

DUNGEONS  
DRAGONS Accessory

DELUXE  
**DUNGEON  
MASTER'S**  
SCREEN™



BONUS d20 MODERN® SCREEN INCLUDED



## COMMON ARMOR, WEAPON, AND SHIELD HARDNESS AND HIT POINTS (PH PAGE 166)

Weapon or Shield <sup>1</sup>	Example	Hardness	HP <sup>2</sup>
Light blade	Short sword	10	2
One-handed blade	Longsword	10	5
Two-handed blade	Greatsword	10	10
Light metal-hafted weapon	Light mace	10	10
One-handed metal-hafted weapon	Heavy mace	10	20
Light hafted weapon	Handaxe	5	2
One-handed hafted weapon	Battleaxe	5	5
Two-handed hafted weapon	Greataxe	5	10
Projectile weapon	Crossbow	5	5
Armor	—	special <sup>3</sup>	armor bonus × 5
Buckler	—	10	5
Light wooden shield	—	5	7
Heavy wooden shield	—	5	15
Light steel shield	—	10	10
Heavy steel shield	—	10	20
Tower shield	—	5	20

- Each +1 enhancement bonus adds +2 to hardness and +10 to hit points.
- The hp value given is for Medium armor, weapons, and shields. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.
- Varies by material; see Substance Hardness and Hit Points, below.

## SUBSTANCE HARDNESS AND HIT POINTS (PH PAGE 166)

Substance	Hardness	Hit Points
Paper or cloth	0	2/inch of thickness
Rope	0	2/inch of thickness
Glass	1	1/inch of thickness
Ice	0	3/inch of thickness
Leather or hide	2	5/inch of thickness
Wood	5	10/inch of thickness
Stone	8	15/inch of thickness
Iron or steel	10	30/inch of thickness
Mithral	15	30/inch of thickness
Adamantine	20	40/inch of thickness

## DCs TO BREAK OR BURST ITEMS (PH PAGE 166)

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

Condition	DC
Hold portal	+5
Arcane lock	+10

1 If both apply, use the larger number.

## ITEMS AFFECTED BY MAGICAL ATTACKS (PH PAGE 177)

Order <sup>1,2</sup>	Item
1st	Shield
2nd	Armor
3rd	Magic helmet, hat, or headband
4th	Item in hand
5th	Magic cloak
6th	Stowed or sheathed weapon
7th	Magic bracers
8th	Magic clothing
9th	Magic jewelry (including rings)
10th	Anything else

- In order of most likely to least likely to be affected.
- If a wearer rolls a natural 1 on the save, roll randomly among the 4 objects most likely to be affected.

## SIZE AND ARMOR CLASS OF OBJECTS (PH PAGE 166)

Size (Example)	AC	Size (Example)	AC
Colossal (broad side of a barn)	-5	Medium (barrel)	3
Gargantuan (narrow side of a barn)	-1	Small (chair)	4
Huge (wagon)	1	Tiny (book)	5
Large (big door)	2	Diminutive (scroll)	7
		Fine (potion)	11

## OBJECT HARDNESS AND HIT POINTS (PH PAGE 166)

Object	Hardness	Hit Points	Break DC
Rope (1 inch diam.)	0	2	23
Simple wooden door	5	10	13
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

## WALLS (DMG PAGE 60)

Wall Type	Typical Thickness	Break DC	Hit Points <sup>1</sup>	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 treated <sup>2</sup>	—	+20	×2	×2 <sup>3</sup>	—

- Per 10-foot-by-10-foot section.
- These modifiers can be applied to any of the other wall types.
- Or an additional 50 hit points, whichever is greater.

## DOORS (DMG PAGE 61)

Door Type	Typical Thickness	Hardness	Hit Points	Stuck	Locked
Simple wooden	1 in.	5	10 hp	13	15
Good wooden	1-1/2 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	25 <sup>1</sup>	25 <sup>1</sup>
Portcullis, iron	2 in.	10	60 hp	25 <sup>1</sup>	25 <sup>1</sup>
Lock	—	15	30 hp	—	—
Hinge	—	10	30 hp	—	—

1 DC to lift. Use appropriate door figure for breaking.

## TURNING UNDEAD (PH PAGE 159)

Turning Check Result (d20 + Cha)	Most Powerful Undead Affected (Maximum Hit Dice)
0 or lower	Cleric's level - 4
1-3	Cleric's level - 3
4-6	Cleric's level - 2
7-9	Cleric's level - 1
10-12	Cleric's level
13-15	Cleric's level + 1
16-18	Cleric's level + 2
19-21	Cleric's level + 3
22 or higher	Cleric's level + 4

## INCREASING WEAPON DAMAGE BY SIZE (DMG PAGE 28)

Medium Damage	One	Two	Three	Four
1d2	1d3	1d4	1d6	1d8
1d3	1d4	1d6	1d8	2d6
1d4	1d6	1d8	2d6	3d6
1d6	1d8	2d6	3d6	4d6
1d8	2d6	3d6	4d6	6d6
1d10	2d8	3d8	4d8	6d8
1d12	3d6	4d6	6d6	8d6
2d4	2d6	3d6	4d6	6d6
2d6	3d6	4d6	6d6	8d6
2d8	3d8	4d8	6d8	8d8
2d10	4d8	6d8	8d8	12d8

## DECREASING WEAPON DAMAGE BY SIZE (DMG PAGE 28)

Medium Damage	One	Two	Three	Four
1d2	1	—	—	—
1d3	1d2	1	—	—
1d4	1d3	1d2	1	—
1d6	1d4	1d3	1d2	1
1d8	1d6	1d4	1d3	1d2
1d10	1d8	1d6	1d4	1d3
1d12	1d10	1d8	1d6	1d4
2d4	1d6	1d4	1d3	1d2
2d6	1d10	1d8	1d6	1d4
2d8	2d6	1d10	1d8	1d6
2d10	2d8	2d6	1d10	1d8

## INFLUENCING NPC ATTITUDES (PH PAGE 72)

Initial Attitude	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	—	Less than 1	1	15	30
Friendly	—	—	Less than 1	1	20
Helpful	—	—	—	Less than 1	1

## ATTACK ROLL MODIFIERS (PH PAGE 151)

Attacker is . . .	Melee	Ranged
Dazzled	-1	-1
Entangled	-2 <sup>1</sup>	-2 <sup>1</sup>
Flanking defender	+2	—
Invisible	+2 <sup>2</sup>	+2 <sup>2</sup>
On higher ground	+1	+0
Prone	-4	-3
Shaken or frightened	-2	-2
Squeezing through a space	-4	-4

- An entangled character also takes a -4 penalty to Dexterity, which may affect his attack roll.
- The defender loses any Dexterity bonus to AC. This bonus doesn't apply if the target is blinded.
- Most ranged weapons can't be used while the attacker is prone, but you can use a crossbow or shuriken while prone at no penalty.

## ARMOR CLASS MODIFIERS (PH PAGE 151)

Defender is . . .	Melee	Ranged
Behind cover	+4	+4
Blinded	-2 <sup>1</sup>	-2 <sup>1</sup>
Concealed or invisible	See Concealment, page 152	—
Cowering	-2 <sup>1</sup>	-2 <sup>1</sup>
Entangled	+0 <sup>2</sup>	+0 <sup>2</sup>
Flat-footed	+0 <sup>1</sup>	+0 <sup>1</sup>

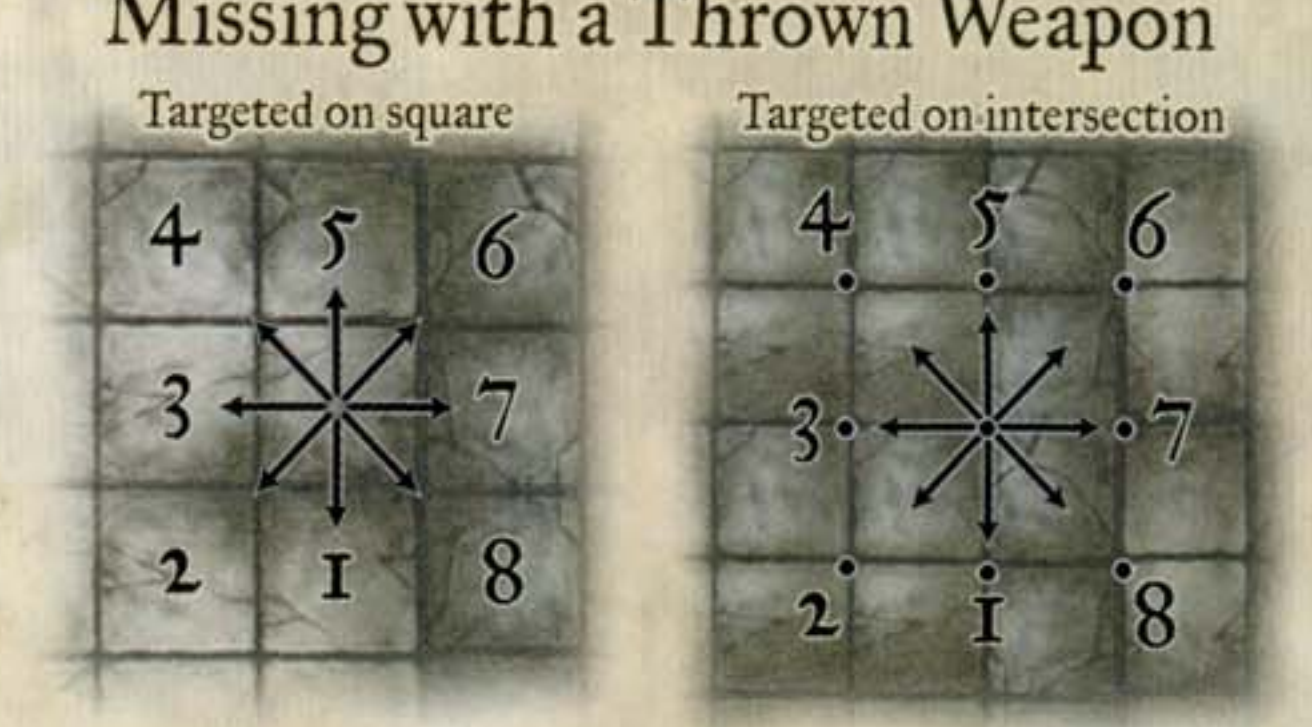
- (such as surprised, balancing, climbing)
- Grappling (but attacker is not) +0<sup>1</sup>, +0<sup>1,3</sup>
- Helpless (such as paralyzed, sleeping, or bound) -4<sup>4</sup>, +0<sup>4</sup>
- Kneeling or sitting -2, +2
- Pinned -4<sup>4</sup>, +0<sup>4</sup>
- Prone -4, +4
- Squeezing through a space -4, -4
- Stunned -2<sup>1</sup>, -2<sup>1</sup>

- The defender loses any Dexterity bonus to AC.
- An entangled character takes a -4 penalty to Dexterity.
- Roll randomly to see which grappling combatant you strike. That defender loses any Dexterity bonus to AC.
- Treat the defender's Dexterity as 0 (-5 modifier). Rogues can sneak attack helpless or pinned defenders. See also Helpless Defenders, *Player's Handbook* page 153.

## ATTITUDE MEANS POSSIBLE ACTIONS

Attitude	Means	Possible Actions
Hostile	Will take risks to hurt you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Socially expected interaction
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

## MISSING WITH A THROWN WEAPON



When a thrown weapon misses, roll d8 and refer to this diagram to determine where the weapon lands.

## CLIMB CHECK DCs (PH PAGE 69)

Climb DC	Example Surface or Activity
0	A slope too steep to walk up, or 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 <i>rope trick</i> spell.
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands.
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	An overhang or ceiling with handholds but no footholds.
—	A perfectly smooth, flat, vertical surface cannot be climbed.

## LISTEN CHECK DCs (PH PAGE 78)

Listen DC	Sound
-10	A battle
0	People talking <sup>1</sup>
5	A person in medium armor walking at a slow pace (10 ft./round) trying not to make any 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 to sneak past the listener
15	People whispering <sup>1</sup>
19	A cat stalking
30	An owl gliding in for a kill

If you beat the DC by 10 or more, you can make out what's being said, assuming that you understand the language.



## ACTIONS (PH PAGE 141)

Action	Type	Attack of Opportunity
Attack (melee)	Standard	No
Attack (ranged)	Standard	Yes
Attack (unarmed)	Standard	Yes
Activate ring, rod, staff, wand, or wondrous item	Standard	No
Aid another	Standard	Maybe
Bull rush	Standard	No
Cast quickened spell	Free	No
Cast a spell (1 standard action)	Standard	Yes
Cast a spell defensively (using Concentrate)	Standard	No
Cease concentration (on activated spell/ability)	Free	No
Charge	Full or Standard	No
Concentrate on spell or special ability	Standard	No
Control a frightened mount	Move	Yes
Coup de grace attack	Full-round	Yes
Delay action	—	No
Direct or redirect an active spell	Move	No
Disarm foe	Varies	Yes
Dismiss a spell	Standard	No
Draw a hidden weapon (using Sleight of Hand)	Standard	No
Draw a weapon	Move	No
Drink a potion	Standard	Yes
Drop an item	Free	No
Drop to prone	Free	No
Escape a grapple	Standard	No
Escape from entanglement	Full-round	Yes
Extinguish flames	Full-round	No
Feint (using Bluff skill)	Standard	No
Fight defensively	Free	No
Five-foot step	—	No
Full attack (melee)	Full-round	No
Full attack (ranged)	Full-round	Yes
Full attack (unarmed)	Full-round	Yes
Grapple foe (grab, grapple, damage, or pin)	Varies	Varies
Light a torch with flint and steel	Full-round	Yes
Light a torch with a tinderwig	Standard	Yes
Load light or hand crossbow	Move	Yes
Load a heavy or repeating crossbow	Full-round	Yes
Lock or unlock a weapon in a locked gauntlet	Full-round	Yes
Lower spell resistance	Standard	No
Mount a creature or dismount	Move	No
Move a heavy object	Move	Yes
Move more than 5 feet	Move	Yes
Open or close a door	Move	No
Overrun	Standard	No

## ACTIONS (CONTINUED)

Action	Type	Attack of Opportunity
Pick up an item	Move	Yes
Prepare spell components to cast a spell	Free	No
Prepare oil for throwing	Full round	Yes
Quick draw weapon (with Quick Draw feat)	Free	No
Quick draw hidden weapon (with Quick Draw feat and Sleight of Hand)	Move	No
Read a scroll	Standard	Yes
Ready a standard action	Standard	No
Ready or loose a shield	Move	No
Retrieve a stowed item	Move	Yes
Run	Full-round	Yes
Sheathe a weapon	Move	Yes
Speak	Free	No
Stabilize a dying creature (using Heal skill)	Standard	Yes
Stand up from prone	Move	Yes
Stow an item	Move	Yes
Sunder a weapon (attack)	Standard	Yes
Sunder an object (attack)	Standard	Maybe
Total defense	Standard	No
Trip an opponent	Varies	No
Turn or rebuke undead	Standard	No
Use extraordinary ability	Varies	No
Use feat	Varies	Varies
Use spell-like ability	Standard	Yes
Use supernatural ability	Standard	No
Use touch spell on up to six allies	Full-round	Yes
Withdraw	Full-round	No

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