/skillsAll.html#listen) checks increases by 1 per 20 feet between listener and source, not per 10 feet. Avalanches (CR 7) The combination of high peaks and heavy snowfalls means that avalanches are a deadly peril in many mountainous areas. While avalanches of snow and ice are common, it’s also possible to have an avalanche of rock and soil.  An avalanche can be spotted from as far away as 1d10×500 feet downslope by a character who makes a DC 20 [Spot](http://dndsrd.net/skillsAll.html#spot) check, treating the avalanche as a Colossal creature. If all characters fail their Spot checks to determine the encounter distance, the avalanche moves closer to them, and they automatically become aware of it when it closes to half the original distance.  It’s possible to hear an avalanche coming even if you can’t see it. Under optimum conditions (no other loud noises occurring), a character who makes a DC 15 [Listen](http://dndsrd.net/skillsAll.html#listen) check can hear the avalanche or landslide when it is 1d6×500 feet away. This check might have a DC of 20, 25, or higher in conditions where hearing is difficult (such as in the middle of a thunderstorm).  A landslide or avalanche consists of two distinct areas: the bury zone (in the direct path of the falling debris) and the slide zone (the area the debris spreads out to encompass). Characters in the bury zone always take damage from the avalanche; characters in the slide zone may be able to get out of the way.  Characters in the bury zone take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried (see below).  Characters in the slide zone take 3d6 points of damage, or no damage if they make a DC 15 Reflex save. Those who fail their saves are buried.  Buried characters take 1d6 points of nonlethal damage per minute. If a buried character falls [unconscious](http://dndsrd.net/abilitiesAndConditions.html#unconscious), he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or [dead](http://dndsrd.net/abilitiesAndConditions.html#dead).  The typical avalanche has a width of 1d6×100 feet, from one edge of the slide zone to the opposite edge. The bury zone in the center of the avalanche is half as wide as the avalanche’s full width. To determine the precise location of characters in the path of an avalanche, roll 1d6×20; the result is the number of feet from the center of the path taken by the bury zone to the center of the party’s location. Avalanches of snow and ice advance at a speed of 500 feet per round, and rock avalanches travel at a speed of 250 feet per round. Mountain Travel High altitude can be extremely fatiguing—or sometimes deadly—to creatures that aren’t used to it. Cold becomes extreme, and the lack of oxygen in the air can wear down even the most hardy of warriors.  **Acclimated Characters**: Creatures accustomed to high altitude generally fare better than lowlanders. Any creature with an Environment entry that includes mountains is considered native to the area, and acclimated to the high altitude. Characters can also acclimate themselves by living at high altitude for a month. Characters who spend more than two months away from the mountains must reacclimate themselves when they return. Undead, constructs, and other creatures that do not breathe are immune to altitude effects.  **Altitude Zones**: In general, mountains present three possible altitude bands: low pass, low peak/high pass, and high peak.  *Low Pass (lower than 5,000 feet)*: Most travel in low mountains takes place in low passes, a zone consisting largely of alpine meadows and forests. Travelers may find the going difficult (which is reflected in the movement modifiers for traveling through mountains), but the altitude itself has no game effect.  *Low Peak or High Pass (5,000 to 15,000 feet)*: Ascending to the highest slopes of low mountains, or most normal travel through high mountains, falls into this category. All nonacclimated creatures labor to breathe in the thin air at this altitude. Characters must succeed on a Fortitude save each hour (DC 15, +1 per previous check) or be [fatigued](http://dndsrd.net/abilitiesAndConditions.html#fatigued). The fatigue ends when the character descends to an altitude with more air.  Acclimated characters do not have to attempt the Fortitude save.  *High Peak (more than 15,000 feet)*: The highest mountains exceed 20,000 feet in height. At these elevations, creatures are subject to both high altitude fatigue (as described above) and altitude sickness, whether or not they’re acclimated to high altitudes.  Altitude sickness represents long-term oxygen deprivation, and it affects mental and physical ability scores. After each 6-hour period a character spends at an altitude of over 15,000 feet, he must succeed on a Fortitude save (DC 15, +1 per previous check) or take 1 point of damage to all ability scores.  Creatures acclimated to high altitude receive a +4 competence bonus on their saving throws to resist high altitude effects and altitude sickness, but eventually even seasoned mountaineers must abandon these dangerous elevations. DESERT TERRAIN Desert terrain exists in warm, temperate, and cold climates, but all deserts share one common trait: little rain. The three categories of desert terrain are tundra (cold deserts), rocky desert (often temperate), and sandy desert (often warm).  Tundra differs from the other desert categories in two important ways. Because snow and ice cover much of the landscape, it’s easy to find water. And during the height of summer, the permafrost thaws to a depth of a foot or so, turning the landscape into a vast field of mud. The muddy tundra affects movement and skill use as the shallow bogs described in marsh terrain, although there’s little standing water.  **DESERT TERRAIN FEATURES**   |  |  |  |  | | --- | --- | --- | --- | |  | **——— Desert Category ———** | | | |  | **Tundra** | **Rocky** | **Sandy** | | Light undergrowth | 15% | 5% | 5% | | Ice sheet | 25% | — | — | | Light rubble | 5% | 30% | 10% | | Dense rubble | — | 30% | 5% | | Sand dunes | — | — | 50% |   The table above describes terrain elements found in each of the three desert categories. The terrain elements on this table are mutually exclusive; for instance, a square of tundra may contain either light undergrowth or an ice sheet, but not both.  **Light Undergrowth**: Consisting of scrubby, hardy bushes and cacti, light undergrowth functions as described for other terrain types.  **Ice Sheet**: The ground is covered with slippery ice. It costs 2 squares of movement to enter a square covered by an ice sheet, and the DC of [Balance](http://dndsrd.net/skillsAll.html#balance) and Tumble checks there increases by 5. A DC 10 Balance check is required to run or [charge](http://dndsrd.net/specialAttacks.html#charge) across an ice sheet.  **Light Rubble**: Small rocks are strewn across the ground, making nimble movement more difficult more difficult. The DC of Balance and [Tumble](http://dndsrd.net/skillsAll.html#tumble) checks increases by 2.  **Dense Rubble**: This terrain feature consists of more and larger stones. It costs 2 squares of movement to enter a square with dense rubble. The DC of Balance and Tumble checks increases by 5, and the DC of [Move Silently](http://dndsrd.net/skillsAll.html#move-silently) checks increases by 2.  **Sand Dunes**: Created by the action of wind on sand, sand dunes function as hills that move. If the wind is strong and consistent, a sand dune can move several hundred feet in a week’s time. Sand dunes can cover hundreds of squares. They always have a gentle slope pointing in the direction of the prevailing wind and a steep slope on the leeward side.  **Other Desert Terrain Features**: Tundra is sometimes bordered by forests, and the occasional tree isn’t out of place in the cold wastes. Rocky deserts have towers and mesas consisting of flat ground surrounded on all sides by cliffs and steep slopes (described in Mountain Terrain, above). Sandy deserts sometimes have quicksand; this functions as described in Marsh Terrain, above, although desert quicksand is a waterless mixture of fine sand and dust. All desert terrain is crisscrossed with dry streambeds (treat as trenches 5 to 15 feet wide) that fill with water on the rare occasions when rain falls.  **Stealth and Detection in the Desert**: In general, the maximum distance in desert terrain at which a [Spot](http://dndsrd.net/skillsAll.html#spot) check for detecting the nearby presence of others can succeed is 6d6×20 feet; beyond this distance, elevation changes and heat distortion in warm deserts makes spotting impossible. The presence of dunes in sandy deserts limits spotting distance to 6d6×10 feet.  The desert imposes neither bonuses nor penalties on [Listen](http://dndsrd.net/skillsAll.html#listen) or Spot checks. The scarcity of undergrowth or other elements that offer concealment or cover makes hiding more difficult. Sandstorms A sandstorm reduces visibility to 1d10×5 feet and provides a –4 penalty on Listen, Search, and Spot checks. A sandstorm deals 1d3 points of nonlethal damage per hour to any creatures caught in the open, and leaves a thin coating of sand in its wake. Driving sand creeps in through all but the most secure seals and seams, to chafe skin and contaminate carried gear. PLAINS TERRAIN Plains come in three categories: farms, grasslands, and battlefields. Farms are common in settled areas, of course, while grasslands represent untamed plains. The battlefields where large armies clash are temporary places, usually reclaimed by natural vegetation or the farmer’s plow. Battlefields represent a third terrain category because adventurers tend to spend a lot of time there, not because they’re particularly prevalent.  The table below shows the proportions of terrain elements in the different categories of plains. On a farm, light undergrowth represents most mature grain crops, so farms growing vegetable crops will have less light undergrowth, as will all farms during the time between harvest and a few months after planting.  The terrain elements in the table below are mutually exclusive.  **PLAINS TERRAIN FEATURES**   |  |  |  |  | | --- | --- | --- | --- | |  | **——— Plains Category ———** | | | |  | **Farm** | **Grassland** | **Battlefield** | | Light undergrowth | 40% | 20% | 10% | | Heavy undergrowth | — | 10% | — | | Light rubble | — | — | 10% | | Trench | 5% | — | 5% | | Berm | — | — | 5% |   **Undergrowth**: Whether they’re crops or natural vegetation, the tall grasses of the plains function like light undergrowth in a forest. Particularly thick bushes form patches of heavy undergrowth that dot the landscape in grasslands.  **Light Rubble**: On the battlefield, light rubble usually represents something that was destroyed: the ruins of a building or the scattered remnants of a stone wall, for example. It functions as described in the desert terrain section above.  **Trench**: Often dug before a battle to protect soldiers, a trench functions as a low wall, except that it provides no cover against adjacent foes. It costs 2 squares of movement to leave a trench, but it costs nothing extra to enter one. Creatures outside a trench who make a melee attack against a creature inside the trench gain a +1 bonus on melee attacks because they have higher ground.  In farm terrain, trenches are generally irrigation ditches.  **Berm**: A common defensive structure, a berm is a low, earthen wall that slows movement and provides a measure of cover. Put a berm on the map by drawing two adjacent rows of steep slope (described in Hills Terrain, above), with the edges of the berm on the downhill side. Thus, a character crossing a two-square berm will travel uphill for 1 square, then downhill for 1 square. Two square berms provide cover as low walls for anyone standing behind them. Larger berms provide the low wall benefit for anyone standing 1 square downhill from the top of the berm.  **Fences**: Wooden fences are generally used to contain livestock or impede oncoming soldiers. It costs an extra square of movement to cross a wooden fence. A stone fence provides a measure of cover as well, functioning as low walls. Mounted characters can cross a fence without slowing their movement if they succeed on a DC 15 [Ride](http://dndsrd.net/skillsAll.html#ride) check. If the check fails, the steed crosses the fence, but the rider falls out of the saddle.  **Other Plains Terrain Features**: Occasional trees dot the landscape in many plains, although on battlefields they’re often felled to provide raw material for siege engines (described in Urban Features). Hedgerows (described in Marsh Terrain) are found in plains as well. Streams, generally 5 to 20 feet wide and 5 to 10 feet deep, are commonplace.  **Stealth and Detection in Plains**: In plains terrain, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 6d6×40 feet, although the specifics of your map may restrict line of sight.  Plains terrain provides no bonuses or penalties on [Listen](http://dndsrd.net/skillsAll.html#listen) and [Spot](http://dndsrd.net/skillsAll.html#spot) checks. Cover and concealment are not uncommon, so a good place of refuge is often nearby, if not right at hand. AQUATIC TERRAIN Aquatic terrain is the least hospitable to most PCs, because they can’t breathe there. Aquatic terrain doesn’t offer the variety that land terrain does. The ocean floor holds many marvels, including undersea analogues of any of the terrain elements described earlier in this section. But if characters find themselves in the water because they were [bull rushed](http://dndsrd.net/specialAttacks.html#bull-rush) off the deck of a pirate ship, the tall kelp beds hundreds of feet below them don’t matter.  Accordingly, these rules simply divide aquatic terrain into two categories: flowing water (such as streams and rivers) and nonflowing water (such as lakes and oceans).  **Flowing Water**: Large, placid rivers move at only a few miles per hour, so they function as still water for most purposes. But some rivers and streams are swifter; anything floating in them moves downstream at a speed of 10 to 40 feet per round. The fastest rapids send swimmers bobbing downstream at 60 to 90 feet per round. Fast rivers are always at least rough water ([Swim](http://dndsrd.net/skillsAll.html#swim) DC 15), and whitewater rapids are stormy water (Swim DC 20).  If a character is in moving water, move her downstream the indicated distance at the end of her turn. A character trying to maintain her position relative to the riverbank can spend some or all of her turn swimming upstream.  *Swept Away*: Characters swept away by a river moving 60 feet per round or faster must make DC 20 Swim checks every round to avoid going under. If a character gets a check result of 5 or more over the minimum necessary, he arrests his motion by catching a rock, tree limb, or bottom snag—he is no longer being carried along by the flow of the water. Escaping the rapids by reaching the bank requires three DC 20 Swim checks in a row. Characters arrested by a rock, limb, or snag can’t escape under their own power unless they strike out into the water and attempt to swim their way clear. Other characters can rescue them as if they were trapped in quicksand (described in Marsh Terrain, above).  **Nonflowing Water**: Lakes and oceans simply require a swim speed or successful Swim checks to move through (DC 10 in calm water, DC 15 in rough water, DC 20 in stormy water). Characters need a way to breathe if they’re underwater; failing that, they risk drowning. When underwater, characters can move in any direction as if they were flying with perfect maneuverability.  **Stealth and Detection Underwater**: How far you can see underwater depends on the water’s clarity. As a guideline, creatures can see 4d8×10 feet if the water is clear, and 1d8×10 feet if it’s murky. Moving water is always murky, unless it’s in a particularly large, slow-moving river.  It’s hard to find cover or concealment to hide underwater (except along the seafloor). [Listen](http://dndsrd.net/skillsAll.html#listen) and [Move Silently](http://dndsrd.net/skillsAll.html#move-silently) checks function normally underwater.  *Invisibility*: An [invisible](http://dndsrd.net/abilitiesAndConditions.html#invisible) creature displaces water and leaves a visible, body-shaped “bubble” where the water was displaced. The creature still has concealment (20% miss chance), but not total concealment (50% miss chance). Underwater Combat Land-based creatures can have considerable difficulty when fighting in water. Water affects a creature’s Armor Class, attack rolls, damage, and movement. In some cases a creature’s opponents may get a bonus on attacks. The effects are summarized in the accompanying table. They apply whenever a character is swimming, walking in chestdeep water, or walking along the bottom.  **Ranged Attacks Underwater**: Thrown weapons are ineffective underwater, even when launched from land. Attacks with other ranged weapons take a –2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties for range.  **Attacks from Land**: Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep, have improved cover (+8 bonus to AC, +4 bonus on Reflex saves) from opponents on land. Landbound opponents who have freedom of movement effects ignore this cover when making melee attacks against targets in the water. A completely submerged creature has total cover against opponents on land unless those opponents have freedom of movement effects. Magical effects are unaffected except for those that require attack rolls (which are treated like any other effects) and fire effects.  **Fire**: Nonmagical fire (including alchemist’s fire) does not burn underwater. Spells or spell-like effects with the fire descriptor are ineffective underwater unless the caster makes a [Spellcraft](http://dndsrd.net/skillsAll.html#spellcraft) check (DC 20 + spell level). If the check succeeds, the spell creates a bubble of steam instead of its usual fiery effect, but otherwise the spell works as described. A supernatural fire effect is ineffective underwater unless its description states otherwise.  The surface of a body of water blocks line of effect for any fire spell. If the caster has made a Spellcraft check to make the fire spell usable underwater, the surface still blocks the spell’s line of effect.  **Table: COMBAT ADJUSTMENTS UNDERWATER**   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | **————— Attack/Damage —————** | |  |  | | **Condition** | **Slashing or Bludgeoning** | **Tail** | **Movement** | **Off Balance?4** | | Freedom of movement | normal/normal | normal/normal | normal | No | | Has a swim speed | –2/half | normal | normal | No | | Successful Swim check | –2/half1 | –2/half | quarter or half2 | No | | Firm footing3 | –2/half | –2/half | half | No | | None of the above | –2/half | –2/half | normal | Yes | | 1 *A creature without a freedom of movement effects or a swim speed makes*[*grapple*](http://dndsrd.net/specialAttacks.html#grapple)*checks underwater at a –2 penalty, but deals damage normally when*[*grappling*](http://dndsrd.net/abilitiesAndConditions.html#grappling)*.* | | | | | | 2 *A successful Swim check lets a creature move one-quarter its speed as a move action or one-half its speed as a full-round action.* | | | | | | 3 *Creatures have firm footing when walking along the bottom, braced against a ship’s hull, or the like. A creature can only walk along the bottom if it wears or carries enough gear to weigh itself down—at least 16 pounds for Medium creatures, twice that for each size category larger than Medium, and half that for each size category smaller than Medium.* | | | | | | 4 *Creatures flailing about in the water (usually because they failed their Swim checks) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to Armor Class, and opponents gain a +2 bonus on attacks against it.* | | | | |  Floods In many wilderness areas, river floods are a common occurrence. In spring, an enormous snowmelt can engorge the streams and rivers it feeds. Other catastrophic events such as massive rainstorms or the destruction of a dam can create floods as well.  During a flood, rivers become wider, deeper, and swifter. Assume that a river rises by 1d10+10 feet during the spring flood, and its width increases by a factor of 1d4×50%. Fords may disappear for days, bridges may be swept away, and even ferries might not be able to manage the crossing of a flooded river.  A river in flood makes Swim checks one category harder (calm water becomes rough, and rough water becomes stormy). Rivers also become 50% swifter. *URBAN ADVENTURES*  |  | | --- | |  |   At first glance, a city is much like a dungeon, made up of walls, doors, rooms, and corridors. Adventures that take place in cities have two salient differences from their dungeon counterparts, however. Characters have greater access to resources, and they must contend with law enforcement.  **Access to Resources:** Unlike in dungeons and the wilderness, characters can buy and sell gear quickly in a city. A large city or metropolis probably has high-level NPCs and experts in obscure fields of knowledge who can provide assistance and decipher clues. And when the PCs are battered and bruised, they can retreat to the comfort of a room at the inn.  The freedom to retreat and ready access to the marketplace means that the players have a greater degree of control over the pacing of an urban adventure.  **Law Enforcement:** The other key distinctions between adventuring in a city and delving into a dungeon is that a dungeon is, almost by definition, a lawless place where the only law is that of the jungle: Kill or be killed. A city, on the other hand, is held together by a code of laws, many of which are explicitly designed to prevent the sort of behavior that adventurers engage in all the time: killing and looting. Even so, most cities’ laws recognize monsters as a threat to the stability the city relies on, and prohibitions about murder rarely apply to monsters such as aberrations or evil outsiders. Most evil humanoids, however, are typically protected by the same laws that protect all the citizens of the city. Having an evil alignment is not a crime (except in some severely theocratic cities, perhaps, with the magical power to back up the law); only evil deeds are against the law. Even when adventurers encounter an evildoer in the act of perpetrating some heinous evil upon the populace of the city, the law tends to frown on the sort of vigilante justice that leaves the evildoer dead or otherwise unable to testify at a trial. Weapon And Spell Restrictions Different cities have different laws about such issues as carrying weapons in public and restricting spellcasters.  The city’s laws may not affect all characters equally. A monk isn’t hampered at all by a law about peace-bonding weapons, but a cleric is reduced to a fraction of his power if all holy symbols are confiscated at the city’s gates. URBAN FEATURES Walls, doors, poor lighting, and uneven footing: In many ways a city is much like a dungeon. Some new considerations for an urban setting are covered below. Walls and Gates Many cities are surrounded by walls. A typical small city wall is a fortified stone wall 5 feet thick and 20 feet high. Such a wall is fairly smooth, requiring a DC 30 [Climb](http://dndsrd.net/skillsAll.html#climb) check to scale. The walls are crenellated on one side to provide a low wall for the guards atop it, and there is just barely room for guards to walk along the top of the wall. A typical small city wall has AC 3, hardness 8, and 450 hp per 10-foot section.  A typical large city wall is 10 feet thick and 30 feet high, with crenellations on both sides for the guards on top of the wall. It is likewise smooth, requiring a DC 30 [Climb](http://dndsrd.net/skillsAll.html#climb) check to scale. Such a wall has AC 3, hardness 8, and 720 hp per 10-foot section.  A typical metropolis wall is 15 feet thick and 40 feet tall. It has crenellations on both sides and often has a tunnel and small rooms running through its interior. Metropolis walls have AC 3, hardness 8, and 1,170 hp per 10- foot section.  Unlike smaller cities, metropolises often have interior walls as well as surrounding walls-either old walls that the city has outgrown, or walls dividing individual districts from each other. Sometimes these walls are as large and thick as the outer walls, but more often they have the characteristics of a large city’s or small city’s walls.  **Watch Towers:** Some city walls are adorned with watch towers set at irregular intervals. Few cities have enough guards to keep someone constantly stationed at every tower, unless the city is expecting attack from outside. The towers provide a superior view of the surrounding countryside as well as a point of defense against invaders. Watch towers are typically 10 feet higher than the wall they adjoin, and their diameter is 5 times the thickness of the wall. [Arrow slits](http://dndsrd.net/wildernessAndEnvironment.html#walls-with-arrow-slits) line the outer sides of the upper stories of a tower, and the top is crenellated like the surrounding walls are. In a small tower (25 feet in diameter adjoining a 5-foot-thick wall), a simple ladder typically connect the tower’s stories and the roof. In a larger tower, stairs serve that purpose. Heavy wooden doors, reinforced with iron and bearing good locks ([Open Lock](http://dndsrd.net/skillsAll.html#open-lock) DC 30), block entry to a tower, unless the tower is in regular use. As a rule, the captain of the guard keeps the key to the tower secured on her person, and a second copy is in the city’s inner fortress or barracks.  **Gates:** A typical city gate is a gatehouse with two portcullises and murder holes above the space between them. In towns and some small cities, the primary entry is through iron double doors set into the city wall. Gates are usually open during the day and locked or barred at night. Usually, one gate lets in travelers after sunset and is staffed by guards who will open it for someone who seems honest, presents proper papers, or offers a large enough bribe (depending on the city and the guards). Guards and Soldiers A city typically has full-time military personnel equal to 1% of its adult population, in addition to militia or conscript soldiers equal to 5% of the population. The full-time soldiers are city guards responsible for maintaining order within the city, similar to the role of modern police, and (to a lesser extent) for defending the city from outside assault. Conscript soldiers are called up to serve in case of an attack on the city.  A typical city guard force works on three eight-hour shifts, with 30% of the force on a day shift (8 A.M. to 4 P.M.), 35% on an evening shift (4 P.M. to 12 A.M.), and 35% on a night shift (12 A.M. to 8 A.M.). At any given time, 80% of the guards on duty are on the streets patrolling, while the remaining 20% are stationed at various posts throughout the city, where they can respond to nearby alarms. At least one such guard post is present within each neighborhood of a city (each neighborhood consisting of several districts).  The majority of a city guard force is made up of [warriors](http://dndsrd.net/npcClasses.html#warrior), mostly 1st level. Officers include higher-level warriors, fighters, a fair number of clerics, and wizards or sorcerers, as well as multiclass fighter/spellcasters. Siege Engines Siege engines are large weapons, temporary structures, or pieces of equipment traditionally used in besieging a castle or fortress.  **Table: Siege Engines**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **Item** | **Cost** | **Damage** | **Critical** | **Range Increment** | **Typical Crew** | | Catapult, heavy | 800 gp | 6d6 | - | 200 ft. (100 ft. mimimum) | 4 | | Catapult, light | 550 gp | 4d6 | - | 150 ft. (100 ft. minimum) | 2 | | Ballista | 500 gp | 3d8 | 19-20 | 120 ft. | 1 | | Ram | 1,000 gp | 3d61 | - | - | 10 | | Siege tower | 2,000 gp | - | - | - | 20 | | 1 *See description for special rules.* | | | | | |   **Catapult Attack Modifiers**   |  |  | | --- | --- | | **Condition** | **Modifier** | | No line of sight to target square | -6 | | Successive shots (crew can see where most recent misses landed) | Culumative +2 per previous miss (maximum +10) | | Successive shots (crew can't see where most recent misses landed, but observer is providing feedback) | Culumative +1 per previous miss (maximum +5) |     **Catapult, Heavy:** A heavy catapult is a massive engine capable of throwing rocks or heavy objects with great force. Because the catapult throws its payload in a high arc, it can hit squares out of its line of sight. To fire a heavy catapult, the crew chief makes a special check against DC 15 using only his base attack bonus, Intelligence modifier, range increment penalty, and the appropriate modifiers from the lower section of Table: Siege Engines . If the check succeeds, the catapult stone hits the square the catapult was aimed at, dealing the indicated damage to any object or character in the square. Characters who succeed on a DC 15 Reflex save take half damage. Once a catapult stone hits a square, subsequent shots hit the same square unless the catapult is reaimed or the wind changes direction or speed.  If a catapult stone misses, roll 1d8 to determine where it lands. This determines the misdirection of the throw, with 1 being back toward the catapult and 2 through 8 counting clockwise around the target square. Then, count 3 squares away from the target square for every range increment of the attack.  Loading a catapult requires a series of full-round actions. It takes a DC 15 Strength check to winch the throwing arm down; most catapults have wheels to allow up to two crew members to use the [aid another](http://dndsrd.net/specialAttacks.html#aid-another) action, assisting the main winch operator. A DC 15 [Profession](http://dndsrd.net/skillsAll.html#profession) (siege engineer) check latches the arm into place, and then another DC 15 Profession (siege engineer) check loads the catapult ammunition. It takes four full-round actions to reaim a heavy catapult (multiple crew members can perform these full-round actions in the same round, so it would take a crew of four only 1 round to reaim the catapult).  A heavy catapult takes up a space 15 feet across.  **Catapult, Light:** This is a smaller, lighter version of the heavy catapult. It functions as the heavy catapult, except that it takes a DC 10 Strength check to winch the arm into place, and only two full-round actions are required to reaim the catapult.  A light catapult takes up a space 10 feet across.  **Ballista:** A ballista is essentially a Huge heavy crossbow fixed in place. Its size makes it hard for most creatures to aim it. Thus, a Medium creature takes a -4 penalty on attack rolls when using a ballista, and a Small creature takes a -6 penalty. It takes a creature smaller than Large two full-round actions to reload the ballista after firing.  A ballista takes up a space 5 feet across.  **Ram:** This heavy pole is sometimes suspended from a movable scaffold that allows the crew to swing it back and forth against objects. As a full-round action, the character closest to the front of the ram makes an attack roll against the AC of the construction, applying the -4 penalty for lack of proficiency. (It’s not possible to be proficient with this device.) In addition to the damage given on Table: Siege Engines, up to nine other characters holding the ram can add their Strength modifier to the ram’s damage, if they devote an attack action to doing so. It takes at least one Huge or larger creature, two Large creatures, four Medium-size creatures, or eight Small creatures to swing a ram. (Tiny or smaller creatures can’t use a ram.)  A ram is typically 30 feet long. In a battle, the creatures wielding the ram stand in two adjacent columns of equal length, with the ram between them.  **Siege Tower:** This device is a massive wooden tower on wheels or rollers that can be rolled up against a wall to allow attackers to scale the tower and thus to get to the top of the wall with cover. The wooden walls are usually 1 foot thick.  A typical siege tower takes up a space 15 feet across. The creatures inside push it at a speed of 10 feet (and a siege tower can’t run). The eight creatures pushing on the ground floor have total cover, and those on higher floors get improved cover and can fire through arrow slits. City Streets Typical city streets are narrow and twisting. Most streets average 15 to 20 feet wide [(1d4+1)×5 feet)], while alleys range from 10 feet wide to only 5 feet. Cobblestones in good condition allow normal movement, but ones in poor repair and heavily rutted dirt streets are considered light rubble, increasing the DC of [Balance](http://dndsrd.net/skillsAll.html#balance) and [Tumble](http://dndsrd.net/skillsAll.html#tumble) checks by 2.  Some cities have no larger thoroughfares, particularly cities that gradually grew from small settlements to larger cities. Cities that are planned, or perhaps have suffered a major fire that allowed authorities to construct new roads through formerly inhabited areas, might have a few larger streets through town. These main roads are 25 feet wide-offering room for wagons to pass each other-with 5-foot-wide sidewalks on either side.  **Crowds:** Urban streets are often full of people going about their daily lives. In most cases, it isn’t necessary to put every 1st-level commoner on the map when a fight breaks out on the city’s main thoroughfare. Instead just indicate which squares on the map contain crowds. If crowds see something obviously dangerous, they’ll move away at 30 feet per round at initiative count 0. It takes 2 squares of movement to enter a square with crowds. The crowds provide cover for anyone who does so, enabling a [Hide](http://dndsrd.net/skillsAll.html#hide) check and providing a bonus to Armor Class and on Reflex saves.  *Directing Crowds:* It takes a DC 15 [Diplomacy](http://dndsrd.net/skillsAll.html#diplomacy) check or DC 20 [Intimidate](http://dndsrd.net/skillsAll.html#intimidate) check to convince a crowd to move in a particular direction, and the crowd must be able to hear or see the character making the attempt. It takes a full-round action to make the Diplomacy check, but only a free action to make the Intimidate check.  If two or more characters are trying to direct a crowd in different directions, they make opposed Diplomacy or Intimidate checks to determine whom the crowd listens to. The crowd ignores everyone if none of the characters’ check results beat the DCs given above. Above and beneath the Streets **Rooftops:** Getting to a roof usually requires climbing a wall (see the Walls section), unless the character can reach a roof by jumping down from a higher window, balcony, or bridge. Flat roofs, common only in warm climates (accumulated snow can cause a flat roof to collapse), are easy to run across. Moving along the peak of a roof requires a DC 20 [Balance](http://dndsrd.net/skillsAll.html#balance) check. Moving on an angled roof surface without changing altitude (moving parallel to the peak, in other words) requires a DC 15 Balance check. Moving up and down across the peak of a roof requires a DC 10 Balance check.  Eventually a character runs out of roof, requiring a long jump across to the next roof or down to the ground. The distance to the next closest roof is usually 1d3×5 feet horizontally, but the roof across the gap is equally likely to be 5 feet higher, 5 feet lower, or the same height. Use the guidelines in the [Jump](http://dndsrd.net/skillsAll.html#jump) skill (a horizontal jump’s peak height is one-fourth of the horizontal distance) to determine whether a character can make a jump.  **Sewers:** To get into the sewers, most characters open a grate (a full-round action) and jump down 10 feet. Sewers are built exactly like dungeons, except that they’re much more likely to have floors that are slippery or covered with water. Sewers are also similar to dungeons in terms of creatures liable to be encountered therein. Some cities were built atop the ruins of older civilizations, so their sewers sometimes lead to treasures and dangers from a bygone age. City Buildings Most city buildings fall into three categories. The majority of buildings in the city are two to five stories high, built side by side to form long rows separated by secondary or main streets. These row houses usually have businesses on the ground floor, with offices or apartments above.  Inns, successful businesses, and large warehouses - as well as millers, tanners, and other businesses that require extra space - are generally large, free-standing buildings with up to five stories.  Finally, small residences, shops, warehouses, or storage sheds are simple, one-story wooden buildings, especially if they’re in poorer neighborhoods.  Most city buildings are made of a combination of stone or clay brick (on the lower one or two stories) and timbers (for the upper stories, interior walls, and floors). Roofs are a mixture of boards, thatch, and slates, sealed with pitch. A typical lower-story wall is 1 foot thick, with AC 3, hardness 8, 90 hp, and a [Climb](http://dndsrd.net/skillsAll.html#climb) DC of 25. Upper-story walls are 6 inches thick, with AC 3, hardness 5, 60 hp, and a Climb DC of 21. Exterior doors on most buildings are good wooden doors that are usually kept locked, except on public buildings such as shops and taverns. Buying Buildings Characters might want to buy their own buildings or even construct their own castle. Use the prices in Table: Buildings directly, or as a guide when for extrapolating costs for more exotic structures.  **Table: Buildings**   |  |  | | --- | --- | | **Item** | **Cost** | | Simple House | 1,000 gp | | Grand House | 5,000 gp | | Mansion | 100,000 gp | | Tower | 50,000 gp | | Keep | 150,000 gp | | Castle | 500,000 gp | | Huge Castle | 1,000,000 gp | | Moat with bridge | 50,000 gp |   *Simple House:* This one- to three-room house is made of wood and has a thatched roof.  *Grand House:* This four- to ten-room house is made of wood and has a thatched roof.  *Mansion:* This ten- to twenty-room residence has two or three stories and is made of wood and brick. It has a slate roof.  *Tower:* This round or square, three-level tower is made of stone.  *Keep:* This fortified stone building has fifteen to twenty-five rooms.  *Castle:* A castle is a keep surrounded by a 15-foot stone wall with four towers. The wall is 10 feet thick.  *Huge Castle:* A huge castle is a particularly large keep with numerous associated buildings (stables, forge, granaries, and so on) and an elaborate 20-foot-high wall that creates bailey and courtyard areas. The wall has six towers and is 10 feet thick.  *Moat with Bridge:* The moat is 15 feet deep and 30 feet wide. The bridge may be a wooden drawbridge or a permanent stone structure. City Lights If a city has main thoroughfares, they are lined with lanterns hanging at a height of 7 feet from building awnings. These lanterns are spaced 60 feet apart, so their illumination is all but continuous. Secondary streets and alleys are not lit; it is common for citizens to hire lantern-bearers when going out after dark.  Alleys can be dark places even in daylight, thanks to the shadows of the tall buildings that surround them. A dark alley in daylight is rarely dark enough to afford true concealment, but it can lend a +2 circumstance bonus on [Hide](http://dndsrd.net/skillsAll.html#hide) checks. *WEATHER*  |  | | --- | |  |   Sometimes weather can play an important role in an adventure.  Table: Random Weather is an appropriate weather table for general use, and can be used as a basis for a local weather tables. Terms on that table are defined as follows.  **Calm**: Wind speeds are light (0 to 10 mph).  **Cold**: Between 0° and 40° Fahrenheit during the day, 10 to 20 degrees colder at night.  **Cold Snap**: Lowers temperature by –10° F.  **Downpour**: Treat as rain (see Precipitation, below), but conceals as fog. Can create floods (see above). A downpour lasts for 2d4 hours.  **Heat Wave**: Raises temperature by +10° F.  **Hot**: Between 85° and 110° Fahrenheit during the day, 10 to 20 degrees colder at night.  **Moderate**: Between 40° and 60° Fahrenheit during the day, 10 to 20 degrees colder at night.  **Powerful Storm** (*Windstorm/Blizzard/Hurricane/Tornado*): Wind speeds are over 50 mph (see Table: Wind Effects). In addition, blizzards are accompanied by heavy snow (1d3 feet), and hurricanes are accompanied by downpours (see above). Windstorms last for 1d6 hours. Blizzards last for 1d3 days. Hurricanes can last for up to a week, but their major impact on characters will come in a 24-to-48-hour period when the center of the storm moves through their area. Tornadoes are very short-lived (1d6×10 minutes), typically forming as part of a thunderstorm system.  **Precipitation**: Roll d% to determine whether the precipitation is fog (01–30), rain/snow (31–90), or sleet/hail (91–00). Snow and sleet occur only when the temperature is 30° Fahrenheit or below. Most precipitation lasts for 2d4 hours. By contrast, hail lasts for only 1d20 minutes but usually accompanies 1d4 hours of rain.  **Storm** (*Duststorm/Snowstorm/Thunderstorm*): Wind speeds are severe (30 to 50 mph) and visibility is cut by three-quarters. Storms last for 2d4–1 hours. See Storms, below, for more details.  **Warm**: Between 60° and 85° Fahrenheit during the day, 10 to 20 degrees colder at night.  **Windy**: Wind speeds are moderate to strong (10 to 30 mph); see Table: Wind Effects on the following page.  **Table: RANDOM WEATHER**   |  |  |  |  |  | | --- | --- | --- | --- | --- | | **d%** | **Weather** | **Cold Climate** | **Temperate Climate1** | **Desert** | | 01–70 | Normal weather | Cold, calm | Normal for season2 | Hot, calm | | 71–80 | Abnormal weather | Heat wave (01–30) or cold snap (31–100) | Heat wave (01–50) or cold snap (51–100) | Hot, windy | | 81–90 | Inclement weather | Precipitation (snow) | Precipitation (normal for season) | Hot, windy | | 91–99 | Storm | Snowstorm | Thunderstorm, snowstorm3 | Duststorm | | 100 | Powerful storm | Blizzard | Windstorm, blizzard4, hurricane, tornado | Downpour | | 1 *Temperate includes forest, hills, marsh, mountains, plains, and warm aquatic.* | | | |  | | 2 *Winter is cold, summer is warm, spring and autumn are temperate. Marsh regions are slightly warmer in winter.* | | | |  |  Rain, Snow, Sleet, and Hail Bad weather frequently slows or halts travel and makes it virtually impossible to navigate from one spot to another. Torrential downpours and blizzards obscure vision as effectively as a dense fog.  Most precipitation is rain, but in cold conditions it can manifest as snow, sleet, or hail. Precipitation of any kind followed by a cold snap in which the temperature dips from above freezing to 30° F or below may produce ice.  *Rain*: Rain reduces visibility ranges by half, resulting in a –4 penalty on [Spot](http://dndsrd.net/skillsAll.html#spot) and [Search](http://dndsrd.net/skillsAll.html#search) checks. It has the same effect on flames, ranged weapon attacks, and [Listen](http://dndsrd.net/skillsAll.html#listen) checks as severe wind.  *Snow*: Falling snow has the same effects on visibility, ranged weapon attacks, and skill checks as rain, and it costs 2 squares of movement to enter a snow-covered square. A day of snowfall leaves 1d6 inches of snow on the ground.  *Heavy Snow*: Heavy snow has the same effects as normal snowfall, but also restricts visibility as fog does (see Fog, below). A day of heavy snow leaves 1d4 feet of snow on the ground, and it costs 4 squares of movement to enter a square covered with heavy snow. Heavy snow accompanied by strong or severe winds may result in snowdrifts 1d4×5 feet deep, especially in and around objects big enough to deflect the wind—a cabin or a large tent, for instance. There is a 10% chance that a heavy snowfall is accompanied by lightning (see Thunderstorm, below). Snow has the same effect on flames as moderate wind.  *Sleet*: Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground.  *Hail*: Hail does not reduce visibility, but the sound of falling hail makes Listen checks more difficult (–4 penalty). Sometimes (5% chance) hail can become large enough to deal 1 point of lethal damage (per storm) to anything in the open. Once on the ground, hail has the same effect on movement as snow. Storms The combined effects of precipitation (or dust) and wind that accompany all storms reduce visibility ranges by three quarters, imposing a –8 penalty on [Spot](http://dndsrd.net/skillsAll.html#spot), [Search](http://dndsrd.net/skillsAll.html#search), and [Listen](http://dndsrd.net/skillsAll.html#listen)checks. Storms make ranged weapon attacks impossible, except for those using siege weapons, which have a –4 penalty on attack rolls. They automatically extinguish candles, torches, and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. See Table: Wind Effects for possible consequences to creatures caught outside without shelter during such a storm. Storms are divided into the following three types.  *Duststorm (CR 3)*: These desert storms differ from other storms in that they have no precipitation. Instead, a duststorm blows fine grains of sand that obscure vision, smother unprotected flames, and can even choke protected flames (50% chance). Most duststorms are accompanied by severe winds and leave behind a deposit of 1d6 inches of sand. However, there is a 10% chance for a greater duststorm to be accompanied by windstorm-magnitude winds (see Table: Wind Effects). These greater duststorms deal 1d3 points of nonlethal damage each round to anyone caught out in the open without shelter and also pose a choking hazard (see Drowning—except that a character with a scarf or similar protection across her mouth and nose does not begin to choke until after a number of rounds equal to 10 × her Constitution score). Greater duststorms leave 2d3–1 feet of fine sand in their wake.  *Snowstorm*: In addition to the wind and precipitation common to other storms, snowstorms leave 1d6 inches of snow on the ground afterward.  *Thunderstorm*: In addition to wind and precipitation (usually rain, but sometimes also hail), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially those in metal armor). As a rule of thumb, assume one bolt per minute for a 1-hour period at the center of the storm. Each bolt causes electricity damage equal to 1d10 eight-sided dice. One in ten thunderstorms is accompanied by a tornado (see below).  **Powerful Storms**: Very high winds and torrential precipitation reduce visibility to zero, making Spot, Search, and Listen checks and all ranged weapon attacks impossible. Unprotected flames are automatically extinguished, and protected flames have a 75% chance of being doused. Creatures caught in the area must make a DC 20 Fortitude save or face the effects based on the size of the creature (see Table: Wind Effects). Powerful storms are divided into the  following four types.  *Windstorm*: While accompanied by little or no precipitation, windstorms can cause considerable damage simply through the force of their wind.  *Blizzard*: The combination of high winds, heavy snow (typically 1d3 feet), and bitter cold make blizzards deadly for all who are unprepared for them.  *Hurricane*: In addition to very high winds and heavy rain, hurricanes are accompanied by floods. Most adventuring activity is impossible under such conditions.  *Tornado*: One in ten thunderstorms is accompanied by a tornado. Fog Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance). Winds The wind can create a stinging spray of sand or dust, fan a large fire, heel over a small boat, and blow gases or vapors away. If powerful enough, it can even knock characters down (see Table: Wind Effects), interfere with ranged attacks, or impose penalties on some skill checks.  *Light Wind*: A gentle breeze, having little or no game effect.  *Moderate Wind*: A steady wind with a 50% chance of extinguishing small, unprotected flames, such as candles.  *Strong Wind*: Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a –2 penalty on ranged attack rolls and on Listen checks.  *Severe Wind*: In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Listen checks are at a –4 penalty. This is the velocity of wind produced by a [gust of wind](http://dndsrd.net/spellsFtoG.html#gust-of-wind) spell.  *Windstorm*: Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are impossible, and even siege weapons have a –4 penalty on attack rolls. Listen checks are at a –8 penalty due to the howling of the wind.  *Hurricane-Force Wind*: All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a –8 penalty on attack rolls). Listen checks are impossible: All characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.  *Tornado (CR 10)*: All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are Listen checks. Instead of being [blown away](http://dndsrd.net/abilitiesAndConditions.html#blown-away) (see Table: Wind Effects), characters in close proximity to a tornado who fail their Fortitude saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage may apply). While a tornado’s rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph (roughly 250 feet per round). A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.  **Table: WIND EFFECTS**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **Wind Force** | **Wind Speed** | **Ranged Attacks Normal/Siege Weapons1** | **Creature Size2** | **Wind Effect on Creatures** | **Fort Save DC** | | Light | 0–10 mph | —/— | Any | None | — | | Moderate | 11–20 mph | —/— | Any | None | — | | Strong | 21–30 mph | –2/— | Tiny or smaller | [Knocked down](http://dndsrd.net/abilitiesAndConditions.html#knocked-down) | 10 | |  |  |  | Small or larger | None |  | | Severe | 31–50 mph | –4/— | Tiny | Blown away | 15 | |  |  |  | Small | Knocked down |  | |  |  |  | Medium | [Checked](http://dndsrd.net/abilitiesAndConditions.html#checked) |  | |  |  |  | Large or larger | None |  | | Windstorm | 51–74 mph | Impossible/–4 | Small or smaller | Blown away | 18 | |  |  |  | Medium | Knocked down |  | |  |  |  | Large or Huge | Checked |  | |  |  |  | Gargantuan or Colossal | None |  | | Hurricane | 75–174 mph | Impossible/–8 | Medium or smaller | Blown away | 20 | |  |  |  | Large | Knocked down |  | |  |  |  | Huge | Checked |  | |  |  |  | Gargantuan or Colossal | None |  | | Tornado | 175–300 mph | Impossible/impossible | Large or smaller | Blown away | 30 | |  |  |  | Huge | Knocked down |  | |  |  |  | Gargantuan or Colossal | Checked |  | | 1 *The siege weapon category includes ballista and catapult attacks as well as boulders tossed by giants.* | | | | | | | 2 *Flying or airborne creatures are treated as one size category smaller than their actual size, so an airborne Gargantuan dragon is treated as Huge for purposes of wind effects.* | | | | | |   *Checked*: Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6×5 feet.  *Knocked Down*: Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6×10 feet.  *Blown Away*: Creatures on the ground are knocked prone and rolled 1d4×10 feet, taking 1d4 points of nonlethal damage per 10 feet. Flying creatures are blown back 2d6×10 feet and take 2d6 points of nonlethal damage due to battering and buffeting. *THE ENVIRONMENT*  |  | | --- | |  |   Environmental hazards specific to one kind of terrain (such as an avalanche, which occurs in the mountains) are described in Wilderness, above. Environmental hazards common to more than one setting are detailed below. ACID EFFECTS Corrosive acids deals 1d6 points of damage per round of exposure except in the case of total immersion (such as into a vat of acid), which deals 10d6 points of damage per round. An attack with acid, such as from a hurled vial or a monster’s spittle, counts as a round of exposure.  The fumes from most acids are inhaled poisons. Those who come close enough to a large body of acid to dunk a creature in it must make a DC 13 Fortitude save or take 1 point of Constitution damage. All such characters must make a second save 1 minute later or take another 1d4 points of Constitution damage.  Creatures immune to acid’s caustic properties might still drown in it if they are totally immersed (see Drowning). COLD DANGERS Cold and exposure deal nonlethal damage to the victim. This nonlethal damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered [unconscious](http://dndsrd.net/abilitiesAndConditions.html#unconscious) through the accumulation of nonlethal damage, the cold and exposure begins to deal lethal damage at the same rate.  An unprotected character in cold weather (below 40° F) must make a Fortitude save each hour (DC 15, + 1 per previous check) or take 1d6 points of nonlethal damage. A character who has the [Survival](http://dndsrd.net/skillsAll.html#survival) skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill Description).  In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters wearing winter clothing only need check once per hour for cold and exposure damage.  A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as [fatigued](http://dndsrd.net/abilitiesAndConditions.html#fatigued)). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.  Extreme cold (below –20° F) deals 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing metal armor or coming into contact with very cold metal are affected as if by a chill metal spell. Ice Effects Characters walking on ice must spend 2 squares of movement to enter a square covered by ice, and the DC for [Balance](http://dndsrd.net/skillsAll.html#balance) and [Tumble](http://dndsrd.net/skillsAll.html#tumble) checks increases by +5. Characters in prolonged contact with ice may run the risk of taking damage from severe cold (see above). DARKNESS Darkvision allows many characters and monsters to see perfectly well without any light at all, but characters with normal vision (or low-light vision, for that matter) can be rendered completely [blind](http://dndsrd.net/abilitiesAndConditions.html#blinded) by putting out the lights. Torches or lanterns can be blown out by sudden gusts of subterranean wind, magical light sources can be dispelled or countered, or magical traps might create fields of impenetrable darkness.  In many cases, some characters or monsters might be able to see, while others are blinded. For purposes of the following points, a blinded creature is one who simply can’t see through the surrounding darkness.  —Creatures blinded by darkness lose the ability to deal extra damage due to precision (for example, a ranger’s favored enemy or a sneak attack).  —Blinded creatures are hampered in their movement, and pay 2 squares of movement per square moved into (double normal cost). Blinded creatures can’t run or [charge](http://dndsrd.net/specialAttacks.html#charge).  —All opponents have total concealment from a blinded creature, so the blinded creature has a 50% miss chance in combat. A blinded creature must first pinpoint the location of an opponent in order to attack the right square; if the blinded creature launches an attack without pinpointing its foe, it attacks a random square within its reach. For ranged attacks or spells against a foe whose location is not pinpointed, roll to determine which adjacent square the blinded creature is facing; its attack is directed at the closest target that lies in that direction.  —A blinded creature loses its Dexterity adjustment to AC and takes a –2 penalty to AC.  —A blinded creature takes a –4 penalty on [Search](http://dndsrd.net/skillsAll.html#search) checks and most Strength- and Dexterity-based skill checks, including any with an armor check penalty. A creature blinded by darkness automatically fails any skill check relying on vision.  —Creatures blinded by darkness cannot use gaze attacks and are immune to gaze attacks.  A creature blinded by darkness can make a [Listen](http://dndsrd.net/skillsAll.html#listen) check as a free action each round in order to locate foes (DC equal to opponents’ [Move Silently](http://dndsrd.net/skillsAll.html#move-silently) checks). A successful check lets a blinded character hear an unseen creature “over there somewhere.” It’s almost impossible to pinpoint the location of an unseen creature. A Listen check that beats the DC by 20 reveals the unseen creature’s square (but the unseen creature still has total concealment from the blinded creature).  —A blinded creature can grope about to find unseen creatures. A character can make a touch attack with his hands or a weapon into two adjacent squares using a standard action. If an unseen target is in the designated square, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has pinpointed the unseen creature’s current location. (If the unseen creature moves, its location is once again unknown.)  —If a blinded creature is struck by an unseen foe, the blinded character pinpoints the location of the creature that struck him (until the unseen creature moves, of course). The only exception is if the unseen creature has a reach greater than 5 feet (in which case the blinded character knows the location of the unseen opponent, but has not pinpointed him) or uses a ranged attack (in which case, the blinded character knows the general direction of the foe, but not his location).  —A creature with the scent ability automatically pinpoints unseen creatures within 5 feet of its location. FALLING **Falling Damage**: The basic rule is simple: 1d6 points of damage per 10 feet fallen, to a maximum of 20d6.  If a character deliberately jumps instead of merely slipping or falling, the damage is the same but the first 1d6 is nonlethal damage. A DC 15 [Jump](http://dndsrd.net/skillsAll.html#jump) check or DC 15 [Tumble](http://dndsrd.net/skillsAll.html#tumble) check allows the character to avoid any damage from the first 10 feet fallen and converts any damage from the second 10 feet to nonlethal damage. Thus, a character who slips from a ledge 30 feet up takes 3d6 damage. If the same character deliberately jumped, he takes 1d6 points of nonlethal damage and 2d6 points of lethal damage. And if the character leaps down with a successful Jump or Tumble check, he takes only 1d6 points of nonlethal damage and 1d6 points of lethal damage from the plunge.  Falls onto yielding surfaces (soft ground, mud) also convert the first 1d6 of damage to nonlethal damage. This reduction is cumulative with reduced damage due to deliberate jumps and the Jump skill.  **Falling into Water**: Falls into water are handled somewhat differently. If the water is at least 10 feet deep, the first 20 feet of falling do no damage. The next 20 feet do nonlethal damage (1d3 per 10-foot increment). Beyond that, falling damage is lethal damage (1d6 per additional 10-foot increment).  Characters who deliberately dive into water take no damage on a successful DC 15 [Swim](http://dndsrd.net/skillsAll.html#swim) check or DC 15 Tumble check, so long as the water is at least 10 feet deep for every 30 feet fallen. However, the DC of the check increases by 5 for every 50 feet of the dive. FALLING OBJECTS Just as characters take damage when they fall more than 10 feet, so too do they take damage when they are hit by falling objects.  Objects that fall upon characters deal damage based on their weight and the distance they have fallen.  For each 200 pounds of an object’s weight, the object deals 1d6 points of damage, provided it falls at least 10 feet. Distance also comes into play, adding an additional 1d6 points of damage for every 10-foot increment it falls beyond the first (to a maximum of 20d6 points of damage).  Objects smaller than 200 pounds also deal damage when dropped, but they must fall farther to deal the same damage. Use Table: Damage from Falling Objects to see how far an object of a given weight must drop to deal 1d6 points of damage.  **Table: DAMAGE FROM FALLING OBJECTS**   |  |  | | --- | --- | | **Object Weight** | **Falling Distance** | | 200–101 lb. | 20 ft. | | 100–51 lb. | 30 ft. | | 50–31 lb. | 40 ft. | | 30–11 lb. | 50 ft. | | 10–6 lb. | 60 ft. | | 5–1 lb. | 70 ft. |   For each additional increment an object falls, it deals an additional 1d6 points of damage. Objects weighing less than 1 pound do not deal damage to those they land upon, no matter how far they have fallen. HEAT DANGERS Heat deals nonlethal damage that cannot be recovered until the character gets cooled off (reaches shade, survives until nightfall, gets doused in water, is targeted by endure elements, and so forth). Once rendered [unconscious](http://dndsrd.net/abilitiesAndConditions.html#unconscious) through the accumulation of nonlethal damage, the character begins to take lethal damage at the same rate.  A character in very hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the [Survival](http://dndsrd.net/skillsAll.html#survival) skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).  In severe heat (above 110° F), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).  A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is [fatigued](http://dndsrd.net/abilitiesAndConditions.html#fatigued). These penalties end when the character recovers the nonlethal damage she took from the heat.  Extreme heat (air temperature over 140° F, fire, boiling water, lava) deals lethal damage. Breathing air in these temperatures deals 1d6 points of damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a –4 penalty on their saves. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a [heat metal](http://dndsrd.net/spellsHtoL.html#heat-metal) spell.  Boiling water deals 1d6 points of scalding damage, unless the character is fully immersed, in which case it deals 10d6 points of damage per round of exposure. Catching on Fire Characters exposed to burning oil, bonfires, and noninstantaneous magic fires might find their clothes, hair, or equipment on fire. Spells with an instantaneous duration don’t normally set a character on fire, since the heat and flame from these come and go in a flash.  Characters at risk of catching fire are allowed a DC 15 Reflex save to avoid this fate. If a character’s clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once he succeeds on his saving throw, he’s no longer on fire.)  A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.  Those unlucky enough to have their clothes or equipment catch fire must make DC 15 Reflex saves for each item. Flammable items that fail take the same amount of damage as the character. Lava Effects Lava or magma deals 2d6 points of damage per round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of damage per round.  Damage from magma continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round).  An immunity or resistance to fire serves as an immunity to lava or magma. However, a creature immune to fire might still drown if completely immersed in lava (see Drowning, below). SMOKE EFFECTS A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage.  Smoke obscures vision, giving concealment (20% miss chance) to characters within it. STARVATION AND THIRST Characters might find themselves without food or water and with no means to obtain them. In normal climates, Medium characters need at least a gallon of fluids and about a pound of decent food per day to avoid starvation. (Small characters need half as much.) In very hot climates, characters need two or three times as much water to avoid dehydration.  A character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage.  A character can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage.  Characters who have taken nonlethal damage from lack of food or water are [fatigued](http://dndsrd.net/abilitiesAndConditions.html#fatigued). Nonlethal damage from thirst or starvation cannot be recovered until the character gets food or water, as needed—not even magic that restores hit points heals this damage. SUFFOCATION A character who has no air to breathe can hold her breath for 2 rounds per point of Constitution. After this period of time, the character must make a DC 10 Constitution check in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.  When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls [unconscious](http://dndsrd.net/abilitiesAndConditions.html#unconscious) (0 hit points). In the following round, she drops to –1 hit points and is [dying](http://dndsrd.net/abilitiesAndConditions.html#dying). In the third round, she suffocates.  **Slow Suffocation**: A Medium character can breathe easily for 6 hours in a sealed chamber measuring 10 feet on a side. After that time, the character takes 1d6 points of nonlethal damage every 15 minutes. Each additional Medium character or significant fire source (a torch, for example) proportionally reduces the time the air will last. When a character falls unconscious from this nonlethal damage, she drops to –1 hit points and is dying. In the next round, she suffocates.  Small characters consume half as much air as Medium characters. A larger volume of air, of course, lasts for a longer time. WATER DANGERS Any character can wade in relatively calm water that isn’t over his head, no check required. Similarly, swimming in calm water only requires skill checks with a DC of 10. Trained swimmers can just take 10. (Remember, however, that armor or heavy gear makes any attempt at swimming much more difficult. See the [Swim](http://dndsrd.net/skillsAll.html#swim) skill description.)  By contrast, fast-moving water is much more dangerous. On a successful DC 15 Swim check or a DC 15 Strength check, it deals 1d3 points of nonlethal damage per round (1d6 points of lethal damage if flowing over rocks and cascades). On a failed check, the character must make another check that round to avoid going under.  Very deep water is not only generally pitch black, posing a navigational hazard, but worse, it deals water pressure damage of 1d6 points per minute for every 100 feet the character is below the surface. A successful Fortitude save (DC 15, +1 for each previous check) means the diver takes no damage in that minute.  Very cold water deals 1d6 points of nonlethal damage from hypothermia per minute of exposure. Drowning Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a DC 10 Constitution check every round in order to continue holding her breath. Each round, the DC increases by 1.  When the character finally fails her Constitution check, she begins to drown. In the first round, she falls [unconscious](http://dndsrd.net/abilitiesAndConditions.html#unconscious) (0 hp). In the following round, she drops to –1 hit points and is [dying](http://dndsrd.net/abilitiesAndConditions.html#dying). In the third round, she drowns.  It is possible to drown in substances other than water, such as sand, quicksand, fine dust, and silos full of grain. | | Wilderness, Weather, and Environment  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | [Dungeons](http://dndsrd.net/wildernessAndEnvironment.html#dungeons) | [Dungeon Terrain](http://dndsrd.net/wildernessAndEnvironment.html#dungeon-terrain) | [Wilderness](http://dndsrd.net/wildernessAndEnvironment.html#wilderness) | [Urban Adventures](http://dndsrd.net/wildernessAndEnvironment.html#urban-adventures) | [Weather](http://dndsrd.net/wildernessAndEnvironment.html#weather) | [Environment](http://dndsrd.net/wildernessAndEnvironment.html#environment) |  *DUNGEONS*  |  | | --- | |  |  TYPES OF DUNGEONS The four basic dungeon types are defined by their current status. Many dungeons are variations on these basic types or combinations of more than one of them. Sometimes old dungeons are used again and again by different inhabitants for different purposes.  **Ruined Structure:** Once occupied, this place is now abandoned (completely or in part) by its original creator or creators, and other creatures have wandered in. Many subterranean creatures look for abandoned underground constructions in which to make their lairs. Any traps that might exist have probably been set off, but wandering beasts might very well be common.  **Occupied Structure:** This type of dungeon is still in use. Creatures (usually intelligent) live there, although they may not be the dungeon’s creators. An occupied structure might be a home, a fortress, a temple, an active mine, a prison, or a headquarters. This type of dungeon is less likely to have traps or wandering beasts, and more likely to have organized guards-both on watch and on patrol. Traps or wandering beasts that might be encountered are usually under the control of the occupants. Occupied structures have furnishings to suit the inhabitants, as well as decorations, supplies, and the ability for occupants to move around (doors they can open, hallways large enough for them to pass through, and so on). The inhabitants might have a communication system, and they almost certainly control an access to the outside.  Some dungeons are partially occupied and partially empty or in ruins. In such cases, the occupants are typically not the original builders but instead a group of intelligent creatures that have set up their base, lair, or fortification within an abandoned dungeon.  **Safe Storage:** When people want to protect something, they might bury it underground. Whether the item they want to protect is a fabulous treasure, a forbidden artifact, or the dead body of an important figure, these valuable objects are placed within a dungeon and surrounded by barriers, traps, and guardians.  The safe storage type of dungeon is the most likely to have traps but the least likely to have wandering beasts. This type of dungeon normally is built for function rather than appearance, but sometimes it has ornamentation in the form of statuary or painted walls. This is particularly true of the tombs of important people.  Sometimes, however, a vault or a crypt is constructed in such a way as to house living guardians. The problem with this strategy is that something must be done to keep the creatures alive between intrusion attempts. Magic is usually the best solution to provide food and water for these creatures. Even if there’s no way anything living can survive in a safe storage dungeon, certain monsters can still serve as guardians. Builders of vaults or tombs often place undead creatures or constructs, both of which which have no need for sustenance or rest, to guard their dungeons. Magic traps can attack intruders by summoning monsters into the dungeon. These guardians also need no sustenance, since they appear only when they’re needed and disappear when their task is done.  **Natural Cavern Complex:** Underground caves provide homes for all sorts of subterranean monsters. Created naturally and connected by a labyrinthine tunnel system, these caverns lack any sort of pattern, order, or decoration. With no intelligent force behind its construction, this type of dungeon is the least likely to have traps or even doors.  Fungi of all sorts thrive in caves, sometimes growing in huge forests of mushrooms and puffballs. Subterranean predators prowl these forests, looking for those feeding upon the fungi. Some varieties of fungus give off a phosphorescent glow, providing a natural cavern complex with its own limited light source. In other areas, a [daylight](http://dndsrd.net/spellsDtoE.html#daylight) spell or similar magical effect can provide enough light for green plants to grow.  Often, a natural cavern complex connects with another type of dungeons, the caves having been discovered when the manufactured dungeon was delved. A cavern complex can connect two otherwise unrelated dungeons, sometimes creating a strange mixed environment. A natural cavern complex joined with another dungeon often provides a route by which subterranean creatures find their way into a manufactured dungeon and populate it. *DUNGEON TERRAIN*  |  | | --- | |  |  WALLS Sometimes, masonry walls-stones piled on top of each other (usually but not always held in place with mortar)-divide dungeons into corridors and chambers. Dungeon walls can also be hewn from solid rock, leaving them with a rough, chiseled look. Or, dungeon walls can be the smooth, unblemished stone of a naturally occurring cave. Dungeon walls are difficult to break down or through, but they’re generally easy to climb.   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **Table: Walls** | | | | | | | **Wall Type** | **Typical Thickness** | **Break DC** | **Hardness** | **Hit Points**1 | **Climb DC** | | Masonry | 1 ft. | 35 | 8 | 90 hp | 20 | | Superior masonry | 1 ft. | 35 | 8 | 90 hp | 25 | | Reinforced masonry | 1 ft. | 45 | 8 | 180 hp | 15 | | Hewn stone | 3 ft. | 50 | 8 | 540 hp | 25 | | Unworked stone | 5 ft. | 65 | 8 | 900 hp | 15 | | Iron | 3 in. | 30 | 10 | 90 hp | 25 | | Paper | Paper-thin | 1 | - | 1 hp | 30 | | Wood | 6 in. | 20 | 5 | 60 hp | 21 | | Magically treated2 | - | +20 | ×2 | ×23 | - | | 1 *Per 10-foot-by-10-foot section.* | | | | | | | 2 *These modifiers can be applied to any of the other wall types.* | | | | | | | 3 *Or an additional 50 hit points, whichever is greater.* | | | | | |   **Masonry Walls:** The most common kind of dungeon wall, masonry walls are usually at least 1 foot thick. Often these ancient walls sport cracks and crevices, and sometimes dangerous slimes or small monsters live in these areas and wait for prey. Masonry walls stop all but the loudest noises. It takes a DC 20 [Climb](http://dndsrd.net/skillsAll.html#climb) check to travel along a masonry wall.  **Superior Masonry Walls:** Sometimes masonry walls are better built (smoother, with tighter-fitting stones and less cracking), and occasionally these superior walls are covered with plaster or stucco. Covered walls often bear paintings, carved reliefs, or other decoration. Superior masonry walls are no more difficult to destroy than regular masonry walls but are more difficult to climb (DC 25).  **Hewn Stone Walls:** Such walls usually result when a chamber or passage is tunneled out from solid rock. The rough surface of a hewn wall frequently provides minuscule ledges where fungus grows and fissures where vermin, bats, and subterranean snakes live. When such a wall has an “other side” (it separates two chambers in the dungeon), the wall is usually at least 3 feet thick; anything thinner risks collapsing from the weight of all the stone overhead. It takes a DC 25 Climb check to climb a hewn stone wall.  **Unworked Stone Walls:** These surfaces are uneven and rarely flat. They are smooth to the touch but filled with tiny holes, hidden alcoves, and ledges at various heights. They’re also usually wet or at least damp, since it’s water that most frequently creates natural caves. When such a wall has an “other side,” the wall is usually at least 5 feet thick. It takes a DC 15 Climb check to move along an unworked stone wall. Special Walls **Reinforced Walls:** These are masonry walls with iron bars on one or both sides of the wall, or placed within the wall to strengthen it. The hardness of a reinforced wall remains the same, but its hit points are doubled and the Strength check DC to break through it is increased by 10.  **Iron Walls:** These walls are placed within dungeons around important places such as vaults.  **Paper Walls:** Paper walls are the opposite of iron walls, placed as screens to block line of sight but nothing more.  **Wooden Walls:** Wooden walls often exist as recent additions to older dungeons, used to create animal pens, storage bins, or just to make a number of smaller rooms out of a larger one.  **Magically Treated Walls:** These walls are stronger than average, with a greater hardness, more hit points, and a higher break DC. Magic can usually double the hardness and hit points and can add up to 20 to the break DC. A magically treated wall also gains a saving throw against spells that could affect it, with the save bonus equaling 2 + one-half the caster level of the magic reinforcing the wall. Creating a magic wall requires the [Craft Wondrous Item](http://dndsrd.net/featsAll.html#craft-wondrous-item) feat and the expenditure of 1,500 gp for each 10 foot-by-10-foot wall section.  **Walls with Arrow Slits:** Walls with arrow slits can be made of any durable material but are most commonly masonry, hewn stone, or wood. Such a wall allows defenders to fire arrows or crossbow bolts at intruders from behind the safety of the wall. Archers behind arrow slits have improved cover that gives them a +8 bonus to Armor Class, a +4 bonus on Reflex saves, and the benefits of the improved evasion class feature. FLOORS As with walls, dungeon floors come in many types.  **Flagstone:** Like masonry walls, flagstone floors are made of fitted stones. They are usually cracked and only somewhat level. Slime and mold grows in these cracks. Sometimes water runs in rivulets between the stones or sits in stagnant puddles. Flagstone is the most common dungeon floor.  **Uneven Flagstone:** Over time, some floors can become so uneven that a DC 10 [Balance](http://dndsrd.net/skillsAll.html#balance) check is required to run or charge across the surface. Failure means the character can’t move in this round. Floors as treacherous as this should be the exception, not the rule.  **Hewn Stone Floors:** Rough and uneven, hewn floors are usually covered with loose stones, gravel, dirt, or other debris. A DC 10 Balance check is required to run or charge across such a floor. Failure means the character can still act, but can’t run or charge in this round.  **Light Rubble:** Small chunks of debris litter the ground. Light rubble adds 2 to the DC of Balance and [Tumble](http://dndsrd.net/skillsAll.html#tumble) checks.  **Dense Rubble:** The ground is covered with debris of all sizes. It costs 2 squares of movement to enter a square with dense rubble. Dense rubble adds 5 to the DC of Balance and Tumble checks, and it adds 2 to the DC of [Move Silently](http://dndsrd.net/skillsAll.html#move-silently) checks.  **Smooth Stone Floors:** Finished and sometimes even polished, smooth floors are found only in dungeons with capable and careful builders.  **Natural Stone Floors:** The floor of a natural cave is as uneven as the walls. Caves rarely have flat surfaces of any great size. Rather, their floors have many levels. Some adjacent floor surfaces might vary in elevation by only a foot, so that moving from one to the other is no more difficult than negotiating a stair step, but in other places the floor might suddenly drop off or rise up several feet or more, requiring Climb checks to get from one surface to the other. Unless a path has been worn and well marked in the floor of a natural cave, it takes 2 squares of movement to enter a square with a natural stone floor, and the DC of Balance and Tumble checks increases by 5. Running and charging are impossible, except along paths. Special Floors **Slippery:** Water, ice, slime, or blood can make any of the dungeon floors described in this section more treacherous. Slippery floors increase the DC of [Balance](http://dndsrd.net/skillsAll.html#balance) and [Tumble](http://dndsrd.net/skillsAll.html#tumble) checks by 5.  **Grate:** A grate often covers a pit or an area lower than the main floor. Grates are usually made from iron, but large ones can also be made from iron-bound timbers. Many grates have hinges to allow access to what lies below (such grates can be locked like any door), while others are permanent and designed not to move. A typical 1-inch-thick iron grate has 25 hit points, hardness 10, and a DC of 27 for Strength checks to break through it or tear it loose.  **Ledge:** Ledges allow creatures to walk above some lower area. They often circle around pits, run along underground streams, form balconies around large rooms, or provide a place for archers to stand while firing upon enemies below. Narrow ledges (12 inches wide or less) require those moving along them to make Balance checks. Failure results in the moving character falling off the ledge. Ledges sometimes have railings. In such a case, characters gain a +5 circumstance bonus on Balance checks to move along the ledge. A character who is next to a railing gains a +2 circumstance bonus on his or her opposed Strength check to avoid being bull rushed off the edge.  Ledges can also have low walls 2 to 3 feet high along their edges. Such walls provide cover against attackers within 30 feet on the other side of the wall, as long as the target is closer to the low wall than the attacker is.  **Transparent Floor:** Transparent floors, made of reinforced glass or magic materials (even a [wall of force](http://dndsrd.net/spellsTtoZ.html#wall-of-force)), allow a dangerous setting to be viewed safely from above. Transparent floors are sometimes placed over lava pools, arenas, monster dens, and torture chambers. They can be used by defenders to watch key areas for intruders.  **Sliding Floors:** A sliding floor is a type of trapdoor, designed to be moved and thus reveal something that lies beneath it. A typical sliding floor moves so slowly that anyone standing on one can avoid falling into the gap it creates, assuming there’s somewhere else to go. If such a floor slides quickly enough that there’s a chance of a character falling into whatever lies beneath-a spiked pit, a vat of burning oil, or a pool filled with sharks-then it’s a trap.  **Trap Floors:** Some floors are designed to become suddenly dangerous. With the application of just the right amount of weight, or the pull of a lever somewhere nearby, spikes protrude from the floor, gouts of steam or flame shoot up from hidden holes, or the entire floor tilts. These strange floors are sometimes found in an arena, designed to make combats more exciting and deadly. Construct these floors as you would any other trap. DOORS Doors in dungeons are much more than mere entrances and exits. Often they can be encounters all by themselves. Dungeon doors come in three basic types: wooden, stone, and iron.   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **Table: Doors** | | | | | | |  |  |  |  | **Break DC** | | | **Door Type** | **Typical Thickness** | **Hardness** | **Hit Points** | **Stuck** | **Locked** | | Simple Wooden | 1 in. | 5 | 10 hp | 13 | 15 | | Good Wooden | 1-1½ in. | 5 | 15 hp | 16 | 18 | | Strong Wooden | 2 in. | 5 | 20 hp | 23 | 25 | | Stone | 4 in. | 8 | 60 hp | 28 | 28 | | Iron | 2 in. | 10 | 60 hp | 28 | 28 | | Portcullis, Wooden | 3 in. | 5 | 30 hp | 251 | 251 | | Portcullis, Iron | 2 in. | 10 | 60 hp | 251 | 251 | | Lock | - | 15 | 30 hp |  |  | | Hinge | - | 10 | 30 hp |  |  | | 1 *DC to lift. Use appropriate door figure for breaking.* | | | | | |   **Wooden Doors:** Constructed of thick planks nailed together, sometimes bound with iron for strength (and to reduce swelling from dungeon dampness), wooden doors are the most common type. Wooden doors come in varying strengths: simple, good, and strong doors. Simple doors (break DC 13) are not meant to keep out motivated attackers. Good doors (break DC 16), while sturdy and long-lasting, are still not meant to take much punishment. Strong doors (break DC 23) are bound in iron and are a sturdy barrier to those attempting to get past them. Iron hinges fasten the door to its frame, and typically a circular pull-ring in the center is there to help open it. Sometimes, instead of a pull-ring, a door has an iron pull-bar on one or both sides of the door to serve as a handle. In inhabited dungeons, these doors are usually well maintained (not stuck) and unlocked, although important areas are locked up if possible.  **Stone:** Carved from solid blocks of stone, these heavy, unwieldy doors are often built so that they pivot when opened, although dwarves and other skilled craftsfolk are able to fashion hinges strong enough to hold up a stone door. Secret doors concealed within a stone wall are usually stone doors. Otherwise, such doors stand as tough barriers protecting something important beyond. Thus, they are often locked or barred.  **Iron:** Rusted but sturdy, iron doors in a dungeon are hinged like wooden doors. These doors are the toughest form of nonmagical door. They are usually locked or barred.  **Locks, Bars, and Seals:** Dungeon doors may be locked, trapped, reinforced, barred, magically sealed, or sometimes just stuck. All but the weakest characters can eventually knock down a door with a heavy tool such as a sledgehammer, and a number of spells and magic items give characters an easy way around a locked door.  Attempts to literally chop a door down with a slashing or bludgeoning weapon use the hardness and hit points given in Table: Doors. Often the easiest way to overcome a recalcitrant door is not by demolishing it but by breaking its lock, bar, or hinges. When assigning a DC to an attempt to knock a door down, use the following as guidelines:  *DC 10 or Lower:* a door just about anyone can break open.  *DC 11-15:* a door that a strong person could break with one try and an average person might be able to break with one try.  *DC 16-20:* a door that almost anyone could break, given time.  *DC 21-25:* a door that only a strong or very strong person has a hope of breaking, probably not on the first try.  *DC 26 or Higher:* a door that only an exceptionally strong person has a hope of breaking.  For specific examples in applying these guidelines, see Table: Random Door Types.  **Locks:** Dungeon doors are often locked, and thus the [Open Lock](http://dndsrd.net/skillsAll.html#open-lock) skill comes in very handy. Locks are usually built into the door, either on the edge opposite the hinges or right in the middle of the door. Builtin locks either control an iron bar that juts out of the door and into the wall of its frame, or else a sliding iron bar or heavy wooden bar that rests behind the entire door. By contrast, padlocks are not built-in but usually run through two rings, one on the door and the other on the wall. More complex locks, such as combination locks and puzzle locks, are usually built into the door itself. Because such keyless locks are larger and more complex, they are typically only found in sturdy doors (strong wooden, stone, or iron doors).  The Open Lock DC to pick a lock often falls into the range of 20 to 30, although locks with lower or higher DCs can exist. A door can have more than one lock, each of which must be unlocked separately. Locks are often trapped, usually with poison needles that extend out to prick a rogue’s finger.  Breaking a lock is sometimes quicker than breaking the whole door. If a PC wants to whack at a lock with a weapon, treat the typical lock as having hardness 15 and 30 hit points. A lock can only be broken if it can be attacked separately from the door, which means that a built-in lock is immune to this sort of treatment. In an occupied dungeon, every locked door should have a key somewhere.  A special door (see below for examples) might have a lock with no key, instead requiring that the right combination of nearby levers must be manipulated or the right symbols must be pressed on a keypad in the correct sequence to open the door.  **Stuck Doors:** Dungeons are often damp, and sometimes doors get stuck, particularly wooden doors. Assume that about 10% of wooden doors and 5% of nonwooden doors are stuck. These numbers can be doubled (to 20% and 10%, respectively) for long-abandoned or neglected dungeons.  **Barred Doors:** When characters try to bash down a barred door, it’s the quality of the bar that matters, not the material the door is made of. It takes a DC 25 Strength check to break through a door with a wooden bar, and a DC 30 Strength check if the bar is made of iron. Characters can attack the door and destroy it instead, leaving the bar hanging in the now-open doorway.  **Magic Seals:** In addition to magic traps spells such as [arcane lock](http://dndsrd.net/spellsAtoB.html#arcane-lock) can discourage passage through a door. A door with an arcane lock spell on it is considered locked even if it doesn’t have a physical lock. It takes a [knock](http://dndsrd.net/spellsHtoL.html#knock) spell, a [dispel magic](http://dndsrd.net/spellsDtoE.html#dispel-magic) spell, or a successful Strength check  to get through such a door.  **Hinges:** Most doors have hinges. Obviously, sliding doors do not. (They usually have tracks or grooves instead, allowing them to slide easily to one side.)  *Standard Hinges:* These hinges are metal, joining one edge of the door to the doorframe or wall. Remember that the door swings open toward the side with the hinges. (So, if the hinges are on the PCs’ side, the door opens toward them; otherwise it opens away from them.) Adventurers can take the hinges apart one at a time with successful [Disable Device](http://dndsrd.net/skillsAll.html#disable-device) checks (assuming the hinges are on their side of the door, of course). Such a task has a DC of 20 because most hinges are rusted or stuck. Breaking a hinge is difficult. Most have hardness 10 and 30 hit points. The break DC for a hinge is the same as for breaking down the door.  *Nested Hinges:* These hinges are much more complex than ordinary hinges, and are found only in areas of excellent construction. These hinges are built into the wall and allow the door to swing open in either direction. PCs can’t get at the hinges to fool with them unless they break through the doorframe or wall. Nested hinges are typically found on stone doors but sometimes on wooden or iron doors as well.  *Pivots:* Pivots aren’t really hinges at all, but simple knobs jutting from the top and bottom of the door that fit into holes in the doorframe, allowing the door to spin. The advantages of pivots is that they can’t be dismantled like hinges and they’re simple to make. The disadvantage is that since the door pivots on its center of gravity (typically in the middle), nothing larger than half the door’s width can fit through. Doors with pivots are usually stone and are often quite wide to overcome this disadvantage. Another solution is to place the pivot toward one side and have the door be thicker at that end and thinner toward the other end so that it opens more like a normal door. Secret doors in walls often turn on pivots, since the lack of hinges makes it easier to hide the door’s presence. Pivots also allow objects such as bookcases to be used as secret doors.  **Secret Doors:** Disguised as a bare patch of wall (or floor, or ceiling), a bookcase, a fireplace, or a fountain, a secret door leads to a secret passage or room. Someone examining the area finds a secret door, if one exists, on a successful [Search](http://dndsrd.net/skillsAll.html#search) check (DC 20 for a typical secret door to DC 30 for a well-hidden secret door). Elves have a chance to detect a secret door just by casually looking at an area.  Many secret doors require a special method of opening, such as a hidden button or pressure plate. Secret doors can open like normal doors, or they may pivot, slide, sink, rise, or even lower like a drawbridge to permit access. Builders might put a secret door down low near the floor or high up in a wall, making it difficult to find or reach. Wizards and sorcerers have a spell, [phase door](http://dndsrd.net/spellsPtoR.html#phase-door), that allows them to create a magic secret door that only they can use.  **Magic Doors:** Enchanted by the original builders, a door might speak to explorers, warning them away. It might be protected from harm, increasing its hardness or giving it more hit points as well as an improved saving throw bonus against [disintegrate](http://dndsrd.net/spellsDtoE.html#disintegrate) and other similar spells. A magic door might not lead into the space revealed beyond, but instead it might be a portal to a faraway place or even another plane of existence. Other magic doors might require passwords or special keys to open them.  **Portcullises:** These special doors consist of iron or thick, ironbound, wooden shafts that descend from a recess in the ceiling above an archway. Sometimes a portcullis has crossbars that create a grid, sometimes not. Typically raised by means of a winch or a capstan, a portcullis can be dropped quickly, and the shafts end in spikes to discourage anyone from standing underneath (or from attempting to dive under it as it drops). Once it is dropped, a portcullis locks, unless it is so large that no normal person could lift it anyway. In any event, lifting a typical portcullis requires a DC 25 Strength check. WALLS, DOORS, AND DETECT SPELLS Stone walls, iron walls, and iron doors are usually thick enough to block most detect spells, such as [detect thoughts](http://dndsrd.net/spellsDtoE.html#detect-thoughts). Wooden walls, wooden doors, and stone doors are usually not thick enough to do so. However, a secret stone door built into a wall and as thick as the wall itself (at least 1 foot) does block most detect spells. ROOMS Rooms in dungeons vary in shape and size. Although many are simple in construction and appearance, particularly interesting rooms have multiple levels joined by stairs, ramps, or ladders, as well as statuary, altars, pits, chasms, bridges, and more.  Underground chambers are prone to collapse, so many rooms- particularly large ones-have arched ceilings or pillars to support the weight of the rock overhead.  Common dungeon rooms fall into the following broad categories.  **Guard Post:** Intelligent, social denizens of the dungeon will generally have a series of adjacent rooms they consider “theirs,” and they’ll guard the entrances to that common area.  **Living Quarters:** All but the most nomadic creatures have a lair where they can rest, eat, and store their treasure. Living quarters commonly include beds (if the creature sleeps), possessions (both valuable and mundane), and some sort of food preparation area. Noncombatant creatures such as juveniles and the elderly are often found here.  **Work Area:** Most intelligent creatures do more than just guard, eat, and sleep, and many devote rooms to magic laboratories, workshops for weapons and armor, or studios for more esoteric tasks.  **Shrine:** Any creature that is particularly religious may have some place dedicated to worship, and others may venerate something of great historical or personal value. Depending on the creature’s resources and piety, a shrine can be humble or extensive. A shrine is where PCs will likely encounter NPC clerics, and it’s common for wounded monsters to flee to a shrine friendly to them when they seek healing.  **Vault:** Well protected, often by a locked iron door, a vault is a special room that contains treasure. There’s usually only one entrance-an appropriate place for a trap.  **Crypt:** Although sometimes constructed like a vault, a crypt can also be a series of individual rooms, each with its own sarcophagus, or a long hall with recesses on either side-shelves to hold coffins or bodies.  Those who are worried about undead rising from the grave take the precaution of locking and trapping a crypt from the outside- making the crypt easy to get into but difficult to leave. Those worried about tomb robbers make their crypts difficult to get into. Some builders do both, just to be on the safe side. CORRIDORS All dungeons have rooms, and most have corridors. While most corridors simply connect rooms, sometimes they can be encounter areas in their own right because of traps, guard patrols, and wandering monsters out on the hunt.  **Corridor Traps:** Because passageways in dungeons tend to be narrow, offering few movement options, dungeon builders like to place traps in them. In a cramped passageway, there’s no way for intruders to move around concealed pits, falling stones, arrow traps, tilting floors, and sliding or rolling rocks that fill the entire passage. For the same reason, magic traps such as [glyphs of warding](http://dndsrd.net/spellsFtoG.html#glyph-of-warding) are effective in hallways as well.  **Mazes:** Usually, passages connect chambers in the simplest and straightest manner possible. Some dungeon builders, however, design a maze or a labyrinth within the dungeon. This sort of construction is difficult to navigate (or at least to navigate quickly) and, when filled with monsters or traps, can be an effective barrier.  A maze can be used to cut off one area of the dungeon, deflecting intruders away from a protected spot. Generally, though, the far side of a maze holds an important crypt or vault-someplace that the dungeon’s regular inhabitants rarely need to get to. MISCELLANEOUS FEATURES **Stairs:** The usual way to connect different levels of a dungeon is with stairs. Straight stairways, spiral staircases, or stairwells with multiple landings between flights of stairs are all common in dungeons, as are ramps (sometimes with an incline so slight that it can be difficult to notice; [Spot](http://dndsrd.net/skillsAll.html#spot) DC 15). Stairs are important accessways, and are sometimes guarded or trapped. Traps on stairs often cause intruders to slide or fall down to the bottom, where a pit, spikes, a pool of acid, or some other danger awaits.  *Gradual Stairs:* Stairs that rise less than 5 feet for every 5 feet of horizontal distance they cover don’t affect movement, but characters who attack a foe below them gain a +1 bonus on attack rolls from being on higher ground. Most stairs in dungeons are gradual, except for spiral stairs (see below).  *Steep Stairs:* Characters moving up steep stairs (which rise at a 45- degree angle or steeper) must spend 2 squares of movement to enter each square of stairs. Characters running or charging down steep stairs must succeed on a DC 10 [Balance](http://dndsrd.net/skillsAll.html#balance) check upon entering the first steep stairs square. Characters who fail stumble and must end their movement 1d2×5 feet later. Characters who fail by 5 or more take 1d6 points of damage and fall prone in the square where they end their movement. Steep stairs increase the DC of [Tumble](http://dndsrd.net/skillsAll.html#tumble) checks by 5.  *Spiral Stairs:* This form of steep stairs is designed to make defending a fortress easier. Characters gain cover against foes below them on spiral stairs because they can easily duck around the staircase’s central support.  *Railings and Low Walls:* Stairs that are open to large rooms often have railings or low walls. They function as described for ledges (see Special Floors).  **Bridge:** A bridge connects two higher areas separated by a lower area, stretching across a chasm, over a river, or above a pit. A simple bridge might be a single wooden plank, while an elaborate one could be made of mortared stone with iron supports and side rails.  *Narrow Bridge:* If a bridge is particularly narrow, such as a series of planks laid over lava fissures, treat it as a ledge (see Special Floors). It requires a Balance check (DC dependent on width) to cross such a bridge.  *Rope Bridge:* Constructed of wooden planks suspended from ropes, a rope bridge is convenient because it’s portable and can be easily removed. It takes two full-round actions to untie one end of a rope bridge, but a DC 15 [Use Rope](http://dndsrd.net/skillsAll.html#use-rope) check reduces the time to a move action. If only one of the two supporting ropes is attached, everyone on the bridge must succeed on a DC 15 Reflex save to avoid falling off, and thereafter must make DC 15 Climb checks to move along the remnants of the bridge. Rope bridges are usually 5 feet wide. The two ropes that support them have 8 hit points each.  *Drawbridge:* Some bridges have mechanisms that allow them to be extended or retracted from the gap they cross. Typically,  the winch mechanism exists on only one side of the bridge. It takes a move action to lower a drawbridge, but the bridge doesn’t come down until the beginning of the lowering character’s next turn. It takes a full-round action to raise a drawbridge; the drawbridge is up at the end of the action. Particularly long or wide drawbridges may take more time to raise and lower, and some may require Strength checks to rotate the winch.  *Railings and Low Walls:* Some bridges have railings or low walls along the sides. If a bridge does, the railing or low walls affect Balance checks and bull rush attempts as described for ledges (see Special Floors). Low walls likewise provide cover to bridge occupants.  **Chutes and Chimneys:** Stairs aren’t the only way to move up and down in a dungeon. Sometimes a vertical shaft connects levels of a dungeon or links a dungeon with the surface. Chutes are usually traps that dump characters into a lower area-often a place featuring some dangerous situation with which they must contend.  **Pillar:** A common sight in any dungeon, pillars and columns give support to ceilings. The larger the room, the more likely it has pillars. As a rule of thumb, the deeper in the dungeon a room is, the thicker the pillars need to be to support the overhead weight. Pillars tend to be polished and often have carvings, paintings, or inscriptions upon them.  *Slender Pillar:* These pillars are only a foot or two across, so they don’t occupy a whole square. A creature standing in the same square as a slender pillar gains a +2 cover bonus to Armor Class and a +1 cover bonus on Reflex saves (these bonuses don’t stack with cover bonuses from other sources). The presence of a slender pillar does not otherwise affect a creature’s fighting space, because it’s assumed that the creature is using the pillar to its advantage when it can. A typical slender pillar has AC 4, hardness 8, and 250 hit points.  *Wide Pillar:* These pillars take up an entire square and provide cover to anyone behind them. They have AC 3, hardness 8, and 900 hit points. A DC 20 [Climb](http://dndsrd.net/skillsAll.html#climb) check is sufficient to climb most pillars; the DC increases to 25 for polished or unusually slick ones.  **Stalagmite/Stalactite:** These tapering natural rock columns extend from the floor (stalagmite) or the ceiling (stalactite). Stalagmites and stalactites function as slender pillars.  **Statue:** Most statues function as wide pillars, taking up a square and providing cover. Some statues are smaller and act as slender pillars. A DC 15 Climb check allows a character to climb a statue.  **Tapestry:** Elaborately embroidered patterns or scenes on cloth, tapestries hang from the walls of well-appointed dungeon rooms or corridors. Crafty builders take advantage of tapestries to place alcoves, concealed doors, or secret switches behind them.  Tapestries provide total concealment (50% miss chance) to characters behind them if they’re hanging from the ceiling, or concealment (20% miss chance) if they’re flush with the wall. Climbing a big tapestry isn’t particularly difficult, requiring a DC 15 Climb check (or DC 10 if a wall is within reach).  **Pedestal:** Anything important on display in a dungeon, from a fabulous treasure to a coffin, tends to rest atop a pedestal or a dais. Raising the object off the floor focuses attention on it (and, in practical terms, keeps it safe from any water or other substance that might seep onto the floor). A pedestal is often trapped to protect whatever sits atop it. It can conceal a secret trapdoor beneath itself or provide a way to reach a door in the ceiling above itself.  Only the largest pedestals take up an entire square; most provide no cover.  **Pool:** Pools of water collect naturally in low spots in dungeons (a dry dungeon is rare). Pools can also be wells or natural underground springs, or they can be intentionally created basins, cisterns, and fountains. In any event, water is fairly common in dungeons, harboring sightless fish and sometimes aquatic monsters. Pools provide water for dungeon denizens, and thus are as important an area for a predator to control as a watering hole aboveground in the wild.  *Shallow Pool:* If a square contains a shallow pool, it has roughly 1 foot of standing water. It costs 2 squares of movement to move into a square with a shallow pool, and the DC of Tumble checks in such squares increases by 2.  *Deep Pool:* These squares have at least 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep pool, or characters can swim if they wish. Small or smaller creatures must swim to move through a square containing a deep pool. Tumbling is impossible in a deep pool. The water in a deep pool provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a -10 penalty on attacks against creatures that aren’t also underwater.  Deep pool squares are usually clustered together and surrounded by a ring of shallow pool squares. Both shallow pools and deep pools impose a -2 circumstance penalty on [Move Silently](http://dndsrd.net/skillsAll.html#move-silently) checks.  *Special Pools:* Through accident or design, a pool can become magically enhanced. Rarely, a pool or a fountain may be found that has the ability to bestow beneficial magic on those who drink from it. However, magic pools are just as likely to curse the drinker. Typically, water from a magic pool loses its potency if removed from the pool for more than an hour or so.  Some pools have fountains. Occasionally these are merely decorative, but they often serve as the focus of a trap or the source of a pool’s magic.  Most pools are made of water, but anything’s possible in a dungeon. Pools can hold unsavory substances such as blood, poison, oil, or magma. And even if a pool holds water, it can be holy water, saltwater, or water tainted with disease.  **Elevator:** In place of or in addition to stairs, an elevator (essentially an oversized dumbwaiter) can take inhabitants from one dungeon level to the next. Such an elevator may be mechanical (using gears, pulleys, and winches) or magical (such as a [levitate](http://dndsrd.net/spellsHtoL.html#levitate) spell cast on a movable flat surface). A mechanical elevator might be as small as a platform that holds one character at a time, or as large as an entire room that raises and lowers. A clever builder might design an elevator room that moves up or down without the occupants’ knowledge to catch them in a trap, or one that appears to have moved when it actually remained still.  A typical elevator ascends or descends 10 feet per round at the beginning of the operator’s turn (or on initiative count 0 if it functions without regard to whether creatures are on it. Elevators can be enclosed, can have railings or low walls, or may simply be treacherous floating platforms.  **Ladders:** Whether free-standing or rungs set into a wall, a ladder requires a DC 0 Climb check to ascend or descend.  **Shifting Stone or Wall:** These features can cut off access to a passage or room, trapping adventurers in a dead end or preventing escape out of the dungeon. Shifting walls can force explorers to go down a dangerous path or prevent them from entering a special area. Not all shifting walls need be traps. For example, stones controlled by pressure plates, counterweights, or a secret lever can shift out of a wall to become a staircase leading to a hidden upper room or secret ledge.  Shifting stones and walls are generally constructed as traps with triggers and [Search](http://dndsrd.net/skillsAll.html#search) and [Disable Device](http://dndsrd.net/skillsAll.html#disable-device) DCs. However they don’t have Challenge Ratings because they’re inconveniences, not deadly in and of themselves.  **Teleporters:** Sometimes useful, sometimes devious, places in a dungeon rigged with a teleportation effect (such as a [teleportation circle](http://dndsrd.net/spellsTtoZ.html#teleportation-circle)) transport characters to some other location in the dungeon or someplace far away. They can be traps, teleporting the unwary into dangerous situations, or they can be an easy mode of transport for those who built or live in the dungeon, good for bypassing barriers and traps or simply to get around more quickly. Devious dungeon designers might place a teleporter in a room that transports characters to another seemingly identical room so that they don’t even know they’ve been teleported. A [detect magic](http://dndsrd.net/spellsDtoE.html#detect-magic) spell will provide a clue to the presence of a teleporter, but direct experimentation or other research is the only way to discover where the teleporter leads.  **Altars:** Temples-particularly to dark gods-often exist underground. Usually taking the form of a stone block, an altar is the main fixture and central focus of such a temple. Sometimes all the other trappings of the temple are long gone, lost to theft, age, and decay, but the altar survives. Some altars have traps or powerful magic within them. Most take up one or two squares on the grid and provide cover to creatures behind them. Cave-Ins and Collapses (CR 8) Cave-ins and collapsing tunnels are extremely dangerous. Not only do dungeon explorers face the danger of being crushed by tons of falling rock, even if they survive they may be buried beneath a pile of rubble or cut off from the only known exit. A cave-in buries anyone in the middle of the collapsing area, and then sliding debris damages anyone in the periphery of the collapse. A typical corridor subject to a cave-in might have a bury zone with a 15-foot radius and a 10-foot-radius slide zone extending beyond the bury zone. A weakened ceiling can be spotted with a DC 20 [Knowledge](http://dndsrd.net/skillsAll.html#knowledge)(architecture and engineering) or DC 20 [Craft](http://dndsrd.net/skillsAll.html#craft) (stonemasonry) check. Remember that Craft checks can be made untrained as Intelligence checks. A dwarf can make such a check if he simply passes within 10 feet of a weakened ceiling.  A weakened ceiling may collapse when subjected to a major impact or concussion. A character can cause a cave-in by destroying half the pillars holding the ceiling up.  Characters in the bury zone of a cave-in take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried. Characters in the slide zone take 3d6 points of damage, or no damage at all if they make a DC 15 Reflex save. Characters in the slide zone who fail their saves are buried.  Characters take 1d6 points of nonlethal damage per minute while buried. If such a character falls unconscious, he must make a DC 15 Constitution check. If it fails, he takes 1d6 points of lethal damage each minute thereafter until freed or dead.  Characters who aren’t buried can dig out their friends. In 1 minute, using only her hands, a character can clear rocks and debris equal to five times her heavy load limit. The amount of loose stone that fills a 5-foot-by-5-foot area weighs one ton (2,000 pounds). Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose stone twice as quickly as by hand. You may allow a buried character to free himself with a DC 25 Strength check. Slimes, Molds, and Fungi In a dungeon’s damp, dark recesses, molds and fungi thrive. While some plants and fungi are monsters and other slime, mold, and fungus is just normal, innocuous stuff, a few varieties are dangerous dungeon encounters. For purposes of spells and other special effects, all slimes, molds, and fungi are treated as plants. Like traps, dangerous slimes and molds have CRs, and characters earn XP for encountering them.  A form of glistening organic sludge coats almost anything that remains in the damp and dark for too long. This kind of slime, though it might be repulsive, is not dangerous.  Molds and fungi flourish in dark, cool, damp places. While some are as inoffensive as the normal dungeon slime, others are quite dangerous. Mushrooms, puffballs, yeasts, mildew, and other sorts of bulbous, fibrous, or flat patches of fungi can be found throughout most dungeons. They are usually inoffensive, and some are even edible (though most are unappealing or odd-tasting).  **Green Slime (CR 4):** This dungeon peril is a dangerous variety of normal slime. Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below.  A single 5-foot square of green slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a [remove disease](http://dndsrd.net/spellsPtoR.html#remove-disease) spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal’s hardness but not that of wood. It does not harm stone.  **Yellow Mold (CR 6):** If disturbed, a 5-foot square of this mold bursts forth with a cloud of poisonous spores. All within 10 feet of the mold must make a DC 15 Fortitude save or take 1d6 points of Constitution damage. Another DC 15 Fortitude save is required 1 minute later-even by those who succeeded on the first save-to avoid taking 2d6 points of Constitution damage. Fire destroys yellow mold, and sunlight renders it dormant.  **Brown Mold (CR 2):** Brown mold feeds on warmth, drawing heat from anything around it. It normally comes in patches 5 feet in diameter, and the temperature is always cold in a 30-foot radius around it. Living creatures within 5 feet of it take 3d6 points of nonlethal cold damage. Fire brought within 5 feet of brown mold causes it to instantly double in size. Cold damage, such as from a [cone of cold](http://dndsrd.net/spellsC.html#cone-of-cold), instantly destroys it.  **Phosphorescent Fungus (No CR):** This strange underground fungus grows in clumps that look almost like stunted shrubbery. Drow elves cultivate it for food and light. It gives off a soft violet glow that illuminates underground caverns and passages as well as a candle does. Rare patches of fungus illuminate as well as a torch does. *WILDERNESS*  |  | | --- | |  |  GETTING LOST There are many ways to get lost in the wilderness. Following an obvious road, trail, or feature such as a stream or shoreline prevents any possibility of becoming lost, but travelers striking off cross-country may become disoriented—especially in conditions of poor visibility or in difficult terrain.  **Poor Visibility**: Any time characters cannot see at least 60 feet in the prevailing conditions of visibility, they may become lost. Characters traveling through fog, snow, or a downpour might easily lose the ability to see any landmarks not in their immediate vicinity. Similarly, characters traveling at night may be at risk, too, depending on the quality of their light sources, the amount of moonlight, and whether they have darkvision or lowlight vision.  **Difficult Terrain**: Any character in forest, moor, hill, or mountain terrain may become lost if he or she moves away from a trail, road, stream, or other obvious path or track. Forests are especially dangerous because they obscure far-off landmarks and make it hard to see the sun or stars.  **Chance to Get Lost**: If conditions exist that make getting lost a possibility, the character leading the way must succeed on a [Survival](http://dndsrd.net/skillsAll.html#survival) check or become lost. The difficulty of this check varies based on the terrain, the visibility conditions, and whether or not the character has a map of the area being traveled through. Refer to the table below and use the highest DC that applies.   |  |  |  |  | | --- | --- | --- | --- | |  | **Survival DC** |  | **Survival DC** | | Moor or hill, map | 6 | Poor visibility | 12 | | Mountain, map | 8 | Mountain, no map | 12 | | Moor or hill, no map | 10 | Forest | 15 |   A character with at least 5 ranks in [Knowledge](http://dndsrd.net/skillsAll.html#knowledge) (geography) or Knowledge (local) pertaining to the area being traveled through gains a +2 bonus on this check.  Check once per hour (or portion of an hour) spent in local or overland movement to see if travelers have become lost. In the case of a party moving together, only the character leading the way makes the check.  **Effects of Being Lost**: If a party becomes lost, it is no longer certain of moving in the direction it intended to travel. Randomly determine the direction in which the party actually travels during each hour of local or overland movement. The characters’ movement continues to be random until they blunder into a landmark they can’t miss, or until they recognize that they are lost and make an effort to regain their bearings.  *Recognizing that You’re Lost*: Once per hour of random travel, each character in the party may attempt a Survival check (DC 20, –1 per hour of random travel) to recognize that they are no longer certain of their direction of travel. Some circumstances may make it obvious that the characters are lost.  *Setting a New Course*: A lost party is also uncertain of determining in which direction it should travel in order to reach a desired objective. Determining the correct direction of travel once a party has become lost requires a Survival check (DC 15, +2 per hour of random travel). If a character fails this check, he chooses a random direction as the “correct” direction for resuming travel.  Once the characters are traveling along their new course, correct or incorrect, they may get lost again. If the conditions still make it possible for travelers to become lost, check once per hour of travel as described in Chance to Get Lost, above, to see if the party maintains its new course or begins to move at random again.  *Conflicting Directions*: It’s possible that several characters may attempt to determine the right direction to proceed after becoming lost. Make a Survival check for each character in secret, then tell the players whose characters succeeded the correct direction in which to travel, and tell the players whose characters failed a random direction they think is right.  **Regaining Your Bearings**: There are several ways to become un-lost. First, if the characters successfully set a new course and follow it to the destination they’re trying to reach, they’re not lost anymore. Second, the characters through random movement might run into an unmistakable landmark. Third, if conditions suddenly improve—the fog lifts or the sun comes up—lost characters may attempt to set a new course, as described above, with a +4 bonus on the Survival check. Finally, magic may make their course clear. FOREST TERRAIN Forest terrain can be divided into three categories: sparse, medium, and dense. An immense forest could have all three categories within its borders, with more sparse terrain at the outer edge of the forest and dense forest at its heart.  The table below describes in general terms how likely it is that a given square has a terrain element in it.  **FOREST TERRAIN FEATURES**   |  |  |  |  | | --- | --- | --- | --- | |  | **———— Category of Forest ————** | | | |  | **Sparse** | **Medium** | **Dense** | | Typical trees | 50% | 70% | 80% | | Massive trees | — | 10% | 20% | | Light undergrowth | 50% | 70% | 50% | | Heavy undergrowth | — | 20% | 50% |   **Trees**: The most important terrain element in a forest is the trees, obviously. A creature standing in the same square as a tree gains a +2 bonus to Armor Class and a +1 bonus on Reflex saves (these bonuses don’t stack with cover bonuses from other sources). The presence of a tree doesn’t otherwise affect a creature’s fighting space, because it’s assumed that the creature is using the tree to its advantage when it can. The trunk of a typical tree has AC 4, hardness 5, and 150 hp. A DC 15 [Climb](http://dndsrd.net/skillsAll.html#climb) check is sufficient to climb a tree.  Medium and dense forests have massive trees as well. These trees take up an entire square and provide cover to anyone behind them. They have AC 3, hardness 5, and 600 hp. Like their smaller counterparts, it takes a DC 15 Climb check to climb them.  **Undergrowth**: Vines, roots, and short bushes cover much of the ground in a forest. A space covered with light undergrowth costs 2 squares of movement to move into, and it provides concealment. Undergrowth increases the DC of [Tumble](http://dndsrd.net/skillsAll.html#tumble) and [Move Silently](http://dndsrd.net/skillsAll.html#move-silently) checks by 2 because the leaves and branches get in the way.  Heavy undergrowth costs 4 squares of movement to move into, and it provides concealment with a 30% miss chance (instead of the usual 20%). It increases the DC of Tumble and Move Silently checks by 5. Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on [Hide](http://dndsrd.net/skillsAll.html#hide) checks. Running and charging are impossible. Squares with undergrowth are often clustered together. Undergrowth and trees aren’t mutually exclusive; it’s common for a 5-foot square to have both a tree and undergrowth.  **Forest Canopy**: It’s common for elves and other forest dwellers to live on raised platforms far above the surface floor. These wooden platforms generally have rope bridges between them. To get to the treehouses, characters generally ascend the trees’ branches ([Climb](http://dndsrd.net/skillsAll.html#climb) DC 15), use rope ladders (Climb DC 0), or take pulley elevators (which can be made to rise a number of feet equal to a Strength check, made each round as a full-round action). Creatures on platforms or branches in a forest canopy are considered to have cover when fighting creatures on the ground, and in medium or dense forests they have concealment as well.  **Other Forest Terrain Elements**: Fallen logs generally stand about 3 feet high and provide cover just as low walls do. They cost 5 feet of movement to cross. Forest streams are generally 5 to 10 feet wide and no more than 5 feet deep. Pathways wind through most forests, allowing normal movement and providing neither cover nor concealment. These paths are less common in dense forests, but even unexplored forests will have occasional game trails.  **Stealth and Detection in a Forest**: In a sparse forest, the maximum distance at which a [Spot](http://dndsrd.net/skillsAll.html#spot) check for detecting the nearby presence of others can succeed is 3d6×10 feet. In a medium forest, this distance is 2d8×10 feet, and in a dense forest it is 2d6×10 feet.  Because any square with undergrowth provides concealment, it’s usually easy for a creature to use the Hide skill in the forest. Logs and massive trees provide cover, which also makes hiding possible.  The background noise in the forest makes [Listen](http://dndsrd.net/skillsAll.html#listen) checks more difficult, increasing the DC of the check by 2 per 10 feet, not 1 (but note that Move Silently is also more difficult in undergrowth). Forest Fires (CR 6) Most campfire sparks ignite nothing, but if conditions are dry, winds are strong, or the forest floor is dried out and flammable, a forest fire can result. Lightning strikes often set trees afire and start forest fires in this way. Whatever the cause of the fire, travelers can get caught in the conflagration.  A forest fire can be spotted from as far away as 2d6×100 feet by a character who makes a [Spot](http://dndsrd.net/skillsAll.html#spot) check, treating the fire as a Colossal creature (reducing the DC by 16). If all characters fail their Spot checks, the fire moves closer to them. They automatically see it when it closes to half the original distance.  Characters who are [blinded](http://dndsrd.net/abilitiesAndConditions.html#blinded) or otherwise unable to make Spot checks can feel the heat of the fire (and thus automatically “spot” it) when it is 100 feet away.  The leading edge of a fire (the downwind side) can advance faster than a human can run (assume 120 feet per round for winds of moderate strength). Once a particular portion of the forest is ablaze, it remains so for 2d4×10 minutes before dying to a smoking smolder. Characters overtaken by a forest fire may find the leading edge of the fire advancing away from them faster than they can keep up, trapping them deeper and deeper in its grasp.  Within the bounds of a forest fire, a character faces three dangers: heat damage, catching on fire, and smoke inhalation.  **Heat Damage**: Getting caught within a forest fire is even worse than being exposed to extreme heat (see Heat Dangers). Breathing the air causes a character to take 1d6 points of damage per round (no save). In addition, a character must make a Fortitude save every 5 rounds (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. A character who holds his breath can avoid the lethal damage, but not the nonlethal damage. Those wearing heavy clothing or any sort of armor take a –4 penalty on their saving throws. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a heat metal spell.  **Catching on Fire**: Characters engulfed in a forest fire are at risk of catching on fire when the leading edge of the fire overtakes them, and are then at risk once per minute thereafter (see Catching on Fire).  **Smoke Inhalation**: Forest fires naturally produce a great deal of smoke. A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. Also, smoke obscures vision, providing concealment to characters within it. MARSH TERRAIN Two categories of marsh exist: relatively dry moors and watery swamps. Both are often bordered by lakes (described in Aquatic Terrain, below), which effectively are a third category of terrain found in marshes.  The table below describes terrain features found in marshes.  **MARSH TERRAIN FEATURES**   |  |  |  | | --- | --- | --- | |  | **— Marsh Category —** | | |  | **Moor** | **Swamp** | | Shallow bog | 20% | 40% | | Deep bog | 5% | 20% | | Light undergrowth | 30% | 20% | | Heavy undergrowth | 10% | 20% |   **Bogs**: If a square is part of a shallow bog, it has deep mud or standing water of about 1 foot in depth. It costs 2 squares of movement to move into a square with a shallow bog, and the DC of [Tumble](http://dndsrd.net/skillsAll.html#tumble) checks in such a square increases by 2.  A square that is part of a deep bog has roughly 4 feet of standing water. It costs Medium or larger creatures 4 squares of movement to move into a square with a deep bog, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog.  The water in a deep bog provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a –10 penalty on attacks against creatures that aren’t underwater.  Deep bog squares are usually clustered together and surrounded by an irregular ring of shallow bog squares.  Both shallow and deep bogs increase the DC of [Move Silently](http://dndsrd.net/skillsAll.html#move-silently) checks by 2.  **Undergrowth**: The bushes, rushes, and other tall grasses in marshes function as undergrowth does in a forest (see above). A square that is part of a bog does not also have undergrowth.  **Quicksand**: Patches of quicksand present a deceptively solid appearance (appearing as undergrowth or open land) that may trap careless characters. A character approaching a patch of quicksand at a normal pace is entitled to a DC 8 [Survival](http://dndsrd.net/skillsAll.html#survival) check to spot the danger before stepping in, but charging or running characters don’t have a chance to detect a hidden bog before blundering in. A typical patch of quicksand is 20 feet in diameter; the momentum of a charging or running character carries him or her 1d2×5 feet into the quicksand.  *Effects of Quicksand*: Characters in quicksand must make a DC 10 [Swim](http://dndsrd.net/skillsAll.html#swim) check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath (see the Swim skill description).  Characters below the surface of a bog may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive round of being under the surface).  *Rescue*: Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface. If both checks succeed, the victim is pulled 5 feet closer to safety.  **Hedgerows**: Common in moors, hedgerows are tangles of stones, soil, and thorny bushes.  Narrow hedgerows function as low walls, and it takes 15 feet of movement to cross them.  Wide hedgerows are more than 5 feet tall and take up entire squares. They provide total cover, just as a wall does. It takes 4 squares of movement to move through a square with a wide hedgerow; creatures that succeed on a DC 10 [Climb](http://dndsrd.net/skillsAll.html#climb) check need only 2 squares of movement to move through the square.  **Other Marsh Terrain Elements**: Some marshes, particularly swamps, have trees just as forests do, usually clustered in small stands. Paths lead across many marshes, winding to avoid bog areas. As in forests, paths allow normal movement and don’t provide the concealment that undergrowth does.  **Stealth and Detection in a Marsh**: In a moor, the maximum distance at which a [Spot](http://dndsrd.net/skillsAll.html#spot) check for detecting the nearby presence of others can succeed is 6d6×10 feet. In a swamp, this distance is 2d8×10 feet.  Undergrowth and deep bogs provide plentiful concealment, so it’s easy to hide in a marsh.  A marsh imposes no penalties on [Listen](http://dndsrd.net/skillsAll.html#listen) checks, and using the [Move Silently](http://dndsrd.net/skillsAll.html#move-silently) skill is more difficult in both undergrowth and bogs. HILLS TERRAIN A hill can exist in most other types of terrain, but hills can also dominate the landscape. Hills terrain is divided into two categories: gentle hills and rugged hills. Hills terrain often serves as a transition zone between rugged terrain such as mountains and flat terrain such as plains.  **HILLS TERRAIN FEATURES**   |  |  |  | | --- | --- | --- | |  | **——Hills Category——** | | |  | **Gentle Hill** | **Rugged Hill** | | Gradual slope | 75% | 40% | | Steep slope | 20% | 50% | | Cliff | 5% | 10% | | Light undergrowth | 15% | 15% |   **Gradual Slope**: This incline isn’t steep enough to affect movement, but characters gain a +1 bonus on melee attacks against foes downhill from them.  **Steep Slope**: Characters moving uphill (to an adjacent square of higher elevation) must spend 2 squares of movement to enter each square of steep slope. Characters running or charging downhill (moving to an adjacent square of lower elevation) must succeed on a DC 10 [Balance](http://dndsrd.net/skillsAll.html#balance) check upon entering the first steep slope square. Mounted characters make a DC 10 [Ride](http://dndsrd.net/skillsAll.html#ride) check instead. Characters who fail this check stumble and must end their movement 1d2×5 feet later. Characters who fail by 5 or more fall [prone](http://dndsrd.net/abilitiesAndConditions.html#prone) in the square where they end their movement.  A steep slope increases the DC of [Tumble](http://dndsrd.net/skillsAll.html#tumble) checks by 2.  **Cliff**: A cliff typically requires a DC 15 [Climb](http://dndsrd.net/skillsAll.html#climb) check to scale and is 1d4×10 feet tall, although the needs of your map may mandate a taller cliff. A cliff isn’t perfectly vertical, taking up 5-foot squares if it’s less than 30 feet tall and 10-foot squares if it’s 30 feet or taller.  **Light Undergrowth**: Sagebrush and other scrubby bushes grow on hills, athough they rarely cover the landscape as they do in forests and marshes. Light undergrowth provides concealment and increases the DC of Tumble and [Move Silently](http://dndsrd.net/skillsAll.html#move-silently) checks by 2.  **Other Hills Terrain Elements**: Trees aren’t out of place in hills terrain, and valleys often have active streams (5 to 10 feet wide and no more than 5 feet deep) or dry streambeds (treat as a trench 5 to 10 feet across) in them. If you add a stream or streambed, remember that water always flows downhill.  **Stealth and Detection in Hills**: In gentle hills, the maximum distance at which a [Spot](http://dndsrd.net/skillsAll.html#spot) check for detecting the nearby presence of others can succeed is 2d10×10 feet. In rugged hills, this distance is 2d6×10 feet.  Hiding in hills terrain can be difficult if there isn’t undergrowth around. A hilltop or ridge provides enough cover to hide from anyone below the hilltop or ridge.  Hills don’t affect Listen or Move Silently checks. MOUNTAIN TERRAIN The three mountain terrain categories are alpine meadows, rugged mountains, and forbidding mountains. As characters ascend into a mountainous area, they’re likely to face each terrain category in turn, beginning with alpine meadows, extending through rugged mountains, and reaching forbidding mountains near the summit.  Mountains have an important terrain element, the rock wall, that is marked on the border between squares rather than taking up squares itself.  **MOUNTAIN TERRAIN FEATURES**   |  |  |  |  | | --- | --- | --- | --- | |  | **———— Mountain Category ————** | | | |  | **Alpine Meadow** | **Rugged** | **Forbidding** | | Gradual slope | 50% | 25% | 15% | | Steep slope | 40% | 55% | 55% | | Cliff | 10% | 15% | 20% | | Chasm | — | 5% | 10% | | Light undergrowth | 20% | 10% | — | | Scree | — | 20% | 30% | | Dense rubble | — | 20% | 30% |   **Gradual and Steep Slopes**: These function as described in Hills Terrain, above.  **Cliff**: These terrain elements also function like their hills terrain counterparts, but they’re typically 2d6×10 feet tall. Cliffs taller than 80 feet take up 20 feet of horizontal space.  **Chasm**: Usually formed by natural geological processes, chasms function like pits in a dungeon setting. Chasms aren’t hidden, so characters won’t fall into them by accident (although [bull rushes](http://dndsrd.net/specialAttacks.html#bull-rush) are another story). A typical chasm is 2d4×10 feet deep, at least 20 feet long, and anywhere from 5 feet to 20 feet wide. It takes a DC 15 [Climb](http://dndsrd.net/skillsAll.html#climb) check to climb out of a chasm.  In forbidding mountain terrain, chasms are typically 2d8×10 feet deep.  **Light Undergrowth**: This functions as described in Forest Terrain, above.  **Scree**: A field of shifting gravel, scree doesn’t affect speed, but it can be treacherous on a slope. The DC of [Balance](http://dndsrd.net/skillsAll.html#balance) and [Tumble](http://dndsrd.net/skillsAll.html#tumble) checks increases by 2 if there’s scree on a gradual slope and by 5 if there’s scree on a steep slope. The DC of [Move Silently](http://dndsrd.net/skillsAll.html#move-silently) checks increases by 2 if the scree is on a slope of any kind.  **Dense Rubble**: The ground is covered with rocks of all sizes. It costs 2 squares of movement to enter a square with dense rubble. The DC of Balance and Tumble checks on dense rubble increases by 5, and the DC of Move Silently checks increases by +2.  **Rock Wall**: A vertical plane of stone, rock walls require DC 25 Climb checks to ascend. A typical rock wall is 2d4×10 feet tall in rugged mountains and 2d8×10 feet tall in forbidding mountains. Rock walls are drawn on the edges of squares, not in the squares themselves.  **Cave Entrance**: Found in cliff and steep slope squares and next to rock walls, cave entrances are typically between 5 and 20 feet wide and 5 feet deep. Beyond the entrance, a cave could be anything from a simple chamber to the entrance to an elaborate dungeon. Caves used as monster lairs typically have 1d3 rooms that are 1d4×10 feet across.  **Other Mountain Terrain Features**: Most alpine meadows begin above the tree line, so trees and other forest elements are rare in the mountains. Mountain terrain can include active streams (5 to 10 feet wide and no more than 5 feet deep) and dry streambeds (treat as a trench 5 to 10 feet across). Particularly high-altitude areas tend to be colder than the lowland areas that surround them, so they may be covered in ice sheets (described below).  **Stealth and Detection in Mountains**: As a guideline, the maximum distance in mountain terrain at which a [Spot](http://dndsrd.net/skillsAll.html#spot) check for detecting the nearby presence of others can succeed is 4d10×10 feet. Certain peaks and ridgelines afford much better vantage points, of course, and twisting valleys and canyons have much shorter spotting distances. Because there’s little vegetation to obstruct line of sight, the specifics on your map are your best guide for the range at which an encounter could begin.  As in hills terrain, a ridge or peak provides enough cover to hide from anyone below the high point.  It’s easier to hear faraway sounds in the mountains. The DC of [Listen](http://dndsrd.net/skillsAll.html#listen) checks increases by 1 per 20 feet between listener and source, not per 10 feet. Avalanches (CR 7) The combination of high peaks and heavy snowfalls means that avalanches are a deadly peril in many mountainous areas. While avalanches of snow and ice are common, it’s also possible to have an avalanche of rock and soil.  An avalanche can be spotted from as far away as 1d10×500 feet downslope by a character who makes a DC 20 [Spot](http://dndsrd.net/skillsAll.html#spot) check, treating the avalanche as a Colossal creature. If all characters fail their Spot checks to determine the encounter distance, the avalanche moves closer to them, and they automatically become aware of it when it closes to half the original distance.  It’s possible to hear an avalanche coming even if you can’t see it. Under optimum conditions (no other loud noises occurring), a character who makes a DC 15 [Listen](http://dndsrd.net/skillsAll.html#listen) check can hear the avalanche or landslide when it is 1d6×500 feet away. This check might have a DC of 20, 25, or higher in conditions where hearing is difficult (such as in the middle of a thunderstorm).  A landslide or avalanche consists of two distinct areas: the bury zone (in the direct path of the falling debris) and the slide zone (the area the debris spreads out to encompass). Characters in the bury zone always take damage from the avalanche; characters in the slide zone may be able to get out of the way.  Characters in the bury zone take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried (see below).  Characters in the slide zone take 3d6 points of damage, or no damage if they make a DC 15 Reflex save. Those who fail their saves are buried.  Buried characters take 1d6 points of nonlethal damage per minute. If a buried character falls [unconscious](http://dndsrd.net/abilitiesAndConditions.html#unconscious), he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or [dead](http://dndsrd.net/abilitiesAndConditions.html#dead).  The typical avalanche has a width of 1d6×100 feet, from one edge of the slide zone to the opposite edge. The bury zone in the center of the avalanche is half as wide as the avalanche’s full width. To determine the precise location of characters in the path of an avalanche, roll 1d6×20; the result is the number of feet from the center of the path taken by the bury zone to the center of the party’s location. Avalanches of snow and ice advance at a speed of 500 feet per round, and rock avalanches travel at a speed of 250 feet per round. Mountain Travel High altitude can be extremely fatiguing—or sometimes deadly—to creatures that aren’t used to it. Cold becomes extreme, and the lack of oxygen in the air can wear down even the most hardy of warriors.  **Acclimated Characters**: Creatures accustomed to high altitude generally fare better than lowlanders. Any creature with an Environment entry that includes mountains is considered native to the area, and acclimated to the high altitude. Characters can also acclimate themselves by living at high altitude for a month. Characters who spend more than two months away from the mountains must reacclimate themselves when they return. Undead, constructs, and other creatures that do not breathe are immune to altitude effects.  **Altitude Zones**: In general, mountains present three possible altitude bands: low pass, low peak/high pass, and high peak.  *Low Pass (lower than 5,000 feet)*: Most travel in low mountains takes place in low passes, a zone consisting largely of alpine meadows and forests. Travelers may find the going difficult (which is reflected in the movement modifiers for traveling through mountains), but the altitude itself has no game effect.  *Low Peak or High Pass (5,000 to 15,000 feet)*: Ascending to the highest slopes of low mountains, or most normal travel through high mountains, falls into this category. All nonacclimated creatures labor to breathe in the thin air at this altitude. Characters must succeed on a Fortitude save each hour (DC 15, +1 per previous check) or be [fatigued](http://dndsrd.net/abilitiesAndConditions.html#fatigued). The fatigue ends when the character descends to an altitude with more air.  Acclimated characters do not have to attempt the Fortitude save.  *High Peak (more than 15,000 feet)*: The highest mountains exceed 20,000 feet in height. At these elevations, creatures are subject to both high altitude fatigue (as described above) and altitude sickness, whether or not they’re acclimated to high altitudes.  Altitude sickness represents long-term oxygen deprivation, and it affects mental and physical ability scores. After each 6-hour period a character spends at an altitude of over 15,000 feet, he must succeed on a Fortitude save (DC 15, +1 per previous check) or take 1 point of damage to all ability scores.  Creatures acclimated to high altitude receive a +4 competence bonus on their saving throws to resist high altitude effects and altitude sickness, but eventually even seasoned mountaineers must abandon these dangerous elevations. DESERT TERRAIN Desert terrain exists in warm, temperate, and cold climates, but all deserts share one common trait: little rain. The three categories of desert terrain are tundra (cold deserts), rocky desert (often temperate), and sandy desert (often warm).  Tundra differs from the other desert categories in two important ways. Because snow and ice cover much of the landscape, it’s easy to find water. And during the height of summer, the permafrost thaws to a depth of a foot or so, turning the landscape into a vast field of mud. The muddy tundra affects movement and skill use as the shallow bogs described in marsh terrain, although there’s little standing water.  **DESERT TERRAIN FEATURES**   |  |  |  |  | | --- | --- | --- | --- | |  | **——— Desert Category ———** | | | |  | **Tundra** | **Rocky** | **Sandy** | | Light undergrowth | 15% | 5% | 5% | | Ice sheet | 25% | — | — | | Light rubble | 5% | 30% | 10% | | Dense rubble | — | 30% | 5% | | Sand dunes | — | — | 50% |   The table above describes terrain elements found in each of the three desert categories. The terrain elements on this table are mutually exclusive; for instance, a square of tundra may contain either light undergrowth or an ice sheet, but not both.  **Light Undergrowth**: Consisting of scrubby, hardy bushes and cacti, light undergrowth functions as described for other terrain types.  **Ice Sheet**: The ground is covered with slippery ice. It costs 2 squares of movement to enter a square covered by an ice sheet, and the DC of [Balance](http://dndsrd.net/skillsAll.html#balance) and Tumble checks there increases by 5. A DC 10 Balance check is required to run or [charge](http://dndsrd.net/specialAttacks.html#charge) across an ice sheet.  **Light Rubble**: Small rocks are strewn across the ground, making nimble movement more difficult more difficult. The DC of Balance and [Tumble](http://dndsrd.net/skillsAll.html#tumble) checks increases by 2.  **Dense Rubble**: This terrain feature consists of more and larger stones. It costs 2 squares of movement to enter a square with dense rubble. The DC of Balance and Tumble checks increases by 5, and the DC of [Move Silently](http://dndsrd.net/skillsAll.html#move-silently) checks increases by 2.  **Sand Dunes**: Created by the action of wind on sand, sand dunes function as hills that move. If the wind is strong and consistent, a sand dune can move several hundred feet in a week’s time. Sand dunes can cover hundreds of squares. They always have a gentle slope pointing in the direction of the prevailing wind and a steep slope on the leeward side.  **Other Desert Terrain Features**: Tundra is sometimes bordered by forests, and the occasional tree isn’t out of place in the cold wastes. Rocky deserts have towers and mesas consisting of flat ground surrounded on all sides by cliffs and steep slopes (described in Mountain Terrain, above). Sandy deserts sometimes have quicksand; this functions as described in Marsh Terrain, above, although desert quicksand is a waterless mixture of fine sand and dust. All desert terrain is crisscrossed with dry streambeds (treat as trenches 5 to 15 feet wide) that fill with water on the rare occasions when rain falls.  **Stealth and Detection in the Desert**: In general, the maximum distance in desert terrain at which a [Spot](http://dndsrd.net/skillsAll.html#spot) check for detecting the nearby presence of others can succeed is 6d6×20 feet; beyond this distance, elevation changes and heat distortion in warm deserts makes spotting impossible. The presence of dunes in sandy deserts limits spotting distance to 6d6×10 feet.  The desert imposes neither bonuses nor penalties on [Listen](http://dndsrd.net/skillsAll.html#listen) or Spot checks. The scarcity of undergrowth or other elements that offer concealment or cover makes hiding more difficult. Sandstorms A sandstorm reduces visibility to 1d10×5 feet and provides a –4 penalty on Listen, Search, and Spot checks. A sandstorm deals 1d3 points of nonlethal damage per hour to any creatures caught in the open, and leaves a thin coating of sand in its wake. Driving sand creeps in through all but the most secure seals and seams, to chafe skin and contaminate carried gear. PLAINS TERRAIN Plains come in three categories: farms, grasslands, and battlefields. Farms are common in settled areas, of course, while grasslands represent untamed plains. The battlefields where large armies clash are temporary places, usually reclaimed by natural vegetation or the farmer’s plow. Battlefields represent a third terrain category because adventurers tend to spend a lot of time there, not because they’re particularly prevalent.  The table below shows the proportions of terrain elements in the different categories of plains. On a farm, light undergrowth represents most mature grain crops, so farms growing vegetable crops will have less light undergrowth, as will all farms during the time between harvest and a few months after planting.  The terrain elements in the table below are mutually exclusive.  **PLAINS TERRAIN FEATURES**   |  |  |  |  | | --- | --- | --- | --- | |  | **——— Plains Category ———** | | | |  | **Farm** | **Grassland** | **Battlefield** | | Light undergrowth | 40% | 20% | 10% | | Heavy undergrowth | — | 10% | — | | Light rubble | — | — | 10% | | Trench | 5% | — | 5% | | Berm | — | — | 5% |   **Undergrowth**: Whether they’re crops or natural vegetation, the tall grasses of the plains function like light undergrowth in a forest. Particularly thick bushes form patches of heavy undergrowth that dot the landscape in grasslands.  **Light Rubble**: On the battlefield, light rubble usually represents something that was destroyed: the ruins of a building or the scattered remnants of a stone wall, for example. It functions as described in the desert terrain section above.  **Trench**: Often dug before a battle to protect soldiers, a trench functions as a low wall, except that it provides no cover against adjacent foes. It costs 2 squares of movement to leave a trench, but it costs nothing extra to enter one. Creatures outside a trench who make a melee attack against a creature inside the trench gain a +1 bonus on melee attacks because they have higher ground.  In farm terrain, trenches are generally irrigation ditches.  **Berm**: A common defensive structure, a berm is a low, earthen wall that slows movement and provides a measure of cover. Put a berm on the map by drawing two adjacent rows of steep slope (described in Hills Terrain, above), with the edges of the berm on the downhill side. Thus, a character crossing a two-square berm will travel uphill for 1 square, then downhill for 1 square. Two square berms provide cover as low walls for anyone standing behind them. Larger berms provide the low wall benefit for anyone standing 1 square downhill from the top of the berm.  **Fences**: Wooden fences are generally used to contain livestock or impede oncoming soldiers. It costs an extra square of movement to cross a wooden fence. A stone fence provides a measure of cover as well, functioning as low walls. Mounted characters can cross a fence without slowing their movement if they succeed on a DC 15 [Ride](http://dndsrd.net/skillsAll.html#ride) check. If the check fails, the steed crosses the fence, but the rider falls out of the saddle.  **Other Plains Terrain Features**: Occasional trees dot the landscape in many plains, although on battlefields they’re often felled to provide raw material for siege engines (described in Urban Features). Hedgerows (described in Marsh Terrain) are found in plains as well. Streams, generally 5 to 20 feet wide and 5 to 10 feet deep, are commonplace.  **Stealth and Detection in Plains**: In plains terrain, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 6d6×40 feet, although the specifics of your map may restrict line of sight.  Plains terrain provides no bonuses or penalties on [Listen](http://dndsrd.net/skillsAll.html#listen) and [Spot](http://dndsrd.net/skillsAll.html#spot) checks. Cover and concealment are not uncommon, so a good place of refuge is often nearby, if not right at hand. AQUATIC TERRAIN Aquatic terrain is the least hospitable to most PCs, because they can’t breathe there. Aquatic terrain doesn’t offer the variety that land terrain does. The ocean floor holds many marvels, including undersea analogues of any of the terrain elements described earlier in this section. But if characters find themselves in the water because they were [bull rushed](http://dndsrd.net/specialAttacks.html#bull-rush) off the deck of a pirate ship, the tall kelp beds hundreds of feet below them don’t matter.  Accordingly, these rules simply divide aquatic terrain into two categories: flowing water (such as streams and rivers) and nonflowing water (such as lakes and oceans).  **Flowing Water**: Large, placid rivers move at only a few miles per hour, so they function as still water for most purposes. But some rivers and streams are swifter; anything floating in them moves downstream at a speed of 10 to 40 feet per round. The fastest rapids send swimmers bobbing downstream at 60 to 90 feet per round. Fast rivers are always at least rough water ([Swim](http://dndsrd.net/skillsAll.html#swim) DC 15), and whitewater rapids are stormy water (Swim DC 20).  If a character is in moving water, move her downstream the indicated distance at the end of her turn. A character trying to maintain her position relative to the riverbank can spend some or all of her turn swimming upstream.  *Swept Away*: Characters swept away by a river moving 60 feet per round or faster must make DC 20 Swim checks every round to avoid going under. If a character gets a check result of 5 or more over the minimum necessary, he arrests his motion by catching a rock, tree limb, or bottom snag—he is no longer being carried along by the flow of the water. Escaping the rapids by reaching the bank requires three DC 20 Swim checks in a row. Characters arrested by a rock, limb, or snag can’t escape under their own power unless they strike out into the water and attempt to swim their way clear. Other characters can rescue them as if they were trapped in quicksand (described in Marsh Terrain, above).  **Nonflowing Water**: Lakes and oceans simply require a swim speed or successful Swim checks to move through (DC 10 in calm water, DC 15 in rough water, DC 20 in stormy water). Characters need a way to breathe if they’re underwater; failing that, they risk drowning. When underwater, characters can move in any direction as if they were flying with perfect maneuverability.  **Stealth and Detection Underwater**: How far you can see underwater depends on the water’s clarity. As a guideline, creatures can see 4d8×10 feet if the water is clear, and 1d8×10 feet if it’s murky. Moving water is always murky, unless it’s in a particularly large, slow-moving river.  It’s hard to find cover or concealment to hide underwater (except along the seafloor). [Listen](http://dndsrd.net/skillsAll.html#listen) and [Move Silently](http://dndsrd.net/skillsAll.html#move-silently) checks function normally underwater.  *Invisibility*: An [invisible](http://dndsrd.net/abilitiesAndConditions.html#invisible) creature displaces water and leaves a visible, body-shaped “bubble” where the water was displaced. The creature still has concealment (20% miss chance), but not total concealment (50% miss chance). Underwater Combat Land-based creatures can have considerable difficulty when fighting in water. Water affects a creature’s Armor Class, attack rolls, damage, and movement. In some cases a creature’s opponents may get a bonus on attacks. The effects are summarized in the accompanying table. They apply whenever a character is swimming, walking in chestdeep water, or walking along the bottom.  **Ranged Attacks Underwater**: Thrown weapons are ineffective underwater, even when launched from land. Attacks with other ranged weapons take a –2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties for range.  **Attacks from Land**: Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep, have improved cover (+8 bonus to AC, +4 bonus on Reflex saves) from opponents on land. Landbound opponents who have freedom of movement effects ignore this cover when making melee attacks against targets in the water. A completely submerged creature has total cover against opponents on land unless those opponents have freedom of movement effects. Magical effects are unaffected except for those that require attack rolls (which are treated like any other effects) and fire effects.  **Fire**: Nonmagical fire (including alchemist’s fire) does not burn underwater. Spells or spell-like effects with the fire descriptor are ineffective underwater unless the caster makes a [Spellcraft](http://dndsrd.net/skillsAll.html#spellcraft) check (DC 20 + spell level). If the check succeeds, the spell creates a bubble of steam instead of its usual fiery effect, but otherwise the spell works as described. A supernatural fire effect is ineffective underwater unless its description states otherwise.  The surface of a body of water blocks line of effect for any fire spell. If the caster has made a Spellcraft check to make the fire spell usable underwater, the surface still blocks the spell’s line of effect.  **Table: COMBAT ADJUSTMENTS UNDERWATER**   |  |  |  |  |  | | --- | --- | --- | --- | --- | |  | **————— Attack/Damage —————** | |  |  | | **Condition** | **Slashing or Bludgeoning** | **Tail** | **Movement** | **Off Balance?4** | | Freedom of movement | normal/normal | normal/normal | normal | No | | Has a swim speed | –2/half | normal | normal | No | | Successful Swim check | –2/half1 | –2/half | quarter or half2 | No | | Firm footing3 | –2/half | –2/half | half | No | | None of the above | –2/half | –2/half | normal | Yes | | 1 *A creature without a freedom of movement effects or a swim speed makes*[*grapple*](http://dndsrd.net/specialAttacks.html#grapple)*checks underwater at a –2 penalty, but deals damage normally when*[*grappling*](http://dndsrd.net/abilitiesAndConditions.html#grappling)*.* | | | | | | 2 *A successful Swim check lets a creature move one-quarter its speed as a move action or one-half its speed as a full-round action.* | | | | | | 3 *Creatures have firm footing when walking along the bottom, braced against a ship’s hull, or the like. A creature can only walk along the bottom if it wears or carries enough gear to weigh itself down—at least 16 pounds for Medium creatures, twice that for each size category larger than Medium, and half that for each size category smaller than Medium.* | | | | | | 4 *Creatures flailing about in the water (usually because they failed their Swim checks) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to Armor Class, and opponents gain a +2 bonus on attacks against it.* | | | | |  Floods In many wilderness areas, river floods are a common occurrence. In spring, an enormous snowmelt can engorge the streams and rivers it feeds. Other catastrophic events such as massive rainstorms or the destruction of a dam can create floods as well.  During a flood, rivers become wider, deeper, and swifter. Assume that a river rises by 1d10+10 feet during the spring flood, and its width increases by a factor of 1d4×50%. Fords may disappear for days, bridges may be swept away, and even ferries might not be able to manage the crossing of a flooded river.  A river in flood makes Swim checks one category harder (calm water becomes rough, and rough water becomes stormy). Rivers also become 50% swifter. *URBAN ADVENTURES*  |  | | --- | |  |   At first glance, a city is much like a dungeon, made up of walls, doors, rooms, and corridors. Adventures that take place in cities have two salient differences from their dungeon counterparts, however. Characters have greater access to resources, and they must contend with law enforcement.  **Access to Resources:** Unlike in dungeons and the wilderness, characters can buy and sell gear quickly in a city. A large city or metropolis probably has high-level NPCs and experts in obscure fields of knowledge who can provide assistance and decipher clues. And when the PCs are battered and bruised, they can retreat to the comfort of a room at the inn.  The freedom to retreat and ready access to the marketplace means that the players have a greater degree of control over the pacing of an urban adventure.  **Law Enforcement:** The other key distinctions between adventuring in a city and delving into a dungeon is that a dungeon is, almost by definition, a lawless place where the only law is that of the jungle: Kill or be killed. A city, on the other hand, is held together by a code of laws, many of which are explicitly designed to prevent the sort of behavior that adventurers engage in all the time: killing and looting. Even so, most cities’ laws recognize monsters as a threat to the stability the city relies on, and prohibitions about murder rarely apply to monsters such as aberrations or evil outsiders. Most evil humanoids, however, are typically protected by the same laws that protect all the citizens of the city. Having an evil alignment is not a crime (except in some severely theocratic cities, perhaps, with the magical power to back up the law); only evil deeds are against the law. Even when adventurers encounter an evildoer in the act of perpetrating some heinous evil upon the populace of the city, the law tends to frown on the sort of vigilante justice that leaves the evildoer dead or otherwise unable to testify at a trial. Weapon And Spell Restrictions Different cities have different laws about such issues as carrying weapons in public and restricting spellcasters.  The city’s laws may not affect all characters equally. A monk isn’t hampered at all by a law about peace-bonding weapons, but a cleric is reduced to a fraction of his power if all holy symbols are confiscated at the city’s gates. URBAN FEATURES Walls, doors, poor lighting, and uneven footing: In many ways a city is much like a dungeon. Some new considerations for an urban setting are covered below. Walls and Gates Many cities are surrounded by walls. A typical small city wall is a fortified stone wall 5 feet thick and 20 feet high. Such a wall is fairly smooth, requiring a DC 30 [Climb](http://dndsrd.net/skillsAll.html#climb) check to scale. The walls are crenellated on one side to provide a low wall for the guards atop it, and there is just barely room for guards to walk along the top of the wall. A typical small city wall has AC 3, hardness 8, and 450 hp per 10-foot section.  A typical large city wall is 10 feet thick and 30 feet high, with crenellations on both sides for the guards on top of the wall. It is likewise smooth, requiring a DC 30 [Climb](http://dndsrd.net/skillsAll.html#climb) check to scale. Such a wall has AC 3, hardness 8, and 720 hp per 10-foot section.  A typical metropolis wall is 15 feet thick and 40 feet tall. It has crenellations on both sides and often has a tunnel and small rooms running through its interior. Metropolis walls have AC 3, hardness 8, and 1,170 hp per 10- foot section.  Unlike smaller cities, metropolises often have interior walls as well as surrounding walls-either old walls that the city has outgrown, or walls dividing individual districts from each other. Sometimes these walls are as large and thick as the outer walls, but more often they have the characteristics of a large city’s or small city’s walls.  **Watch Towers:** Some city walls are adorned with watch towers set at irregular intervals. Few cities have enough guards to keep someone constantly stationed at every tower, unless the city is expecting attack from outside. The towers provide a superior view of the surrounding countryside as well as a point of defense against invaders. Watch towers are typically 10 feet higher than the wall they adjoin, and their diameter is 5 times the thickness of the wall. [Arrow slits](http://dndsrd.net/wildernessAndEnvironment.html#walls-with-arrow-slits) line the outer sides of the upper stories of a tower, and the top is crenellated like the surrounding walls are. In a small tower (25 feet in diameter adjoining a 5-foot-thick wall), a simple ladder typically connect the tower’s stories and the roof. In a larger tower, stairs serve that purpose. Heavy wooden doors, reinforced with iron and bearing good locks ([Open Lock](http://dndsrd.net/skillsAll.html#open-lock) DC 30), block entry to a tower, unless the tower is in regular use. As a rule, the captain of the guard keeps the key to the tower secured on her person, and a second copy is in the city’s inner fortress or barracks.  **Gates:** A typical city gate is a gatehouse with two portcullises and murder holes above the space between them. In towns and some small cities, the primary entry is through iron double doors set into the city wall. Gates are usually open during the day and locked or barred at night. Usually, one gate lets in travelers after sunset and is staffed by guards who will open it for someone who seems honest, presents proper papers, or offers a large enough bribe (depending on the city and the guards). Guards and Soldiers A city typically has full-time military personnel equal to 1% of its adult population, in addition to militia or conscript soldiers equal to 5% of the population. The full-time soldiers are city guards responsible for maintaining order within the city, similar to the role of modern police, and (to a lesser extent) for defending the city from outside assault. Conscript soldiers are called up to serve in case of an attack on the city.  A typical city guard force works on three eight-hour shifts, with 30% of the force on a day shift (8 A.M. to 4 P.M.), 35% on an evening shift (4 P.M. to 12 A.M.), and 35% on a night shift (12 A.M. to 8 A.M.). At any given time, 80% of the guards on duty are on the streets patrolling, while the remaining 20% are stationed at various posts throughout the city, where they can respond to nearby alarms. At least one such guard post is present within each neighborhood of a city (each neighborhood consisting of several districts).  The majority of a city guard force is made up of [warriors](http://dndsrd.net/npcClasses.html#warrior), mostly 1st level. Officers include higher-level warriors, fighters, a fair number of clerics, and wizards or sorcerers, as well as multiclass fighter/spellcasters. Siege Engines Siege engines are large weapons, temporary structures, or pieces of equipment traditionally used in besieging a castle or fortress.  **Table: Siege Engines**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **Item** | **Cost** | **Damage** | **Critical** | **Range Increment** | **Typical Crew** | | Catapult, heavy | 800 gp | 6d6 | - | 200 ft. (100 ft. mimimum) | 4 | | Catapult, light | 550 gp | 4d6 | - | 150 ft. (100 ft. minimum) | 2 | | Ballista | 500 gp | 3d8 | 19-20 | 120 ft. | 1 | | Ram | 1,000 gp | 3d61 | - | - | 10 | | Siege tower | 2,000 gp | - | - | - | 20 | | 1 *See description for special rules.* | | | | | |   **Catapult Attack Modifiers**   |  |  | | --- | --- | | **Condition** | **Modifier** | | No line of sight to target square | -6 | | Successive shots (crew can see where most recent misses landed) | Culumative +2 per previous miss (maximum +10) | | Successive shots (crew can't see where most recent misses landed, but observer is providing feedback) | Culumative +1 per previous miss (maximum +5) |     **Catapult, Heavy:** A heavy catapult is a massive engine capable of throwing rocks or heavy objects with great force. Because the catapult throws its payload in a high arc, it can hit squares out of its line of sight. To fire a heavy catapult, the crew chief makes a special check against DC 15 using only his base attack bonus, Intelligence modifier, range increment penalty, and the appropriate modifiers from the lower section of Table: Siege Engines . If the check succeeds, the catapult stone hits the square the catapult was aimed at, dealing the indicated damage to any object or character in the square. Characters who succeed on a DC 15 Reflex save take half damage. Once a catapult stone hits a square, subsequent shots hit the same square unless the catapult is reaimed or the wind changes direction or speed.  If a catapult stone misses, roll 1d8 to determine where it lands. This determines the misdirection of the throw, with 1 being back toward the catapult and 2 through 8 counting clockwise around the target square. Then, count 3 squares away from the target square for every range increment of the attack.  Loading a catapult requires a series of full-round actions. It takes a DC 15 Strength check to winch the throwing arm down; most catapults have wheels to allow up to two crew members to use the [aid another](http://dndsrd.net/specialAttacks.html#aid-another) action, assisting the main winch operator. A DC 15 [Profession](http://dndsrd.net/skillsAll.html#profession) (siege engineer) check latches the arm into place, and then another DC 15 Profession (siege engineer) check loads the catapult ammunition. It takes four full-round actions to reaim a heavy catapult (multiple crew members can perform these full-round actions in the same round, so it would take a crew of four only 1 round to reaim the catapult).  A heavy catapult takes up a space 15 feet across.  **Catapult, Light:** This is a smaller, lighter version of the heavy catapult. It functions as the heavy catapult, except that it takes a DC 10 Strength check to winch the arm into place, and only two full-round actions are required to reaim the catapult.  A light catapult takes up a space 10 feet across.  **Ballista:** A ballista is essentially a Huge heavy crossbow fixed in place. Its size makes it hard for most creatures to aim it. Thus, a Medium creature takes a -4 penalty on attack rolls when using a ballista, and a Small creature takes a -6 penalty. It takes a creature smaller than Large two full-round actions to reload the ballista after firing.  A ballista takes up a space 5 feet across.  **Ram:** This heavy pole is sometimes suspended from a movable scaffold that allows the crew to swing it back and forth against objects. As a full-round action, the character closest to the front of the ram makes an attack roll against the AC of the construction, applying the -4 penalty for lack of proficiency. (It’s not possible to be proficient with this device.) In addition to the damage given on Table: Siege Engines, up to nine other characters holding the ram can add their Strength modifier to the ram’s damage, if they devote an attack action to doing so. It takes at least one Huge or larger creature, two Large creatures, four Medium-size creatures, or eight Small creatures to swing a ram. (Tiny or smaller creatures can’t use a ram.)  A ram is typically 30 feet long. In a battle, the creatures wielding the ram stand in two adjacent columns of equal length, with the ram between them.  **Siege Tower:** This device is a massive wooden tower on wheels or rollers that can be rolled up against a wall to allow attackers to scale the tower and thus to get to the top of the wall with cover. The wooden walls are usually 1 foot thick.  A typical siege tower takes up a space 15 feet across. The creatures inside push it at a speed of 10 feet (and a siege tower can’t run). The eight creatures pushing on the ground floor have total cover, and those on higher floors get improved cover and can fire through arrow slits. City Streets Typical city streets are narrow and twisting. Most streets average 15 to 20 feet wide [(1d4+1)×5 feet)], while alleys range from 10 feet wide to only 5 feet. Cobblestones in good condition allow normal movement, but ones in poor repair and heavily rutted dirt streets are considered light rubble, increasing the DC of [Balance](http://dndsrd.net/skillsAll.html#balance) and [Tumble](http://dndsrd.net/skillsAll.html#tumble) checks by 2.  Some cities have no larger thoroughfares, particularly cities that gradually grew from small settlements to larger cities. Cities that are planned, or perhaps have suffered a major fire that allowed authorities to construct new roads through formerly inhabited areas, might have a few larger streets through town. These main roads are 25 feet wide-offering room for wagons to pass each other-with 5-foot-wide sidewalks on either side.  **Crowds:** Urban streets are often full of people going about their daily lives. In most cases, it isn’t necessary to put every 1st-level commoner on the map when a fight breaks out on the city’s main thoroughfare. Instead just indicate which squares on the map contain crowds. If crowds see something obviously dangerous, they’ll move away at 30 feet per round at initiative count 0. It takes 2 squares of movement to enter a square with crowds. The crowds provide cover for anyone who does so, enabling a [Hide](http://dndsrd.net/skillsAll.html#hide) check and providing a bonus to Armor Class and on Reflex saves.  *Directing Crowds:* It takes a DC 15 [Diplomacy](http://dndsrd.net/skillsAll.html#diplomacy) check or DC 20 [Intimidate](http://dndsrd.net/skillsAll.html#intimidate) check to convince a crowd to move in a particular direction, and the crowd must be able to hear or see the character making the attempt. It takes a full-round action to make the Diplomacy check, but only a free action to make the Intimidate check.  If two or more characters are trying to direct a crowd in different directions, they make opposed Diplomacy or Intimidate checks to determine whom the crowd listens to. The crowd ignores everyone if none of the characters’ check results beat the DCs given above. Above and beneath the Streets **Rooftops:** Getting to a roof usually requires climbing a wall (see the Walls section), unless the character can reach a roof by jumping down from a higher window, balcony, or bridge. Flat roofs, common only in warm climates (accumulated snow can cause a flat roof to collapse), are easy to run across. Moving along the peak of a roof requires a DC 20 [Balance](http://dndsrd.net/skillsAll.html#balance) check. Moving on an angled roof surface without changing altitude (moving parallel to the peak, in other words) requires a DC 15 Balance check. Moving up and down across the peak of a roof requires a DC 10 Balance check.  Eventually a character runs out of roof, requiring a long jump across to the next roof or down to the ground. The distance to the next closest roof is usually 1d3×5 feet horizontally, but the roof across the gap is equally likely to be 5 feet higher, 5 feet lower, or the same height. Use the guidelines in the [Jump](http://dndsrd.net/skillsAll.html#jump) skill (a horizontal jump’s peak height is one-fourth of the horizontal distance) to determine whether a character can make a jump.  **Sewers:** To get into the sewers, most characters open a grate (a full-round action) and jump down 10 feet. Sewers are built exactly like dungeons, except that they’re much more likely to have floors that are slippery or covered with water. Sewers are also similar to dungeons in terms of creatures liable to be encountered therein. Some cities were built atop the ruins of older civilizations, so their sewers sometimes lead to treasures and dangers from a bygone age. City Buildings Most city buildings fall into three categories. The majority of buildings in the city are two to five stories high, built side by side to form long rows separated by secondary or main streets. These row houses usually have businesses on the ground floor, with offices or apartments above.  Inns, successful businesses, and large warehouses - as well as millers, tanners, and other businesses that require extra space - are generally large, free-standing buildings with up to five stories.  Finally, small residences, shops, warehouses, or storage sheds are simple, one-story wooden buildings, especially if they’re in poorer neighborhoods.  Most city buildings are made of a combination of stone or clay brick (on the lower one or two stories) and timbers (for the upper stories, interior walls, and floors). Roofs are a mixture of boards, thatch, and slates, sealed with pitch. A typical lower-story wall is 1 foot thick, with AC 3, hardness 8, 90 hp, and a [Climb](http://dndsrd.net/skillsAll.html#climb) DC of 25. Upper-story walls are 6 inches thick, with AC 3, hardness 5, 60 hp, and a Climb DC of 21. Exterior doors on most buildings are good wooden doors that are usually kept locked, except on public buildings such as shops and taverns. Buying Buildings Characters might want to buy their own buildings or even construct their own castle. Use the prices in Table: Buildings directly, or as a guide when for extrapolating costs for more exotic structures.  **Table: Buildings**   |  |  | | --- | --- | | **Item** | **Cost** | | Simple House | 1,000 gp | | Grand House | 5,000 gp | | Mansion | 100,000 gp | | Tower | 50,000 gp | | Keep | 150,000 gp | | Castle | 500,000 gp | | Huge Castle | 1,000,000 gp | | Moat with bridge | 50,000 gp |   *Simple House:* This one- to three-room house is made of wood and has a thatched roof.  *Grand House:* This four- to ten-room house is made of wood and has a thatched roof.  *Mansion:* This ten- to twenty-room residence has two or three stories and is made of wood and brick. It has a slate roof.  *Tower:* This round or square, three-level tower is made of stone.  *Keep:* This fortified stone building has fifteen to twenty-five rooms.  *Castle:* A castle is a keep surrounded by a 15-foot stone wall with four towers. The wall is 10 feet thick.  *Huge Castle:* A huge castle is a particularly large keep with numerous associated buildings (stables, forge, granaries, and so on) and an elaborate 20-foot-high wall that creates bailey and courtyard areas. The wall has six towers and is 10 feet thick.  *Moat with Bridge:* The moat is 15 feet deep and 30 feet wide. The bridge may be a wooden drawbridge or a permanent stone structure. City Lights If a city has main thoroughfares, they are lined with lanterns hanging at a height of 7 feet from building awnings. These lanterns are spaced 60 feet apart, so their illumination is all but continuous. Secondary streets and alleys are not lit; it is common for citizens to hire lantern-bearers when going out after dark.  Alleys can be dark places even in daylight, thanks to the shadows of the tall buildings that surround them. A dark alley in daylight is rarely dark enough to afford true concealment, but it can lend a +2 circumstance bonus on [Hide](http://dndsrd.net/skillsAll.html#hide) checks. *WEATHER*  |  | | --- | |  |   Sometimes weather can play an important role in an adventure.  Table: Random Weather is an appropriate weather table for general use, and can be used as a basis for a local weather tables. Terms on that table are defined as follows.  **Calm**: Wind speeds are light (0 to 10 mph).  **Cold**: Between 0° and 40° Fahrenheit during the day, 10 to 20 degrees colder at night.  **Cold Snap**: Lowers temperature by –10° F.  **Downpour**: Treat as rain (see Precipitation, below), but conceals as fog. Can create floods (see above). A downpour lasts for 2d4 hours.  **Heat Wave**: Raises temperature by +10° F.  **Hot**: Between 85° and 110° Fahrenheit during the day, 10 to 20 degrees colder at night.  **Moderate**: Between 40° and 60° Fahrenheit during the day, 10 to 20 degrees colder at night.  **Powerful Storm** (*Windstorm/Blizzard/Hurricane/Tornado*): Wind speeds are over 50 mph (see Table: Wind Effects). In addition, blizzards are accompanied by heavy snow (1d3 feet), and hurricanes are accompanied by downpours (see above). Windstorms last for 1d6 hours. Blizzards last for 1d3 days. Hurricanes can last for up to a week, but their major impact on characters will come in a 24-to-48-hour period when the center of the storm moves through their area. Tornadoes are very short-lived (1d6×10 minutes), typically forming as part of a thunderstorm system.  **Precipitation**: Roll d% to determine whether the precipitation is fog (01–30), rain/snow (31–90), or sleet/hail (91–00). Snow and sleet occur only when the temperature is 30° Fahrenheit or below. Most precipitation lasts for 2d4 hours. By contrast, hail lasts for only 1d20 minutes but usually accompanies 1d4 hours of rain.  **Storm** (*Duststorm/Snowstorm/Thunderstorm*): Wind speeds are severe (30 to 50 mph) and visibility is cut by three-quarters. Storms last for 2d4–1 hours. See Storms, below, for more details.  **Warm**: Between 60° and 85° Fahrenheit during the day, 10 to 20 degrees colder at night.  **Windy**: Wind speeds are moderate to strong (10 to 30 mph); see Table: Wind Effects on the following page.  **Table: RANDOM WEATHER**   |  |  |  |  |  | | --- | --- | --- | --- | --- | | **d%** | **Weather** | **Cold Climate** | **Temperate Climate1** | **Desert** | | 01–70 | Normal weather | Cold, calm | Normal for season2 | Hot, calm | | 71–80 | Abnormal weather | Heat wave (01–30) or cold snap (31–100) | Heat wave (01–50) or cold snap (51–100) | Hot, windy | | 81–90 | Inclement weather | Precipitation (snow) | Precipitation (normal for season) | Hot, windy | | 91–99 | Storm | Snowstorm | Thunderstorm, snowstorm3 | Duststorm | | 100 | Powerful storm | Blizzard | Windstorm, blizzard4, hurricane, tornado | Downpour | | 1 *Temperate includes forest, hills, marsh, mountains, plains, and warm aquatic.* | | | |  | | 2 *Winter is cold, summer is warm, spring and autumn are temperate. Marsh regions are slightly warmer in winter.* | | | |  |  Rain, Snow, Sleet, and Hail Bad weather frequently slows or halts travel and makes it virtually impossible to navigate from one spot to another. Torrential downpours and blizzards obscure vision as effectively as a dense fog.  Most precipitation is rain, but in cold conditions it can manifest as snow, sleet, or hail. Precipitation of any kind followed by a cold snap in which the temperature dips from above freezing to 30° F or below may produce ice.  *Rain*: Rain reduces visibility ranges by half, resulting in a –4 penalty on [Spot](http://dndsrd.net/skillsAll.html#spot) and [Search](http://dndsrd.net/skillsAll.html#search) checks. It has the same effect on flames, ranged weapon attacks, and [Listen](http://dndsrd.net/skillsAll.html#listen) checks as severe wind.  *Snow*: Falling snow has the same effects on visibility, ranged weapon attacks, and skill checks as rain, and it costs 2 squares of movement to enter a snow-covered square. A day of snowfall leaves 1d6 inches of snow on the ground.  *Heavy Snow*: Heavy snow has the same effects as normal snowfall, but also restricts visibility as fog does (see Fog, below). A day of heavy snow leaves 1d4 feet of snow on the ground, and it costs 4 squares of movement to enter a square covered with heavy snow. Heavy snow accompanied by strong or severe winds may result in snowdrifts 1d4×5 feet deep, especially in and around objects big enough to deflect the wind—a cabin or a large tent, for instance. There is a 10% chance that a heavy snowfall is accompanied by lightning (see Thunderstorm, below). Snow has the same effect on flames as moderate wind.  *Sleet*: Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground.  *Hail*: Hail does not reduce visibility, but the sound of falling hail makes Listen checks more difficult (–4 penalty). Sometimes (5% chance) hail can become large enough to deal 1 point of lethal damage (per storm) to anything in the open. Once on the ground, hail has the same effect on movement as snow. Storms The combined effects of precipitation (or dust) and wind that accompany all storms reduce visibility ranges by three quarters, imposing a –8 penalty on [Spot](http://dndsrd.net/skillsAll.html#spot), [Search](http://dndsrd.net/skillsAll.html#search), and [Listen](http://dndsrd.net/skillsAll.html#listen)checks. Storms make ranged weapon attacks impossible, except for those using siege weapons, which have a –4 penalty on attack rolls. They automatically extinguish candles, torches, and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. See Table: Wind Effects for possible consequences to creatures caught outside without shelter during such a storm. Storms are divided into the following three types.  *Duststorm (CR 3)*: These desert storms differ from other storms in that they have no precipitation. Instead, a duststorm blows fine grains of sand that obscure vision, smother unprotected flames, and can even choke protected flames (50% chance). Most duststorms are accompanied by severe winds and leave behind a deposit of 1d6 inches of sand. However, there is a 10% chance for a greater duststorm to be accompanied by windstorm-magnitude winds (see Table: Wind Effects). These greater duststorms deal 1d3 points of nonlethal damage each round to anyone caught out in the open without shelter and also pose a choking hazard (see Drowning—except that a character with a scarf or similar protection across her mouth and nose does not begin to choke until after a number of rounds equal to 10 × her Constitution score). Greater duststorms leave 2d3–1 feet of fine sand in their wake.  *Snowstorm*: In addition to the wind and precipitation common to other storms, snowstorms leave 1d6 inches of snow on the ground afterward.  *Thunderstorm*: In addition to wind and precipitation (usually rain, but sometimes also hail), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially those in metal armor). As a rule of thumb, assume one bolt per minute for a 1-hour period at the center of the storm. Each bolt causes electricity damage equal to 1d10 eight-sided dice. One in ten thunderstorms is accompanied by a tornado (see below).  **Powerful Storms**: Very high winds and torrential precipitation reduce visibility to zero, making Spot, Search, and Listen checks and all ranged weapon attacks impossible. Unprotected flames are automatically extinguished, and protected flames have a 75% chance of being doused. Creatures caught in the area must make a DC 20 Fortitude save or face the effects based on the size of the creature (see Table: Wind Effects). Powerful storms are divided into the  following four types.  *Windstorm*: While accompanied by little or no precipitation, windstorms can cause considerable damage simply through the force of their wind.  *Blizzard*: The combination of high winds, heavy snow (typically 1d3 feet), and bitter cold make blizzards deadly for all who are unprepared for them.  *Hurricane*: In addition to very high winds and heavy rain, hurricanes are accompanied by floods. Most adventuring activity is impossible under such conditions.  *Tornado*: One in ten thunderstorms is accompanied by a tornado. Fog Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance). Winds The wind can create a stinging spray of sand or dust, fan a large fire, heel over a small boat, and blow gases or vapors away. If powerful enough, it can even knock characters down (see Table: Wind Effects), interfere with ranged attacks, or impose penalties on some skill checks.  *Light Wind*: A gentle breeze, having little or no game effect.  *Moderate Wind*: A steady wind with a 50% chance of extinguishing small, unprotected flames, such as candles.  *Strong Wind*: Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a –2 penalty on ranged attack rolls and on Listen checks.  *Severe Wind*: In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Listen checks are at a –4 penalty. This is the velocity of wind produced by a [gust of wind](http://dndsrd.net/spellsFtoG.html#gust-of-wind) spell.  *Windstorm*: Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are impossible, and even siege weapons have a –4 penalty on attack rolls. Listen checks are at a –8 penalty due to the howling of the wind.  *Hurricane-Force Wind*: All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a –8 penalty on attack rolls). Listen checks are impossible: All characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.  *Tornado (CR 10)*: All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are Listen checks. Instead of being [blown away](http://dndsrd.net/abilitiesAndConditions.html#blown-away) (see Table: Wind Effects), characters in close proximity to a tornado who fail their Fortitude saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage may apply). While a tornado’s rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph (roughly 250 feet per round). A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.  **Table: WIND EFFECTS**   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | **Wind Force** | **Wind Speed** | **Ranged Attacks Normal/Siege Weapons1** | **Creature Size2** | **Wind Effect on Creatures** | **Fort Save DC** | | Light | 0–10 mph | —/— | Any | None | — | | Moderate | 11–20 mph | —/— | Any | None | — | | Strong | 21–30 mph | –2/— | Tiny or smaller | [Knocked down](http://dndsrd.net/abilitiesAndConditions.html#knocked-down) | 10 | |  |  |  | Small or larger | None |  | | Severe | 31–50 mph | –4/— | Tiny | Blown away | 15 | |  |  |  | Small | Knocked down |  | |  |  |  | Medium | [Checked](http://dndsrd.net/abilitiesAndConditions.html#checked) |  | |  |  |  | Large or larger | None |  | | Windstorm | 51–74 mph | Impossible/–4 | Small or smaller | Blown away | 18 | |  |  |  | Medium | Knocked down |  | |  |  |  | Large or Huge | Checked |  | |  |  |  | Gargantuan or Colossal | None |  | | Hurricane | 75–174 mph | Impossible/–8 | Medium or smaller | Blown away | 20 | |  |  |  | Large | Knocked down |  | |  |  |  | Huge | Checked |  | |  |  |  | Gargantuan or Colossal | None |  | | Tornado | 175–300 mph | Impossible/impossible | Large or smaller | Blown away | 30 | |  |  |  | Huge | Knocked down |  | |  |  |  | Gargantuan or Colossal | Checked |  | | 1 *The siege weapon category includes ballista and catapult attacks as well as boulders tossed by giants.* | | | | | | | 2 *Flying or airborne creatures are treated as one size category smaller than their actual size, so an airborne Gargantuan dragon is treated as Huge for purposes of wind effects.* | | | | | |   *Checked*: Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6×5 feet.  *Knocked Down*: Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6×10 feet.  *Blown Away*: Creatures on the ground are knocked prone and rolled 1d4×10 feet, taking 1d4 points of nonlethal damage per 10 feet. Flying creatures are blown back 2d6×10 feet and take 2d6 points of nonlethal damage due to battering and buffeting. *THE ENVIRONMENT*  |  | | --- | |  |   Environmental hazards specific to one kind of terrain (such as an avalanche, which occurs in the mountains) are described in Wilderness, above. Environmental hazards common to more than one setting are detailed below. ACID EFFECTS Corrosive acids deals 1d6 points of damage per round of exposure except in the case of total immersion (such as into a vat of acid), which deals 10d6 points of damage per round. An attack with acid, such as from a hurled vial or a monster’s spittle, counts as a round of exposure.  The fumes from most acids are inhaled poisons. Those who come close enough to a large body of acid to dunk a creature in it must make a DC 13 Fortitude save or take 1 point of Constitution damage. All such characters must make a second save 1 minute later or take another 1d4 points of Constitution damage.  Creatures immune to acid’s caustic properties might still drown in it if they are totally immersed (see Drowning). COLD DANGERS Cold and exposure deal nonlethal damage to the victim. This nonlethal damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered [unconscious](http://dndsrd.net/abilitiesAndConditions.html#unconscious) through the accumulation of nonlethal damage, the cold and exposure begins to deal lethal damage at the same rate.  An unprotected character in cold weather (below 40° F) must make a Fortitude save each hour (DC 15, + 1 per previous check) or take 1d6 points of nonlethal damage. A character who has the [Survival](http://dndsrd.net/skillsAll.html#survival) skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill Description).  In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters wearing winter clothing only need check once per hour for cold and exposure damage.  A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as [fatigued](http://dndsrd.net/abilitiesAndConditions.html#fatigued)). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.  Extreme cold (below –20° F) deals 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing metal armor or coming into contact with very cold metal are affected as if by a chill metal spell. Ice Effects Characters walking on ice must spend 2 squares of movement to enter a square covered by ice, and the DC for [Balance](http://dndsrd.net/skillsAll.html#balance) and [Tumble](http://dndsrd.net/skillsAll.html#tumble) checks increases by +5. Characters in prolonged contact with ice may run the risk of taking damage from severe cold (see above). DARKNESS Darkvision allows many characters and monsters to see perfectly well without any light at all, but characters with normal vision (or low-light vision, for that matter) can be rendered completely [blind](http://dndsrd.net/abilitiesAndConditions.html#blinded) by putting out the lights. Torches or lanterns can be blown out by sudden gusts of subterranean wind, magical light sources can be dispelled or countered, or magical traps might create fields of impenetrable darkness.  In many cases, some characters or monsters might be able to see, while others are blinded. For purposes of the following points, a blinded creature is one who simply can’t see through the surrounding darkness.  —Creatures blinded by darkness lose the ability to deal extra damage due to precision (for example, a ranger’s favored enemy or a sneak attack).  —Blinded creatures are hampered in their movement, and pay 2 squares of movement per square moved into (double normal cost). Blinded creatures can’t run or [charge](http://dndsrd.net/specialAttacks.html#charge).  —All opponents have total concealment from a blinded creature, so the blinded creature has a 50% miss chance in combat. A blinded creature must first pinpoint the location of an opponent in order to attack the right square; if the blinded creature launches an attack without pinpointing its foe, it attacks a random square within its reach. For ranged attacks or spells against a foe whose location is not pinpointed, roll to determine which adjacent square the blinded creature is facing; its attack is directed at the closest target that lies in that direction.  —A blinded creature loses its Dexterity adjustment to AC and takes a –2 penalty to AC.  —A blinded creature takes a –4 penalty on [Search](http://dndsrd.net/skillsAll.html#search) checks and most Strength- and Dexterity-based skill checks, including any with an armor check penalty. A creature blinded by darkness automatically fails any skill check relying on vision.  —Creatures blinded by darkness cannot use gaze attacks and are immune to gaze attacks.  A creature blinded by darkness can make a [Listen](http://dndsrd.net/skillsAll.html#listen) check as a free action each round in order to locate foes (DC equal to opponents’ [Move Silently](http://dndsrd.net/skillsAll.html#move-silently) checks). A successful check lets a blinded character hear an unseen creature “over there somewhere.” It’s almost impossible to pinpoint the location of an unseen creature. A Listen check that beats the DC by 20 reveals the unseen creature’s square (but the unseen creature still has total concealment from the blinded creature).  —A blinded creature can grope about to find unseen creatures. A character can make a touch attack with his hands or a weapon into two adjacent squares using a standard action. If an unseen target is in the designated square, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has pinpointed the unseen creature’s current location. (If the unseen creature moves, its location is once again unknown.)  —If a blinded creature is struck by an unseen foe, the blinded character pinpoints the location of the creature that struck him (until the unseen creature moves, of course). The only exception is if the unseen creature has a reach greater than 5 feet (in which case the blinded character knows the location of the unseen opponent, but has not pinpointed him) or uses a ranged attack (in which case, the blinded character knows the general direction of the foe, but not his location).  —A creature with the scent ability automatically pinpoints unseen creatures within 5 feet of its location. FALLING **Falling Damage**: The basic rule is simple: 1d6 points of damage per 10 feet fallen, to a maximum of 20d6.  If a character deliberately jumps instead of merely slipping or falling, the damage is the same but the first 1d6 is nonlethal damage. A DC 15 [Jump](http://dndsrd.net/skillsAll.html#jump) check or DC 15 [Tumble](http://dndsrd.net/skillsAll.html#tumble) check allows the character to avoid any damage from the first 10 feet fallen and converts any damage from the second 10 feet to nonlethal damage. Thus, a character who slips from a ledge 30 feet up takes 3d6 damage. If the same character deliberately jumped, he takes 1d6 points of nonlethal damage and 2d6 points of lethal damage. And if the character leaps down with a successful Jump or Tumble check, he takes only 1d6 points of nonlethal damage and 1d6 points of lethal damage from the plunge.  Falls onto yielding surfaces (soft ground, mud) also convert the first 1d6 of damage to nonlethal damage. This reduction is cumulative with reduced damage due to deliberate jumps and the Jump skill.  **Falling into Water**: Falls into water are handled somewhat differently. If the water is at least 10 feet deep, the first 20 feet of falling do no damage. The next 20 feet do nonlethal damage (1d3 per 10-foot increment). Beyond that, falling damage is lethal damage (1d6 per additional 10-foot increment).  Characters who deliberately dive into water take no damage on a successful DC 15 [Swim](http://dndsrd.net/skillsAll.html#swim) check or DC 15 Tumble check, so long as the water is at least 10 feet deep for every 30 feet fallen. However, the DC of the check increases by 5 for every 50 feet of the dive. FALLING OBJECTS Just as characters take damage when they fall more than 10 feet, so too do they take damage when they are hit by falling objects.  Objects that fall upon characters deal damage based on their weight and the distance they have fallen.  For each 200 pounds of an object’s weight, the object deals 1d6 points of damage, provided it falls at least 10 feet. Distance also comes into play, adding an additional 1d6 points of damage for every 10-foot increment it falls beyond the first (to a maximum of 20d6 points of damage).  Objects smaller than 200 pounds also deal damage when dropped, but they must fall farther to deal the same damage. Use Table: Damage from Falling Objects to see how far an object of a given weight must drop to deal 1d6 points of damage.  **Table: DAMAGE FROM FALLING OBJECTS**   |  |  | | --- | --- | | **Object Weight** | **Falling Distance** | | 200–101 lb. | 20 ft. | | 100–51 lb. | 30 ft. | | 50–31 lb. | 40 ft. | | 30–11 lb. | 50 ft. | | 10–6 lb. | 60 ft. | | 5–1 lb. | 70 ft. |   For each additional increment an object falls, it deals an additional 1d6 points of damage. Objects weighing less than 1 pound do not deal damage to those they land upon, no matter how far they have fallen. HEAT DANGERS Heat deals nonlethal damage that cannot be recovered until the character gets cooled off (reaches shade, survives until nightfall, gets doused in water, is targeted by endure elements, and so forth). Once rendered [unconscious](http://dndsrd.net/abilitiesAndConditions.html#unconscious) through the accumulation of nonlethal damage, the character begins to take lethal damage at the same rate.  A character in very hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the [Survival](http://dndsrd.net/skillsAll.html#survival) skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).  In severe heat (above 110° F), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).  A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is [fatigued](http://dndsrd.net/abilitiesAndConditions.html#fatigued). These penalties end when the character recovers the nonlethal damage she took from the heat.  Extreme heat (air temperature over 140° F, fire, boiling water, lava) deals lethal damage. Breathing air in these temperatures deals 1d6 points of damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a –4 penalty on their saves. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a [heat metal](http://dndsrd.net/spellsHtoL.html#heat-metal) spell.  Boiling water deals 1d6 points of scalding damage, unless the character is fully immersed, in which case it deals 10d6 points of damage per round of exposure. Catching on Fire Characters exposed to burning oil, bonfires, and noninstantaneous magic fires might find their clothes, hair, or equipment on fire. Spells with an instantaneous duration don’t normally set a character on fire, since the heat and flame from these come and go in a flash.  Characters at risk of catching fire are allowed a DC 15 Reflex save to avoid this fate. If a character’s clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once he succeeds on his saving throw, he’s no longer on fire.)  A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.  Those unlucky enough to have their clothes or equipment catch fire must make DC 15 Reflex saves for each item. Flammable items that fail take the same amount of damage as the character. Lava Effects Lava or magma deals 2d6 points of damage per round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of damage per round.  Damage from magma continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round).  An immunity or resistance to fire serves as an immunity to lava or magma. However, a creature immune to fire might still drown if completely immersed in lava (see Drowning, below). SMOKE EFFECTS A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage.  Smoke obscures vision, giving concealment (20% miss chance) to characters within it. STARVATION AND THIRST Characters might find themselves without food or water and with no means to obtain them. In normal climates, Medium characters need at least a gallon of fluids and about a pound of decent food per day to avoid starvation. (Small characters need half as much.) In very hot climates, characters need two or three times as much water to avoid dehydration.  A character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage.  A character can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage.  Characters who have taken nonlethal damage from lack of food or water are [fatigued](http://dndsrd.net/abilitiesAndConditions.html#fatigued). Nonlethal damage from thirst or starvation cannot be recovered until the character gets food or water, as needed—not even magic that restores hit points heals this damage. SUFFOCATION A character who has no air to breathe can hold her breath for 2 rounds per point of Constitution. After this period of time, the character must make a DC 10 Constitution check in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.  When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls [unconscious](http://dndsrd.net/abilitiesAndConditions.html#unconscious) (0 hit points). In the following round, she drops to –1 hit points and is [dying](http://dndsrd.net/abilitiesAndConditions.html#dying). In the third round, she suffocates.  **Slow Suffocation**: A Medium character can breathe easily for 6 hours in a sealed chamber measuring 10 feet on a side. After that time, the character takes 1d6 points of nonlethal damage every 15 minutes. Each additional Medium character or significant fire source (a torch, for example) proportionally reduces the time the air will last. When a character falls unconscious from this nonlethal damage, she drops to –1 hit points and is dying. In the next round, she suffocates.  Small characters consume half as much air as Medium characters. A larger volume of air, of course, lasts for a longer time. WATER DANGERS Any character can wade in relatively calm water that isn’t over his head, no check required. Similarly, swimming in calm water only requires skill checks with a DC of 10. Trained swimmers can just take 10. (Remember, however, that armor or heavy gear makes any attempt at swimming much more difficult. See the [Swim](http://dndsrd.net/skillsAll.html#swim) skill description.)  By contrast, fast-moving water is much more dangerous. On a successful DC 15 Swim check or a DC 15 Strength check, it deals 1d3 points of nonlethal damage per round (1d6 points of lethal damage if flowing over rocks and cascades). On a failed check, the character must make another check that round to avoid going under.  Very deep water is not only generally pitch black, posing a navigational hazard, but worse, it deals water pressure damage of 1d6 points per minute for every 100 feet the character is below the surface. A successful Fortitude save (DC 15, +1 for each previous check) means the diver takes no damage in that minute.  Very cold water deals 1d6 points of nonlethal damage from hypothermia per minute of exposure. Drowning Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a DC 10 Constitution check every round in order to continue holding her breath. Each round, the DC increases by 1.  When the character finally fails her Constitution check, she begins to drown. In the first round, she falls [unconscious](http://dndsrd.net/abilitiesAndConditions.html#unconscious) (0 hp). In the following round, she drops to –1 hit points and is [dying](http://dndsrd.net/abilitiesAndConditions.html#dying). In the third round, she drowns.  It is possible to drown in substances other than water, such as sand, quicksand, fine dust, and silos full of grain. | |