DUNGEONS & DRAGONS

DUNGEON MASTER SCREEN

Balance Check DCs

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

*Cumulative, if both apply, use both.

Bluff Check DCs

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

Climb Check DCs

DC	Example Wall or Surface
0	A slope too steep to walk up. A knotted rope with a wall to brace against.
5	A rope with a wall to brace against, or a knotted rope, or a rope created by the *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 (reduces DC by 10).
–5*	Climbing a corner where you can brace against perpendicular walls (reduces DC by 5).
+5*	Surface is slippery (increases DC by 5).

*These modifiers are cumulative; use any that apply.

Concentration Check DCs

DC	Distraction
10 + damage dealt + spell level	Injury or failed saving throw during the casting of a spell (for spells with a casting time of 1 full round or more) or injury by an attack of opportunity or readied attack made in response to the spell being cast (for spells with a casting time of 1 action).
10 + half of continuous damage last dealt + spell level	Suffering continuous damage (such as from *Melf's acid arrow*).
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, below decks 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.

Concentration Check DCs (cont.)

DC	Distraction
5 + spell level	Weather is a high wind carrying blinding rain or sleet.
10 + spell level	Weather is wind-driven hail, dust, or debris.
Distracting spell's save DC + spell level	Weather caused by spell, such as *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 by *animate rope* spell, *command plants* spell, *control plants* spell, *entangle* spell, *snare* spell, net, or tanglefoot bag.

Disable Device Check DCs

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

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

Escape Artist Check DCs

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

Listen Check DCs

DC	Sound
0	People talking
5	A person in medium armour walking at a slow pace (10 ft./round) trying not to make noise
10	An unarmoured 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

Open Lock Check DCs

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

Search Check DCs

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

*Dwarves (even if they are not rogues) can use Search to find traps built into or out of stone.

PH Table 8–1: Fundamental Actions in Combat

Action	Move	Attack of Opportunity*
Attack Actions		
Attack (melee)	Yes	No
Attack (ranged)	Yes	Yes
Attack (unarmed)	Yes	Maybe
Charge	×2 (special) †	No
Full attack	5-ft. step	No
Magic Actions		
Cast a spell		
1-action spell	Yes	Yes
Full-round spell	5-ft. step	Yes
Concentrate to maintain	Yes	No
Activate magic item	Yes	Maybe
Use Special Ability	Move	AoO*
Use spell-like ability	Usually**	Yes
Use supernatural ability	Usually**	No
Use extraordinary ability††	Usually**	No
Movement-Only Actions		
Double move	×2	Maybe
Run	×4	Yes
Miscellaneous Actions	Maybe	Maybe

×2: You move twice your normal speed.
×4: You move quadruple your normal speed.
  *Regardless of the action, if you move within or out of a threatened area, you usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.
  **You can move unless the action is defined as a full-round action, in which case you normally get a 5-foot step.
  †You can move up to twice your normal speed, but only before the attack, not after. You must move at least 10 feet, and the entire move must be in a straight line.
  ††Most extraordinary abilities aren't actions. This applies to those that are.

PH Table 8–8: Attack Roll Modifiers

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

  *You flank a defender when you have an ally on the opposite side of the defender threatening him. Rogues can sneak attack defenders that they flank.
  **Most ranged weapons can't be used while the attacker is prone, but you can use a crossbow while prone.
  †The defender loses any Dexterity bonus to AC.
  ††Roll randomly to see which grappling combatant you strike. That defender loses any Dexterity bonus to AC.

PH Table 8–3: Partial Actions

Partial Action	Move	Attack of Opportunity*
Attack Partial Actions		
Attack (melee)	5-ft. step	No
Attack (ranged)	5-ft. step	Yes
Attack (unarmed)	5-ft. step	Maybe
Partial Charge	Yes (special)†	No
Magic Partial Actions		
Cast a spell‡	5-ft. step	Yes
Activate magic item	5-ft. step	Maybe
Use special ability‡	5-ft. step	Maybe
Concentrate to maintain	5-ft. step	No
Dismiss a spell	5-ft. step	No
Movement-Only Partial Actions		
Single move	Yes	No
Partial Run	×2	Yes
Miscellaneous Partial Actions**	5-ft. step	Maybe
Special Partial Actions		
Start full-found action	No	Maybe

  *Regardless of the action, if you move within or out of a threatened area, you usually provoke an attack of opportunity. This column indicates whether the action itself (not the moving) provokes an attack of opportunity.
  †You must move in a straight line before attacking and must move at least 10 feet.
  ‡Unless doing so is a full-round action, in which case you could start a full-round action and then finish it the next round with a cast a spell action. Spells that take longer than 1 full round to cast take twice as long to cast.
  **Those actions on Table 8–4: Miscellaneous Actions defined as standard or move-equivalent actions. Most allow a 5-foot step, though actions that are variant change actions follow the move for partial charge.

PH Table 8–9: Cover

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

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

PH Table 8–10: Concealment

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

PH Table 8–4: Miscellaneous Actions

No Action	Attack of Opportunity*
Delay	No

Free Actions	
Cast a quickened spell (page 84) or *feather fall* spell	No
Cease concentration on a spell	No
Prepare spell components to cast a spell**	No
Direct *Bigby's clenched fist* spell, *rainbow pattern* spell, or *shield* spell	No
Attack with *eyebite* spell (page 202)	No
Change form (*shapechange*)	No
Dismiss *tree shape* spell (page 267)	No
Drop an item	No
Drop to the floor	No
Speak	No
Make Spellcraft check on counterspell attempt	No

Move-Equivalent Actions	
Climb (one-quarter your speed)	No
Draw a weapon†	No
Sheathe a weapon	Yes
Ready a shield†	No
Loose a shield†	No
Open a door	No
Pick up an item	Yes
Retrieve a stored item	Yes
Move a heavy object	Yes
Stand up from prone	No
Load a hand crossbow	Yes
Load a light crossbow	Yes
Control a frightened mount	Yes
Mount a horse or dismount	No
Direct the movement of a *flaming sphere* spell (page 206) or the recipient of a *levitate* spell (page 222)	No

Standard Actions	Attack of Opportunity*
Ready (triggers a partial action)	No
Concentrate to maintain or redirect a spell	No
Dismiss a spell	No
Aid another	No
Bull rush (charge)	No
Bull rush (attack)	No
Change form (shapeshifter)	No
Use touch spell on self (page 151)	No
Escape a grapple (page 138)	No
Evoke *sunbeam* spell (page 261)	No
Feint (see Bluff, page 64)	No
Issue command to animated rope	No
Overrun (charge)	No
Heal a dying friend (page 69)	Yes
Light a torch with a tindertwig (page 114)	Yes
Use a skill that takes 1 action	Usually
Rebuke undead (use special ability)	No
Turn undead (use special ability)	No
Strike a weapon (attack)	Yes
Strike an object (attack)	Maybe††
Total defence	No

Full-Round Actions	Attack of Opportunity*
Climb (1/2 your speed)	No
Use a skill that takes 1 round	Usually
Coup de grace (page 133)	Yes
Light a torch	Yes
Change form (*polymorph self*)	Yes
Extinguish flames	No
Load a heavy crossbow	Yes
Load a repeating crossbow	Yes
Lock or unlock weapon in locked gauntlet	Yes
Prepare to throw oil (page 109)	Yes
Throw a two-handed weapon with one hand (page 97)	Yes
Transport (*tree stride* spell, page 26)	No

Full-Round Actions (cont.)	Attack of Opportunity*
Use touch spell on up to six friends (page 151)	Yes
Refocus (no move)	No
Escape from a net (page 102), *entangle* (page 200), *Otiluke's freezing sphere* (page 233), etc.	Yes

Action Type Varies	Attack of Opportunity*
Disarm‡	Yes
Grapple‡	Yes
Trip an opponent‡	No
Use feat‡‡	Varies

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

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

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

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

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

‡‡ The description of a feat defines its effect.

PH Table 8–7: Creature Size and Scale

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

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

PH Table 8–16: Turn Undead

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

Access to Spells (By Class Level)

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

*Provided character has bonus spells.

PH TABLE 8–11: SIZE AND AC OF OBJECTS

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

PH TABLE 8–12: SUBSTANCE HARDNESS AND HIT POINTS

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

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

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

PH TABLE 8–14: DCs TO BREAK OR BUST ITEMS

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

PH TABLE 8–15: OBJECT HARDNESS AND HIT POINTS

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

PH TABLE 4–3: EXAMPLE OPPOSED CHECKS

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

PH TABLE 4–5: EXAMPLE DOOR DCs

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

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

SKILLS THAT CAN BE USED UNTRAINED

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

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

PH TABLE 9–7: LIGHT SOURCES

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

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

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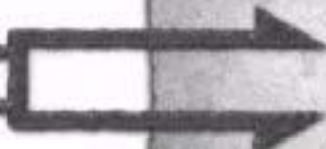
COMBAT PLANER

PC Names	Speed	AC	Attack Bonuses Melee / Ranged	Special Vision?	Saving Throw Mods.	HP
_____	____	____	_____ / _____	Dark / Low-light	F: ___ / R: ___ / W: ___	____
_____	____	____	_____ / _____	Dark / Low-light	F: ___ / R: ___ / W: ___	____
_____	____	____	_____ / _____	Dark / Low-light	F: ___ / R: ___ / W: ___	____
_____	____	____	_____ / _____	Dark / Low-light	F: ___ / R: ___ / W: ___	____
_____	____	____	_____ / _____	Dark / Low-light	F: ___ / R: ___ / W: ___	____
_____	____	____	_____ / _____	Dark / Low-light	F: ___ / R: ___ / W: ___	____

Enemy Names	Speed	AC	Attack Bonuses Melee / Ranged	Special Vision?	Saving Throw Mods.	HP
_____	____	____	_____ / _____	Dark / Low-light	F: ___ / R: ___ / W: ___	____
_____	____	____	_____ / _____	Dark / Low-light	F: ___ / R: ___ / W: ___	____
_____	____	____	_____ / _____	Dark / Low-light	F: ___ / R: ___ / W: ___	____
_____	____	____	_____ / _____	Dark / Low-light	F: ___ / R: ___ / W: ___	____
_____	____	____	_____ / _____	Dark / Low-light	F: ___ / R: ___ / W: ___	____
_____	____	____	_____ / _____	Dark / Low-light	F: ___ / R: ___ / W: ___	____

Combat Round Matrix

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

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GENERATING TOWNS

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

DMG Table 4–40: Random Town Generation

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

COMMUNITY WEALTH AND POPULATION

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

POWER CENTER FOR THE COMMUNITY

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

DMG Table 4–41: Power Centers

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

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

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

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

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

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

Monstrous: Consider the impact on a community of a dragon who occasionally makes nonrefusable demands and must be paid a monthly tribute, or a secret mind flayer controlling the minds of many of the townfolk. A monstrous power center represents any influence beyond just a simple nearby danger held by a monstrous being or beings not native to the community.

DMG Table 4–42: Power Center Alignment

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

Alignment of the Power Centers

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

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

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

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

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

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

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

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

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

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

COMMUNITY AUTHORITIES

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

Constable/Captain of the Guard/Sheriff

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

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

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

Guards/Soldiers

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

NPCS IN THE COMMUNITY

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

Highest–Level NPC in the Community

for Each Class

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

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

DMG Table 4–43 Highest-Level Locals (PC Classes)

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

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

DMG Table 4–44: Highest-Level Locals (NPC Classes)

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

DMG Table 4–45: Community Modifiers

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

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

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

Total Characters of Each Class

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

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

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

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

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

RACIAL DEMOGRAPHICS

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

DMG Table 4–46: Racial Mix of Communities

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

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

3

GRENADELIKE WEAPONS

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

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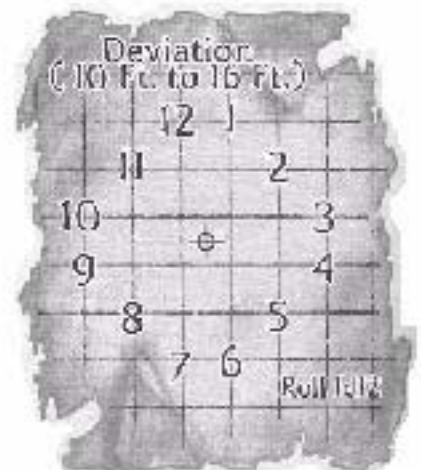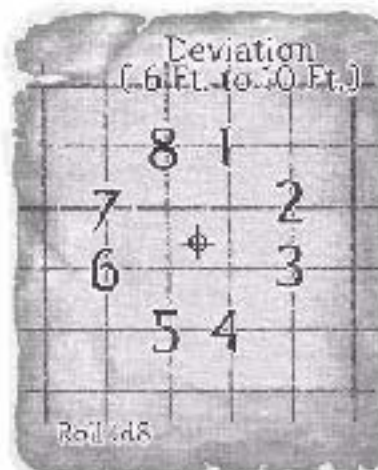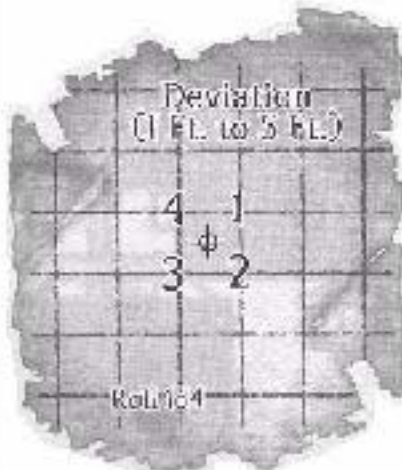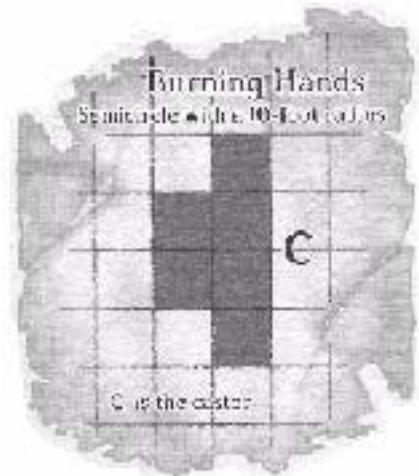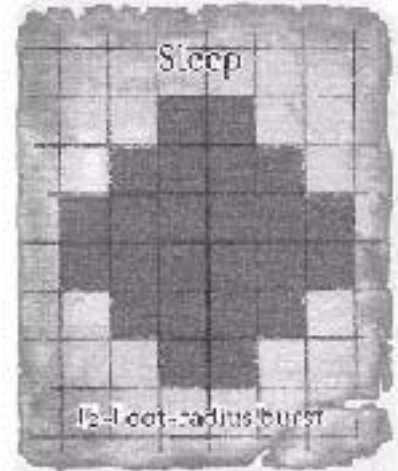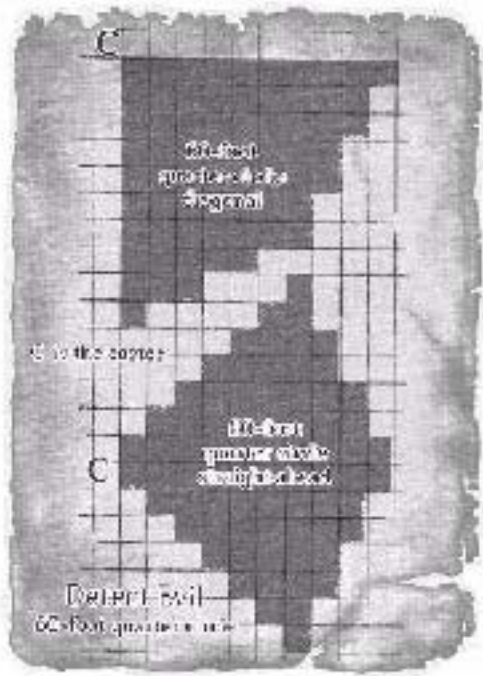
Area Spells

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

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

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

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

Sleep

12-foot-radius burst

Burning Hands

Semicircle with a 10-foot radius

C is the caster

Deviation
(1 Ft. to 5 Ft.)

4 1
3 2

Roll 1d4

Deviation
(6 Ft. to 10 Ft.)

8 1
7 2
6 3
5 4

Roll 1d8

Deviation
(10 Ft. to 16 Ft.)

12
11 2
10 3
9 4
8 5
7 6

Roll 1d12

DMG TABLE 3–14: DISEASES

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

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

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

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

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

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

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

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

Incubation Period: The time before damage begins.

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

DMG TABLE 3–16: POISONS

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

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

PH TABLE 7–4: WEAPONS

SIMPLE WEAPONS—MELEE

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type**
Unarmed Attacks						
Gauntlet*	2 gp	*	*	—	2 lb.	Bludgeoning
Strike, unarmed (Medium-size being)	—	1d3§	×2	—	—	Bludgeoning
Strike, unarmed (Small being)	—	1d2§	×2	—	—	Bludgeoning
Tiny						
Dagger*	2 gp	1d4	19–20/×2	10 ft.	1 lb.	Piercing
Dagger, punching	2 gp	1d4	×3	—	2 lb.	Piercing
Gauntlet, spiked*	5 gp	1d4	×2	—	2 lb.	Piercing
Small						
Mace, light	5 gp	1d6	×2	—	6 lb.	Bludgeoning
Sickle	6 gp	1d6	×2	—	3 lb.	Slashing
Medium-size						
Club	—	1d6	×2	10 ft.	3 lb.	Bludgeoning
Halfspear[a]	1 gp	1d6	×3	20 ft.	3 lb.	Piercing
Mace, heavy	12 gp	1d8	×2	—	12 lb.	Bludgeoning
Morningstar	8 gp	1d8	×2	—	8 lb.	Bludgeoning and piercing
Large						
Quarterstaff*‡	—	1d6/1d6	×2	—	4 lb.	Bludgeoning
Shortspear[a]	2 gp	1d8	×3	20 ft.	5 lb.	Piercing

SIMPLE WEAPONS—RANGED

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

MARTIAL WEAPONS—MELEE

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type**
Small						
Axe, throwing	8 gp	1d6	×2	10 ft.	4 lb.	Slashing
Hammer, light	1 gp	1d4	×2	20 ft.	2 lb.	Bludgeoning
Handaxe	6 gp	1d6	×3	—	5 lb.	Slashing
Lance, light*	6 gp	1d6	×3	—	5 lb.	Piercing
Pick, light	4 gp	1d4	×4	—	4 lb.	Piercing
Sap	1 gp	1d6§	×2	—	3 lb.	Bludgeoning
Sword, short	10 gp	1d6	19–20/×2	—	3 lb.	Piercing
Medium-size						
Battleaxe	10 gp	1d8	×3	—	7 lb.	Slashing
Flail, light*	8 gp	1d8	×2	—	5 lb.	Bludgeoning
Lance, heavy*†	10 gp	1d8	×3	—	10 lb.	Piercing
Longsword	15 gp	1d8	19–20/×2	—	4 lb.	Slashing
Pick, heavy	8 gp	1d6	×4	—	6 lb.	Piercing
Rapier*	20 gp	1d6	18–20/×2	—	3 lb.	Piercing
Scimitar	15 gp	1d6	18–20/×2	—	4 lb.	Slashing
Trident[a]	15 gp	1d8	×2	10 ft.	5 lb.	Piercing
Warhammer	12 gp	1d8	×3	—	8 lb.	Bludgeoning
Large						
Falchion	75 gp	2d4	18–20/×2	—	16 lb.	Slashing
Flail, heavy*	15 gp	1d10	19–20/×2	—	20 lb.	Bludgeoning
Glaive*†	8 gp	1d10	×3	—	15 lb.	Slashing
Greataxe	20 gp	1d12	×3	—	20 lb.	Slashing
Greatclub	5 gp	1d10	×2	—	10 lb.	Bludgeoning
Greatsword	50 gp	2d6	19–20/×2	—	15 lb.	Slashing
Guisarme*†	9 gp	2d4	×3	—	15 lb.	Slashing
Halberd*[a]	10 gp	1d10	×3	—	15 lb.	Piercing and slashing
Longspear*†[a]	5 gp	1d8	×3	—	9 lb.	Piercing
Ranseur*†	10 gp	2d4	×3	—	15 lb.	Piercing
Scythe	18 gp	2d4	×4	—	12 lb.	Piercing and slashing

TABLE 7–4: WEAPONS

MARTIAL WEAPONS—RANGED

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

EXOTIC WEAPONS—MELEE

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type**
Tiny						
Kama, halfling*	2 gp	1d4	×2	—	1 lb.	Slashing
Kukri	8 gp	1d4	18–20/×2	—	3 lb.	Slashing
Nunchaku, halfling*	2 gp	1d4	×2	—	1 lb.	Bludgeoning
Siangham, halfling*	2 gp	1d4	×2	—	1 lb.	Piercing
Small						
Kama*	2 gp	1d6	×2	—	2 lb.	Slashing
Nunchaku*	2 gp	1d6	×2	—	2 lb.	Bludgeoning
Siangham*	3 gp	1d6	×2	—	1 lb.	Piercing
Medium-size						
Sword, bastard*	35 gp	1d10	19–20/×2	—	10 lb.	Slashing
Waraxe, dwarven*	30 gp	1d10	×3	—	15 lb.	Slashing
Hammer, gnome hooked*‡	20 gp	1d6/1d4	×3/×4	—	6 lb.	Bludgeoning and piercing
Large						
Axe, orc double*‡	60 gp	1d8/1d8	×3	—	25 lb.	Slashing
Chain, spiked*†	25 gp	2d4	×2	—	15 lb.	Piercing
Flail, dire*‡	90 gp	1d8/1d8	×2	—	20 lb.	Bludgeoning
Sword, two-bladed*‡	100 gp	1d8/1d8	19–20/×2	—	15 lb.	Slashing
Urgrosh, dwarven‡ᵃ	50 gp	1d8/1d6	×3	—	15 lb.	Slashing and piercing

EXOTIC WEAPONS—RANGED

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type**
Tiny						
Crossbow, hand*	100 gp	1d4	19–20/×2	30 ft.	3 lb.	Piercing
Bolts (10)*	1 gp	—	—	—	1 lb.	—
Shuriken*	1 gp	1	×2	10 ft.	1/10 lb.	Piercing
Small						
Whip*	1 gp	1d2§	×2	15 ft.*	2 lb.	Slashing
Medium-size						
Crossbow, repeating*	250 gp	1d8	19–20/×2	80 ft.	16 lb.	Piercing
Bolts (5)*	1 gp	—	—	—	1 lb.	—
Net*	20 gp	*	*	10 ft.*	10 lb.	*

*See the description of this weapon for special rules.
**When two types are given, the weapon is both types.
ᵃIf you use a ready action to set this weapon against a charge, you deal double damage if you score a hit against a charging character.

†Reach weapon.
‡Double weapon.
§The weapon deals subdual damage rather than normal damage.

PH TABLE 7–9: SPECIAL AND SUPERIOR ITEMS

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

*No weight worth noting.
**Plus the cost of the normal item. For example, a masterwork bastard sword costs 335 gp. Double weapons cost double (+600 gp).
†See description for additional costs. If the additional costs put the item's total cost above 3,000 gp, that item is not generally available.
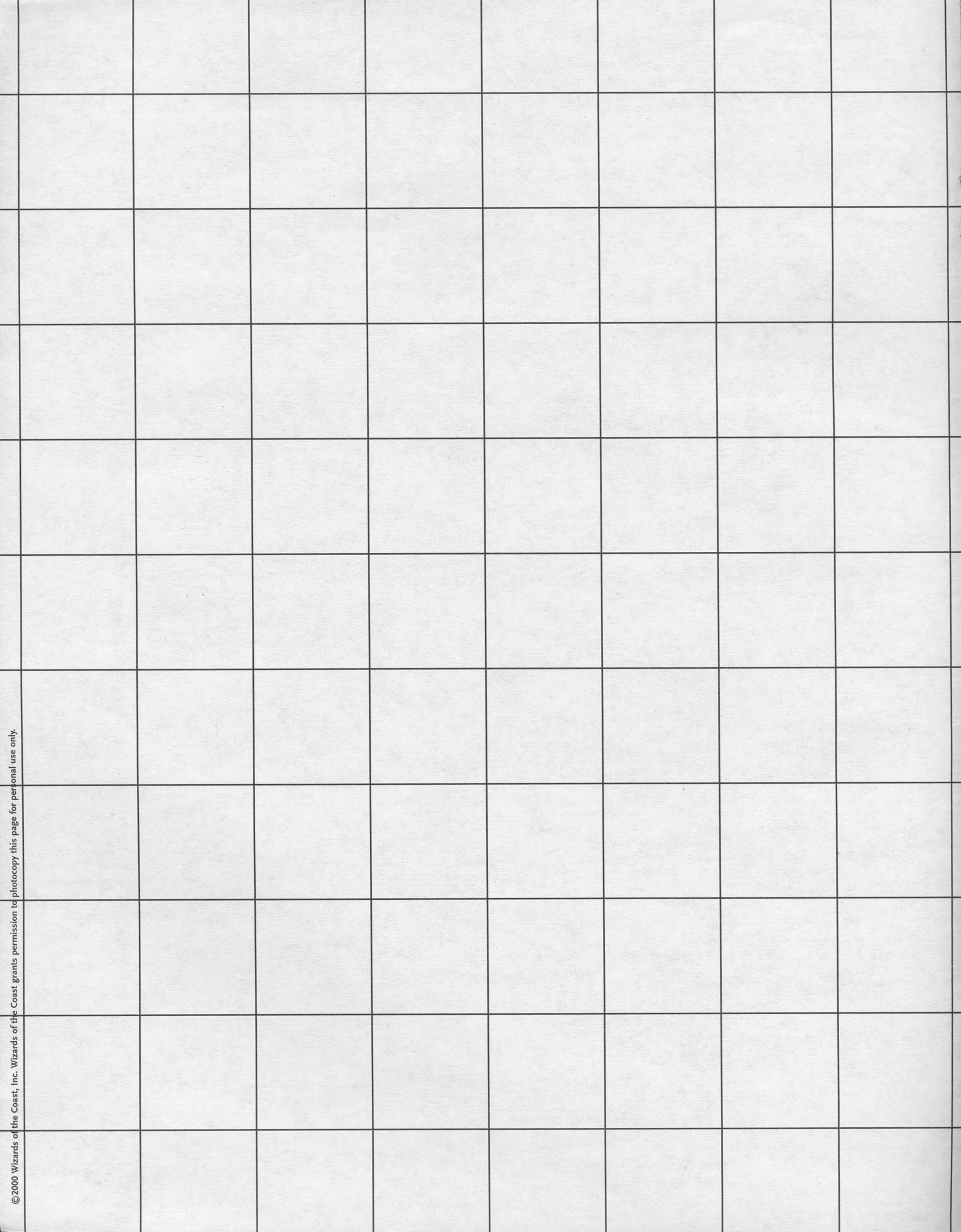
DUNGEON MASTER SCREEN

The Ideal Dungeon Master's Aid

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Inside is a four-panel cardboard screen filled with tables from the *Player's Handbook* that you'll want to reference often, plus a couple of tables created especially for the screen. When you put the screen up in front of you, players won't be able to see your game notes, and you can make die rolls without showing everyone else the results. What players will see is a striking piece of artwork that will put them in the mood for adventuring.

You also get an eight-page booklet that includes more tables, plus some diagrams from the DUNGEON MASTER's *Guide*, a Combat Planner form to help you run combat encounters smoothly, and a page lined with one-inch squares that you can photocopy and use with miniature figures.

Developed and assembled by Dale Donovan and Kim Mohan