

VARIOUS RULES

Rules	Book	Page	Description
Aberration Type	MM	305	Bizarre anatomy, strange abilities, or alien mindset.
Ability Drain	DMG	300	Lost ability points are permanent until regained by magic.
Ability Score Loss	DMG	289	0 Str = prone & helpless, 0 Dex = paralyzed, 0 Con = dead (HP adjustment = -1 HP per HD every Con mod lost), 0 Int/Wis/Chr = unconscious.
Aid Another	PHB	154	Make attack vs AC 10, success gives friend +2 attack or +2 AC (your choice). Stacks if more friends "aiding".
Blinded	DMG	300	50% miss chance, -2 AC, no Dex AC bonus, move 1/2 speed, -4 Search & Str/Dex checks. Vision checks automatically fail. Can't do AoOs.
Blindsight	DMG	291	Partially sense creatures it can't see. Doesn't need Spot/Listen checks. 50% miss chance vs enemy it can't see. Denied Dex AC from enemy it can't see.
Blindsight	DMG	290	Sense creature without seeing it. Gaze/Blind effects don't penalize you & negates displacement/blur effects. Deafening attacks are still effective.
Blown Away	DMG	300	(chart pg 95), Grounded creature knocked down & rolls 1d4x10 ft taking 1d4 nonlethal dmg per 10-ft. Flying creature blown back 2d6x10 ft taking 2d6 battering nonlethal dmg.
Bull Rush	PHB	154	Provoke AoO, opposed Str checks (+4 each size larger than medium, -4 each size smaller than medium), win = push back 5ft per 5 points higher than check result.
Catching on fire	DMG	303	DC 15 Ref saves. If failed take 1d6 fire dmg. Rolling on ground or smothering grants another save with +4 bonus. Make save each rnd until extinguished.
Charge	PHB	154	Move 2x speed at least 10-ft, gain +2 attack & -2 AC until next rnd (only 1 attack allowed).
Concentration (casting in danger)	PHB	170	If hit DC 10+ damage dealt + spell lvl. If spell effect DC spells Save Throw DC + lvl of spell you're casting. If grappled DC 20 + spell lvl. If entangled DC 15
Confused	DMG	300	Roll 01-10 = attack caster, 11-20 = act normal, 21-50 = do nothing but babble, 51-70 = flee from caster full speed, 71-100 = attack nearest creature. If attacked, attacks back.
Copy Spells to Spellbook	PHB	179	Decipher spell = Spellcraft DC 20 + spell lvl or read magic spell. Understand spell & copy it = DC 15 + spell lvl.
Counterspell	PHB	170	Hold action until enemy tries to cast. Spellcraft check DC 15 + spell lvl to ID spell, then cast same spell to counter.
Coup De Grace	PHB	153	Can only do if defender is helpless. Full round action, automatic hit & critical (& sneak attack dmg). If enemy lives, make DC 10 + dmg dealt Fort save.
Cowering	DMG	300	Takes no action. -2 AC & no Dex bonus.
Damage Reduction	DMG	291	5/silver means first 5 damage ignored unless hit by a silver weapon which does full damage.
Darkvision	DMG	292	See with no light source at all. Vision looks black & white. Presence of light does not spoil darkvision.
Dazed	DMG	300	Takes no action. Has no AC penalty.
Dazzled	DMG	300	Unable to see well. -1 attack, search & spot checks.
Deafened	DMG	300	Can't hear. -4 initiative, automatically fails listen checks, 20% chance of spell failure using verbal components.
Defense			
- Casting Defensively	PHB	140	Cast spell without AoO, Concentration check DC15 + spell lvl.
- Fighting Defensively	PHB	140	Gain +2 AC but take -4 on all attacks.
- Total Defense	PHB	142	Make no attacks & gain +4 AC. Can't make any AoO.
Delay Action	PHB	160	Hold your initiative until you want to make an action. You can't wait to see what a person does & go right before them.
Disarm	PHB	155	Provoke AoO (if damaged, disarm fails). Make opposed attacks (2-handed wielder gain +4, light weapon -4, ranged weapon -4, larger size gain +4 per size). Fail = free attempt from enemy.
Drowning	DMG	304	Hold breath x2 Con score/rnd. Then make DC 10 Con every rnd (+1 each rnd). If failed: first rnd = unconscious (0 HP), 2nd rnd = -1 (dying), 3rd rnd = dead.
Dying/Disabled/Stable	PHB	145	0 HP = Disabled: take 1 move (1/2 speed) or standard action (standard = -1 HP). If neg. HP: 10% chance stop bleeding (stable) a rnd or lose 1 HP. If stable: 10% chance/hr = disabled (even if below 0 HP).
Entangled	DMG	300	Move 1/2 speed, can't run/charge, -2 attack, -4 Dex. Casting spells requires Concentration check DC 15 + spells lvl.
Etherealness	DMG	293	Can see, hear, & move on material plane in any direction but is actually on Ethereal Plane. Can't interact with anything on material plane.
Evasion	DMG	293	If attack allows a Ref save for 1/2 dmg, take no damage on successful save. If immobile, can't use evasion.
Exhausted	DMG	300	Move 1/2 speed, -6 Str & Dex. After 1 hour rest you become fatigued.
Extraplanar Subtype	MM	309	Creature on a plane other than it's native plane.
Falling Damage	DMG	303	1d6 dmg per 10-ft (max 20d6). If falling on purpose: first 1d6 dmg is nonlethal. DC 15 Jump/Tumble check avoids 1st 10-ft dmg. Soft ground: first 1d6 dmg is nonlethal.
Fascinated	DMG	300	Entranced, make no action besides paying attention to effect. -4 skill checks. Potential threats give new save attempt, obvious threats break effect, being shaken breaks effect.
Fast Healing	DMG	293	On each turn heals # of HP as defined. Heals nonlethal first then lethal. Can't heal starvation/thirst/suffocation loss.
Fatigued	DMG	301	Can't run/charge, -2 Str & Dex. After 8 hours rest you are no longer fatigued. If already fatigued & do something else that causes fatigue = become exhausted.
Frightened	DMG	294	-2 attack, saving throws, skill checks, & ability checks. Also runs away at top speed (can choose where to run) until out of site. Can fight (still shaken) if unable to flee.
Feint	PHB	155	Standard action, Bluff opposed by Sense Motive check (target adds BaB to check, -4 vs nonhumanoid, -8 vs Int 1 or 2, impossible vs Int 0). Target denied Dex AC bonus.
Fey Type	MM	309	Has supernatural abilities/connections to nature or other force or plane.
Flanking	PHB	153	Gain +2 attack vs target that is fighting an ally. You must be straight across from ally.
Grab	PHB	156	Melee touch attack grabs target.
Grabbing Items	PHB	155	Provoke AoO (if damaged, grab fails). Make opposed attacks (attacker gains +4 vs loose item). Must pin target to grab secured item (ring, bracelet, ect), defender gains +4.
Grapple	PHB	155	Provoke AoO. Make grab check (melee touch attack). Make Hold check (opposed grapple check). Success deals unarmed dmg. Escape with opposed grapple or Escape Artist.
Hardness	PHB	165	Subtract hardness # from damage dealt, result is the adjusted damage dealt.
Healing Naturally	PHB	146	8 hr night rest heals 1 hp lvl, 24 hr bedrest heals 2 hp lvls.
Healing Ability Damage	PHB	146	8 hr night rest heals 1 point for each affected ability score, 24 hr bedrest heals 2 points for each affected ability score.
Heat Dangers	DMG	303	Every 10 min (140° = 5 min) make Fort save DC 15 +1 per check (heavy armor -4). Fail = 1d4 nonlethal dmg & fatigued (+ 140° = 1d6 inhale dmg). If reach neg. HP: 1d4 dmg/10 min. Boiling = 1d6 dmg, in boiling = 10d6 dmg.
Helpless (held/bound/sleep/KOed)	DMG	301	Dex 0, enemy gains +4 melee attack, enemy can coup de grace.
Identify Magic Item	DMG	212	Identify spell or Knowledge (arcane) skill check (DC 30)
Identify Potion	PHB	82	Identify spell or Alchemy skill check (DC 25)
Improved Evasion	DMG	293	If attack allows a Ref save for 1/2 dmg, take no damage on successful save, take 1/2 dmg on a failed save. If immobile, can't use evasion.
Incorporeal Subtype	MM	310	Has no physical body. Can pass through solid objects. Movements can't be heard unless it wants to.
Level Loss	DMG	296	-1 HD (entire HP of die), base attack/save/special abilities/skill ranks/ability score reduced to new lvl. XP drops midpoint of previous lvl.
Low Light Vision	DMG	296	See twice as far as normal in the dark if there is at least some type of light. Can see under moonlight as good as daylight.
Native Subtype	MM	312	Applied only to outsiders. Has strong connections to Material Plane & can be raised/reincarnated/resurrected. Need to eat/sleep.
Nauseated	DMG	301	Stomach pain. Can't attack, cast, concentrate, or anything requiring attention. Can only take 1 move action.
Negative Level	DMG	293	Stacks, -1 on all skill/ability checks/attacks/saves, -5 HP, -1 on lvl based checks, -1 highest lvl spell & slot. After 24 hrs make Fort save per neg. lvl, fail = neg. lvl gone but take -1 lvl loss. If neg. lvl = real lvl or below: dead.
Outsider Type	MM	313	Partially composed of essence of some plane other than Material Plane. No soul, can't be raised/reincarnated/resurrected. Don't need to eat/sleep.
Overrun	PHB	157	Provoke AoO. Enemy avoids = no effects. Enemy blocks = Str check vs his Str or Dex (+4 every size +medium, -4 every size -medium, dwarf or 3+ legged enemy gain +4). Win = enemy prone. Fail = free try from enemy to trip.
Panicked	DMG	294	-2 attack, saving throws, skill checks, & ability checks. Also runs away at top speed (can't choose where to run) until out of site. Cower if prevented from fleeing.
Poison Damage	DMG	296	Ability damage first round if DC failed & possible ability damage 10 rnds later even if succeeded on first attempt.
Prone	DMG	301	On ground. -4 melee attack & AC, +4 AC vs ranged, can't use ranged weapons except xbow. Standing = move action & AoO.
Range Increments	PHB	114	Within range = no penalty. Farther than range = -2 attack per full range difference (example: 80-ft x-bow shot at 240-ft takes -6 penalty).
Ready Action	PHB	160	Standard action, announce what action needs to happen so you can make an action right before it.
Regeneration	DMG	298	Dmg dealt = nonlethal, cures it at # rate per rnd. Dmg from specific source does normal dmg. Can regrow lost body parts.
Resist Energy Type	DMG	298	Ignore amount of dmg type equal to resist #, take only remaining damage.
Running long distances	PHB	144	Full round action. Move x4 speed (x3 in heavy armor). Lose Dex AC. Run # rnds = to Con score, after that DC 10 Con check. DC raises 1 each rnd. Rest 10 rnds before next run.
Scent	DMG	298	Smell a creature within 30ft. Can track odor with Track feat DC 10 Wis check. Masked odors raise DC to 20. Can pinpoint target within 5 ft.
Shaken	DMG	294	-2 attack, saving throws, skill checks, & ability checks.
Sickened	DMG	301	-2 attack, damage, saving throws, skill checks, & ability checks.
Smite	PHB	44	Once per day adds Cha bonus to attack roll and deals 1 extra point of damage per lvl to evil creatures only.
Sneak Attack	PHB	50	Extra 1d6 dmg every other lvl to enemy with denied Dex or flanked living creature with discernible anatomy. Does not multiply on critical hit. Ranged attacks only within 30-ft.
Spell Resistance	DMG	298	Caster rolls 1d20 + caster lvl vs targets resist #. Success = spell affects target each rnd until spell runs out. Failure = spell doesn't affect target each rnd until spell runs out.
Spell Saving Throws DC	PHB	177	DC = 10 + spell lvl + Int/Wis/Chr bonus
Squeezing through tight spaces	PHB	148	Move into space 1/2 wide as your normal space. Move 1/2 speed, -4 attack & -4 AC. Use Escape Artist to fit in space less than 1/2 wide, not attack, 14 AC, & lose Dex bonus.
Staggered	DMG	301	If nonlethal HP dmg = lethal HP dmg: can only take 1 move or standard action.
Starvation & Thirst	DMG	304	No food for 3 days. No water for 1 day + hrs = Con score. Make Con check per day (thirst = per hr) DC 10 +1 per check. Fail = 1d6 nonlethal dmg, fatigued. Magic can't heal.
Stunned	DMG	301	Drop everything held, take no action, -2 AC, lose Dex bonus.
Suffocation	DMG	304	Hold breath 2 rnds per Con score. Then make DC 10 Con every rnd (+1 each rnd). If failed: first rnd = unconscious (0 HP), 2nd rnd = -1 (dying), 3rd rnd = dead.
Sunder	PHB	158	Provoke AoO. Make opposed attacks (2-handed wielder gains +4, light weapon -4, larger size gains +4 per size). Roll dmg to deal vs weapon/shields Hardness & HP.
Throw Splash Weapon	PHB	158	Ranged touch attack vs target. If aiming at ground = AC 5. If miss: roll 1d6 or 1d8 (diff battle mats) for direction (#1 starts towards thrower), add range increments for distance.
Tremorsense	DMG	299	Automatically sense location of source by detecting movement from ground vibrations even if source is moving in place.
Trip	PHB	158	Provoke AoO if unarmed. Make melee attack. Make Str check vs enemy Dex or Str (+4 every size +medium, -4 every size -medium, dwarf or 3+ legged enemy gain +4). Trip = prone. Fail = free try from enemy.
Turn Resistance	DMG	299	Add resist # to creatures HD count for determining turn results.
Turn/Rebuke Undead	PHB	159	Turn check: 1d20 + Cha mod = (chart pg 159) HD max turned. Turn dmg: 2d6 + lvl + Cha mod = closest total HD turned. Flee/cower 10 rnds ('moving' within 10-ft stops turn), if x2 lvl more than enemy HD = destroy.
Vulnerability to Energy Type	MM	317	Takes +50% more damage from energy effect even if save throw is saved.
Withdraw from Combat	PHB	143	Full round action. Move 2x speed for no AoO against you (except vs invisible enemy). Can't withdraw if blinded.

BLUFF DC (PH pg 67-69)

Example Circumstances	Sense Motive Mod
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 puts the target at significant risk.	+10
The bluff is way out there, almost too incredible to consider.	+20

CLIMB DC (PH pg 69)

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 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, 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.
Mod	Example Surface or Activity
-10	Climbing a chimney (artificial or natural or other location where you 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).
+5	Accelerated climbing (move half your speed rather than one-quarter).

CONCENTRATION DC (PH pg 69-70)

Concentration DC	Distraction
10 + damage dealt	Damaged during the action.
10 + half continuous dmg.	Taking continuous damage during the action.
Distracting spell's save DC	Distracted by nondamaging spell.
10	Vigorous motion (on a moving mount, taking a bouncy wagon ride, in a small boat in rough water, belowdecks in a stormtossed ship).
15	Violent motion on a galloping horse, taking a very rough wagon ride, in a small boat in rapids, on the deck of a stormtossed ship).
15	Entangled
20	Extraordinarily violent motion (earthquake).
20	Grappling or pinned. (You can cast only spells without somatic components for which you have any required material component in hand.)
5	Weather is a high wind carrying blinding rain or sleet.
10	Weather is wind-driven hail, dust, or debris.
Distracting spell's save DC	Weather caused by a spell, such as storm of vengeance.

DIPLOMACY DC (PH pg 71-72)

Initial Attitude	-----New Attitude (DC to achieve)-----				Helpful
Hostile	Unfriendly	Indifferent	Friendly	Helpful	
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

OPEN LOCK DC (PH pg 79)

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

LISTEN DC (PH pg 78 & DMG pg 295)

DC	Sound
-10	A battle.
0	People talking (If you beat the DC by 10 or more, you can make out what's being said, assuming that you understand the language.)
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-lvl rogue using Move Silently to sneak past the listener.
15	People whispering.
19	A cat stalking.
30	An owl gliding in for a kill.
DC	Modifier Condition
+5	Through a door.
+15	Through a stone wall.
+1	Per 10 feet of distance.
+5	Listener distracted.

Invisible Creature is . . .

	DC
In combat or speaking	0
Moving at half speed	Move Silently check result
Moving at full speed	Move Silently check result -4
Running or charging	Move Silently check result -20
Some distance away	+1 per 10 feet
Behind an obstacle (door)	+5
Behind an obstacle (stone wall)	+15

BALANCE DC (PH pg 67)

Narrow Surface	DC	Difficult Surface	DC
7-12 inches wide	10	Uneven flagstone	10
2-6 inches wide	15	Hewn stone floor	10
Less than 2 inches wide	20	Sloped or angled floor	10
Surface		DC Mod	
Lightly obstructed (light rubble)		+2	
Severely obstructed (natural cavern floor, dense rubble)		+5	
Lightly slippery (wet floor)		+2	
Severely slippery (ice sheet)		+5	
Sloped or angled		+2	

DISABLE DEVICE DC (PH pg 72-73)

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

***If you attempt to leave behind no trace of your tampering, add 5 to the DC.

HANDLE ANIMAL DC (PH pg 74)

DC	Task
10	Handle an animal
25	"Push" an animal

HEAL DC (PH pg 75-76)

DC	Task
15	First Aid
15	Long-term care
15	Treat wound from caltrop, spike growth, or spike stones
Poison's save DC	Treat poison (see DMG pg 297)
Disease's save DC	Treat disease (see DMG pg 292)

JUMP DC (PH pg 77)

DC	Long Jump Distance
5	5 feet
10	10 feet
15	15 feet
20	20 feet
25	25 feet
30	30 feet

***Requires a 20-ft running start or else double the DC.

DC High Jump Distance

4	1 foot
8	2 feet
12	3 feet
16	4 feet
20	5 feet
24	6 feet
28	7 feet
32	8 feet

***Not including vertical reach. Requires a 20-ft running start. Without a running start, double the DC.

SEARCH DC (PH pg 81)

DC	Task
10	Ransack a chest full of junk to find an item.
20	Notice a typical secret door or a simple trap.
21 or higher	Find a difficult nonmagical trap (rogue only)
25 + lvl of spell used to create trap	Find a magic trap (rogue only).
30	Notice a well-hidden secret door.

SURVIVAL DC (PH pg 83)

DC	Task
10	Get along in the wild. Move up to 1/2 your overland speed while hunting & foraging (no food or water supplies needed).
15	Gain a +2 bonus on all Fort saves against severe weather while moving up to 1/2 your overland speed, or gain a +4 bonus if stationary. You may grant the same bonus to 1 other character for every 1 point by which your Survival check result exceeds 15.
15	Keep from getting lost or avoid natural hazards, such as quicksand.
15	Predict the weather up to 24 hours in advance. For every 5 points by which your Survival check result exceeds 15, you can predict the weather for one additional day in advance.
Varies	Follow tracks (see the Track feat, PH pg 101).

USE ROPE DC (PH pg 86)

DC	Task
10	Tie a firm knot.
10	Secure a grappling hook (add 2 to the check for every 10 feet the hook is thrown)
15	Tie a special knot, such as one that slips with a tug.
15	Tie a rope around yourself one-handed.
15	Splice two ropes together.
Varies	Bind a character.

DISGUISE DC (PH pg 72-73)

Modifier	Disguise
+5	Minor details only.
-2	Disguised as different gender.
-2	Disguised as different race.
-2	Disguised as different age category. (per category).

***These modifiers stack; use any that apply.

Impersonate a Specific Individual

Familiarity	Viewer's Spot Check Bonus
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

ESCAPE ARTIST DC (PH pg 73)

DC	Restraint
+10	Ropes (modifies binder's Use Rope check)
20	Net, animate rope spell, command plants spell, control plants spell, or entangle spell
23	Snare spell
30	Manacles
30	Tight space
35	Masterwork manacles

MOVE SILENTLY DC (PH pg 79)

Surface	Check Modifier
Noisy (undergrowth, dense rubble)	-2
Very noisy (dense undergrowth, snow)	-5

RIDE DC (PH pg 80)

DC	Task
5	Guide with knees
5	Stay in saddle
10	Fight with warhorse
15	Leap
15	Soft fall
15	Spur mount
15	Use mount as cover
20	Control mount in battle
20	Fast mount or dismount
+5	Riding bareback

SENSE MOTIVE DC (PH pg 81)

DC	Task
20	Hunch
25 OR 15	Sense enchantment
Varies	Discern secret message

SLEIGHT OF HAND DC (PH pg 82)

DC	Task
10	Palm a coin-sized object
20	Lift a small object from a person
+20	Use skill as a free action

SPOT DC (PH pg 83)

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

SWIM DC (PH pg 84)

DC	Water
10	Calm water
15	Rough water
20	Stormy water

TURNING UNDEAD DC (PH pg 159)

Turning Check Result	Most Powerful Undead Affected
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

USE MAGIC DEVICE DC (PH pg 85)

DC	Task
25	Activate blindly
25 + spell lvl	Decipher a written spell
20 + spell lvl	Use a scroll
20	Use a wand
20	Emulate a class feature
See text	Emulate an ability score
25	Emulate a race
30	Emulate an alignment

OBJECT HARDNESS AND HIT POINTS (PH pg 166)

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

ARMOR/WEAPON/SHIELD HARDNESS/HP (PH pg 158)

Weapon or Shield	Example	Hardness	HP*
Light blade	Short sword	10	2
1-handed blade	Longsword	10	5
2-handed blade	Greatsword	10	10
Light metal-hafted weapon	Light mace	10	10
1-handed metal-hafted weapon	Heavy mace	10	20
Light hafted weapon	Handaxe	5	2
1-handed hafted weapon	Battleaxe	5	5
2-handed hafted weapon	Greataxe	5	10
Projectile weapon	Crossbow	5	5
Armor	---	special**	AC x5
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

* Divide by 2 for each size smaller, or x2 for each size larger.
 ** Varies by material; see Table 9-9, page 166

DC TO BREAK OR BURST ITEMS (PH pg 166)

Strength Check to:	DC	Strength Check to:	DC
Break down simple door	13	Break down barred door	25
Break down good door	18	Burst chain bonds	26
Break down strong door	23	Break down iron door	28
Burst rope bonds	23	*Hold portal	+5
Bend iron bars	24	*Arcane lock	+10

SPELLCRAFT DC (PH pg 82)

DC	Task
13	When using read magic, identify a glyph of warding. No action required.
15 + spell lvl	Identify a spell being cast. (You must see or hear the spell's verbal or somatic components.) No action required. No retry.
15 + spell lvl	Learn a spell from a spellbook or scroll (Wizard only). No retry for that spell until you gain at least 1 rank in Spellcraft. 8 hours.
15 + spell lvl	Prepare a spell from a borrowed spellbook (wizard only). One try per day. No extra time required.
15 + spell lvl	When casting detect magic, determine the school of magic involved in the aura of a single item or creature you can see. (If the aura is not a spell, the DC is 15+ one-half caster lvl.) No action required.
19	When using read magic, identify a symbol. No action required.
20 + spell lvl	Identify a spell that's already in place and in effect. You must be able to see or detect the effects of the spell. No action required. No retry.
20 + spell lvl	Identify materials created or shaped by magic, such as noting that an iron wall is the result of a wall of iron spell. No action required. No retry.
20 + spell lvl	Decipher a written spell (such as a scroll) without using read magic. One try per day. Requires a full-round action.
25 + spell lvl	After rolling a saving throw against a spell targeted on you, determine what that spell was. No action required. No retry.
25	Identify a potion. Requires 1 minute. No retry.
20	Draw a diagram to allow dimensional anchor to be cast on a magic circle spell. Requires 10 minutes. No retry.
30 or higher	Understand a strange or unique magical effect, such as the effects of a magic stream. Time required varies. No retry.

TUMBLE DC (PH pg 84)

DC	Task
15	Treat a fall as if it were 10 feet shorter than it really is when determining damage.
15	Tumble at 1/2 speed as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you provoke attacks of opportunity normally. Check separately for each opponent you move past, in the order which you pass them (player's choice in case of a tie). Each additional enemy after the first adds +2 to the Tumble DC.
25	Tumble at 1/2 speed through an area occupied by an enemy (over, under, or around the opponent) as part of normal movement, provoking no attacks of opportunity while doing so. Failure means you stop before entering the enemy-occupied area and provoke an attack of opportunity from that enemy. Check separately for each opponent. Each additional enemy after the first adds +2 to the Tumble DC.

DC Modifier	Surface is . . .
+5	Lightly obstructed (scree, light rubble, undergrowth)
+5	Severely obstructed (cavern floor, rubble, thick undergrowth)
+2	Lightly slippery (web floor)
+5	Severely slippery (ice sheet)
+2	Sloped or angled

SUBSTANCE HARDNESS & HIT POINTS (PH pg 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

ATTACK ROLL MODIFIERS (PH pg 151)

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

MOVEMENT & DISTANCE DC (PH pg 162)

One Hour (Overland)	-----Speed-----			
	15 ft	20 ft	30 ft	40 ft
Walk	1 - 1/2 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run	---	---	---	---

One Day (Overland)				
Walk	12 miles	16 miles	24 miles	32 miles
Hustle	---	---	---	---
Run	---	---	---	---

ARMOR CLASS MODIFIERS (PH pg 151)

Defender is . . .	Melee	Ranged
Behind 1/4 cover	+2 (+1 Ref)	+2
Behind 1/2 cover	+4 (+2 Ref)	+4
Behind 3/4 cover	+7 (+3 Ref)	+7
Behind 9/10th cover	+10 (+4 Ref)	+10
Blinded	-2	-2
Concealed (fog or foliage)	20% miss chance	
Total concealment or invisible	50% miss chance	
Cowering	-2	-2
Entangled	-4 to Dex (in AC)	
Flat-footed	defender loses Dex AC	
Grappling (attacker free)	defender loses Dex AC	
Helpless	-4	+0 (0 Dex = -5)
Kneeling or sitting	-2	+2
Pinned	-4	+0
Prone	-4	+4
Squeezing through a space	-4	-4
Stunned	-2	-2

DONNING ARMOR (PH pg 123)

Armor Type	Don	Don Hastily	Remove
Shield (any)	1 move action	n/a	1 move action
Padded, leather, studded leather, hide, or chain shirt	1 minute	5 rounds	1 minute*
Breastplate, scale mail, chainmail, banded mail, or splint mail	4 minutes*	1 minutes	1 minutes*
Half-plate	4 minutes**	4 minutes*	1d4+1 minutes*

* Has help, cut time in half (2 people can't help each other)
 ** Must have help. Without help it is donned hastily (-1 AC)

ARMOR AND SHIELDS (Masterwork add 300 gp to cost) (PH 123, DMG 220, A&E 15, RoF 157)

Armor	Cost	Armor/Shield Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure	---Speed---
Light armor						
Mud	---	+1	+5	-1	0%	30 ft 20 ft
Padded	5 gp	+1	+8	-0	5%	30 ft 20 ft
Wicker	1 gp	+1	+5	-0	10%	30 ft 20 ft
Animal Training Outfit	10 gp	+2	+1	-7	40%	30 ft 20 ft
Bark	5 gp	+2	+5	-2	15%	30 ft 20 ft
Cord (Aquatic)	8 gp	+2	+4	-2	20%	30 ft 20 ft
Leather	10 gp	+2	+6	-0	10%	30 ft 20 ft
Hooked	65 gp	+3	+4	-2	15%	30 ft 20 ft
Bone	20 gp	+3	+4	-3	15%	30 ft 20 ft
Leather Scale	35 gp	+3	+6	-2	15%	30 ft 20 ft
Sharkskin (Aquatic)	85 gp	+3	+6	-1	10%	30 ft 20 ft
Studded leather	25 gp	+3	+5	-1	15%	30 ft 20 ft
Wood	18 gp	+3	+4	-3	15%	30 ft 20 ft
Chain shirt	100 gp	+4	+4	-2	20%	30 ft 20 ft
Mithral Shirt	1000 gp	+4	+6	-0	10%	30 ft 20 ft
Elven Chain	4150 gp	+5	+4	-2	20%	30 ft 20 ft
Duskwood Breastplate	3350 gp	+5	+4	-2	20%	30 ft 20 ft
Medium armor						
Hide	15 gp	+3	+4	-3	20%	20 ft 15 ft
Shell (Aquatic)	25 gp	+3	+3	-2	20%	20 ft 15 ft
Scale mail	50 gp	+4	+3	-4	25%	20 ft 15 ft
Brigandine	30 gp	+4	+2	-5	30%	20 ft 15 ft
Chitin (Aquatic varies)	75 gp	+4	+4	-3	30%	20 ft 15 ft
Ring	75 gp	+4	+4	-3	30%	20 ft 15 ft
Chainmail	150 gp	+5	+2	-5	30%	20 ft 15 ft
Breastplate	200 gp	+5	+3	-4	25%	20 ft 15 ft
Adamantine Breastplate	10200 gp	+5	+3	-3	25%	20 ft 15 ft
Lamellar	150 gp	+5	+3	-4	30%	20 ft 15 ft
Heavy armor						
Splint mail	200 gp	+6	+0	-7	40%	20 ft 15 ft
Banded mail	250 gp	+6	+1	-6	35%	20 ft 15 ft
Coral (Aquatic)	225 gp	+6	+1	-7	30%	20 ft 15 ft
Half-plate	600 gp	+7	+0	-7	40%	20 ft 15 ft
Full plate	1500 gp	+8	+1	-6	35%	20 ft 15 ft
Dragonhide Plate	3300 gp	+8	+1	-5	35%	20 ft 15 ft
Dwarven Plate	16500 gp	+8	+1	-5	35%	20 ft 15 ft
Sectioned	3000 gp	+8	+1	-5	35%	20 ft 15 ft
Dwarven Stone	1750 gp	+9	+0	-7	40%	20 ft 15 ft
Mechanus Gear	1750 gp	+10	+0	-10	50%	15 ft 10 ft
Shields						
Buckler	15 gp	+1	---	-1	5%	---
Buckler, Darkwood	205 gp	+1	---	-0	5%	---
Light Shield, Wood	3 gp	+1	---	-1	5%	---
Light Shield, Steel	9 gp	+1	---	-1	5%	---
Light Shield, Wood Stiletto	30 gp	+1	---	-1	5%	---
Heavy Shield, Wood	7 gp	+2	---	-2	15%	---
Heavy Shield, Steel	20 gp	+2	---	-2	15%	---
Heavy Shield, Darkwood	257 gp	+2	---	-0	15%	---
Heavy Shield, Mithral	1020 gp	+2	---	-0	5%	---
Buckler, Beetle	6600 gp	+2	---	-1	5%	---
Shield, Tower	30 gp	+4	+2	-10	50%	---
Extras						
Armor spikes	+50 gp	---	---	---	---	---
Gauntlet, locked	8 gp	---	---	Special	can't cast	---
Shield spikes	+10 gp	---	---	---	---	---

WEAPONS (Masterwork add 300 gp to cost) (PH pg 116-117)

Simple Weapons	Cost	Damage	Critical	Range
Unarmed Attacks				
Gauntlet	2 gp	1d3	x2	---
Unarmed strike	---	1d3*	x2	---
Light Melee Weapons				
Dagger	2 gp	1d4	19-20/x2	10 ft
Dagger, punching	2 gp	1d4	x3	---
Gauntlet, spiked	5 gp	1d4	x2	---
Mace, light	5 gp	1d6	x2	---
Sickle	6 gp	1d6	x2	---
One-Handed Melee Weapons				
Club	---	1d6	x2	10 ft
Mace, heavy	12 gp	1d8	x2	---
Morningstar	8 gp	1d8	x2	---
Shortspear	1 gp	1d6	x2	20 ft
Two-Handed Melee Weapons				
Longspear	5 gp	1d8	x3	---
Quarterstaff	---	1d6/1d6	x2	---
Spear	2 gp	1d8	x3	20 ft
Ranged Weapons				
Crossbow, heavy	50 gp	1d10	19-20/x2	120 ft
Crossbow, light	35 gp	1d8	19-20/x2	80 ft
Dart	5 sp	1d4	x2	20 ft
Javelin	1 gp	1d6	x2	30 ft
Sling	---	1d4	x2	50 ft
(Bolts *crossbow* (10))	1 gp	---	---	---
(Bullets *sling* (10))	1 sp	---	---	---
Martial Weapons				
Light Melee Weapons				
Axe, throwing	8 gp	1d6	x2	10 ft
Hammer, light	1 gp	1d4	x2	20 ft
Handaxe	6 gp	1d6	x3	---
Kukri	8 gp	1d4	18-20/x2	---
Pick, light	4 gp	1d4	x4	---
Sap	1 gp	1d6*	x2	---
Shield, light	special	1d3	x2	---
Spiked armor	special	1d6	x2	---
Spiked shield, light	special	1d4	x2	---
Shortsword	10 gp	1d6	19-20/x2	---
One-Handed Melee Weapons				
Battleaxe	10 gp	1d8	19-20/x2	---
Flail	8 gp	1d8	---	---
Longsword	15 gp	1d8	19-20/x2	---
Pick, heavy	8 gp	1d6	---	---
Rapier	20 gp	1d6	x2	---
Scimitar	15 gp	1d6	x2	---
Shield, heavy	special	1d4	x2	---
Spiked shield, heavy	special	1d6	---	---
Trident	15 gp	1d8	---	10 ft
Warhammer	12 gp	1d8	---	---
Two-Handed Melee Weapons				
Falchion	75 gp	2d4	18-20/x2	---
Glaive	8 gp	1d10	x3	---
Greataxe	20 gp	1d12	x3	---
Greatclub	5 gp	1d10	x2	---
Flail, heavy	15 gp	1d10	19-20/x2	---
Greatsword	50 gp	2d6	19-20/x2	---
Guisarme	9 gp	2d4	x3	---
Halberd	10 gp	1d10	x3	---
Lance	10 gp	1d8	x3	---
Ranseur	10 gp	2d4	x3	---
Scythe	18 gp	2d4	x4	---
Ranged Weapons				
Longbow	75 gp	1d8	x3	100 ft
Longbow, composite	100 gp	1d8	x3	110 ft
Shortbow	30 gp	1d6	x3	60 ft
Shortbow, composite	75 gp	1d6	x3	70 ft
(Arrows *bow* (20))	1 gp	---	---	---
Exotic Weapons				
Light Melee Weapons				
Kama	2 gp	1d6	x2	---
Nunchaku	2 gp	1d6	x2	---
Sai	1 gp	1d4	x2	10 ft
Siangham	3 gp	1d6	x2	---
One-Handed Melee Weapons				
Bastard Sword	35 gp	1d10	19-20/x2	---
Waraxe, dwarven	30 gp	1d10	x3	---
Whip	1 gp	1d3	x2	---
Two-Handed Melee Weapons				
Axe, orc double	60 gp	1d8/1d8	x3	---
Chain, spiked	25 gp	2d4	x2	---
Flail, dire	90 gp	1d8/1d8	x2	---
Hammer, gnome hooked	20 gp	1d8/1d6	x3/x4	---
Sword, two-bladed	100 gp	1d8/1d8	19-20/x2	---
Urgrosh, dwarven	50 gp	1d8/1d6	x3	---
Ranged Weapons				
Bolas	5 gp	1d4	x2	10 ft
Crossbow, hand	100 gp	1d4	19-20/x2	30 ft
Net	1 gp	---	---	---
Shuriken (5)	20 gp	---	---	10 ft

ADVENTURING GEAR

(PH pg 128 & A&E pg 22)

Item	Cost
Backpack (empty)	2 gp
Barrel (empty)	2 gp
Basket (empty)	4 sp
Bedroll	1 sp
Bell	1 gp
Blanket, winter	5 sp
Block and tackle	5 gp
Bottle, wine, glass	2 gp
Bucket (empty)	5 sp
Caltrops	1 gp
Candle	1 cp
Canvas (sq. yd.)	1 sp
Case, map or scroll	1 gp
Chain (10 ft)	30 gp
Chalk, 1 piece	1 cp
Chest (empty)	2 gp
Crowbar	2 gp
Earplugs	3 sp
Firewood (per day)	1 cp
Fishhook	1 sp
Fishing net, 25 sq. ft.	4 gp
Flask (empty)	3 cp
Flint and steel	1 gp
Glass Cutter	2 gp
Goggles	2 gp
Grappling hook	1 gp
Grappling hook (collapsible)	3 gp
Hammer	5 sp
Hammock	5 gp
Ink (1 oz. vial)	8 gp
Inkpen	1 sp
Jug, clay	3 cp
Ladder, 10 ft	5 cp
Lamp, common	1 sp
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Lock	
Very simple	20 gp
Average	40 gp
Good	80 gp
Amazing	150 gp
Manacles	15 gp
Manacles, masterwork	50 gp
Mirror, small steel	10 gp
Mug/Tankard, clay	2 cp
Oil (1 pint flask)	1 sp
Paper (sheet)	4 sp
Parchment (sheet)	2 sp
Pick, miner's	3 gp
Pitcher, clay	2 cp
Piton	1 sp
Pole, 10 ft	2 sp
Pot, iron	5 sp
Pouch, belt (empty)	1 gp
Ram, portable	10 gp
Rations, trail (per day)	5 sp
Rope, hempen (50 ft)	1 gp
Rope, silk (50 ft)	10 gp
Saw (folding)	2 gp
Sack (empty)	1 sp
Sealing wax	1 gp
Sewing needle	5 sp
Signal whistle	8 sp
Signet ring	5 gp
Sledge	1 gp
Snowshoes	15 gp
Soap (per lb)	5 sp
Spade or shovel	2 gp
Spyglass	1,000 gp
Tent, one-person	5 gp
Tent, two-person	10 gp
Tent, four-person	20 gp
Torch	1 cp
Vial, ink or potion	1 gp
Waterskin	1 gp
Whetstone	2 cp

MOUNT-GEAR (PH pg 129)

Item	Cost
Barding	
Medium creature	x2
Large creature	x4
Bit and bridle	2 gp
Feed (per day)	5 cp
Saddle	
Military	20 gp
Pack	5 gp
Riding	10 gp
Saddle, Exotic	
Military	60 gp
Pack	15 gp
Riding	30 gp
Saddlebags	4 gp
Stabling (per day)	5 sp

CLOTHING (PH pg 129)

Item	Cost
Artisan's outfit	1 gp
Cleric's vestments	5 gp
Cold weather outfit	8 gp
Courtier's outfit	30 gp
Entertainer's outfit	3 gp
Explorer's outfit	10 gp
Monk's outfit	5 gp
Noble's outfit	75 gp
Peasant's outfit	1 sp
Royal outfit	200 gp
Scholar's outfit	5 gp
Traveler's outfit	1 gp

FOOD, DRINK, & LODGING

(PH pg 129)

Item	Cost
Ale	
Gallon	2 sp
Mug	4 cp
Banquet (per person)	10 gp
Bread, per loaf	2 cp
Cheese, hunk of	1 sp
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
Wine	
Common (pitcher)	2 sp
Fine (bottle)	10 gp

TOOLS & SKILLS KITS

(PH pg 128)

Item	Cost
Alchemist's lab	500 gp
Artisan's tools	5 gp
Artisan's tools, (MW)	55 gp
Climber's kit	80 gp
Disguise kit	50 gp
Healer's kit	50 gp
Holly and mistletoe	---
Holy symbol, wooden	1 gp
Holy symbol, silver	25 gp
Hourglass	25 gp
Magnifying glass	100 gp
Musical instrument, common	5 gp
Musical instrument, (MW)	100 gp
Scale, merchant's	2 gp
Spell component pouch	5 gp
Spellbook, wizard's (blank)	15 gp
Thieves' tools	30 gp
Thieves' tools (MW)	100 gp
Tool, (MW)	50 gp
Water clock	1,000 gp

TRANSPORT (PH pg 129)

Item	Cost
Carriage	100 gp
Cart	15 gp
Galley	30,000 gp
Keelboat	3,000 gp
Longship	10,000 gp
Rowboat	50 gp
Oar	2 gp
Sailing ship	10,000 gp
Sled	20 gp
Wagon	35 gp
Warship	25,000 gp

SPELLCASTING/SERVICES

(PH pg 129)

Service	Cost
Coach cab	3 cp per mile
Hireling, trained	3 sp per day
Hireling, untrained	1 sp per day
Messenger	2 cp per mile
Road or gate toll	1 cp
Ship's passage	1 sp per mile
Spell, 0-level	Caster lvl x 5 gp
Spell, 1st-level	Caster lvl x 10 gp
Spell, 2nd-level	Caster lvl x 20 gp
Spell, 3rd-level	Caster lvl x 30 gp
Spell, 4th-level	Caster lvl x 40 gp
Spell, 5th-level	Caster lvl x 50 gp
Spell, 6th-level	Caster lvl x 60 gp
Spell, 7th-level	Caster lvl x 70 gp
Spell, 8th-level	Caster lvl x 80 gp
Spell, 9th-level	Caster lvl x 90 gp

POTIONS & OILS (DMG pg 230)

Potion or Oil	Cost
Cure light wounds (1d8+1hp)	50 gp
Endure elements	50 gp
Hide from animals	50 gp
Hide from undead	50 gp
Jump	50 gp
Mage armor	50 gp
Magic fang	50 gp
Magic stone	50 gp
Magic weapon	50 gp
Pass without trace	50 gp
Protection from (alignment)	50 gp
Remove fear	50 gp
Sanctuary	50 gp
Shield of faith +2	50 gp
Shillelagh	50 gp
Bless weapon	100 gp
Enlarge person	250 gp
Reduce person	250 gp
Aid	300 gp
Barkskin +2	300 gp
Bear's endurance (+4 Con)	300 gp
Blur	300 gp
Bull's strength (+4 Str)	300 gp
Cat's grace (+4 Dex)	300 gp
Cure moderate wounds (2d8+3hp)	300 gp
Darkness	300 gp
Darkvision	300 gp
Delay poison	300 gp
Eagle's splendor (+4 Cha)	300 gp
Fox's cunning (+4 Int)	300 gp
Invisibility	300 gp
Lesser restoration	300 gp
Levitate	300 gp
Misdirection	300 gp
Owl's wisdom (+4 Wis)	300 gp
Protection from arrows 10/magic	300 gp
Remove paralysis	300 gp
Resist energy (type) 10	300 gp
Shield of faith +3	300 gp
Spider climb	300 gp
Undetectable alignment	300 gp
Barkskin +3	600 gp
Shield of faith +4	600 gp
Resist energy (type) 20	700 gp
Cure serious wounds (3d8+5hp)	750 gp
Daylight	750 gp
Displacement	750 gp
Flame arrow	750 gp
Fly	750 gp
Gaseous form	750 gp
Greater magic fang +1	750 gp
Greater magic weapon +1	750 gp
Haste	750 gp
Heroism	750 gp
Keen edge	750 gp
Magic circle against (alignment)	750 gp
Magic vestment +1	750 gp
Neutralize poison	750 gp
Nondetection	750 gp
Protection from energy (type)	750 gp
Rage	750 gp
Remove blindness/deafness	750 gp
Remove curse	750 gp
Remove disease	750 gp
Tongues	750 gp
Water breathing	750 gp
Water walk	750 gp
Barkskin +4	900 gp
Shield of faith +5	900 gp
Good hope	1,050 gp
Resist energy (type) 30	1,100 gp
Barkskin +5	1,200 gp
Greater magic fang +2	1,200 gp
Greater magic weapon +2	1,200 gp
Magic vestment +2	1,200 gp
Protection from arrows 15/magic	1,500 gp
Greater magic fang +3	1,800 gp
Greater magic weapon +3	1,800 gp
Magic vestment +3	1,800 gp
Greater magic fang +4	2,400 gp
Greater magic weapon +4	2,400 gp
Magic vestment +4	2,400 gp

SPECIAL SUBSTANCES & ITEMS

(PH pg 128)

Item	Cost
Acid (flask)	10 gp
Alchemist's fire (flask)	20 gp
Antitoxin (vial)	50 gp
Everburning torch	110 gp
Holy water (flask)	25 gp
Smokestick	20 gp
Sunrod	2 gp
Tanglefoot bag	50 gp
Thunderstone	30 gp
Tindertwig	1 gp

POISONS (DMG pg 297, BoVD pg 44, A&E pg 37)

Poison	Type	Initial Damage	Secondary Damage	Cost
Carrion crawler brain juice	Contact DC 13	Paralysis (2d6 min)	0	200 gp
Nitharit	Contact DC 13	0	3d6 Con	650 gp
Sassone leaf residue	Contact DC 16	2d12 hp	1d6 Con	300 gp
Malys root paste	Contact DC 16	1 Dex	2d4 Dex	500 gp
Terinav root	Contact DC 16	1d6 Dex	2d6 Dex	750 gp
Black lotus extract	Contact DC 20	3d6 Con	3d6 Con	4,500 gp
Dragon bile	Contact DC 26	3d6 Str	0	1,500 gp
Striped toadstool	Ingested DC 11	1 Wis	2d6 Wis + 1d4 Int	180 gp
Arsenic	Ingested DC 13	1 Con	1d8 Con	120 gp
Id moss	Ingested DC 14	1d4 Int	2d6 Int	125 gp
Oil of taggit	Ingested DC 15	0	Unconscious (1d3 hrs)	90 gp
Lich dust	Ingested DC 17	2d6 Str	1d6 Str	250 gp
Dark reaver powder	Ingested DC 18	2d6 Con	1d6 Con + 1d6 Str	300 gp
Ungol dust	Inhaled DC 15	1 Cha	1d6 Cha + 1 Cha ¹	1,000 gp
Insanity mist	Inhaled DC 15	1d4 Wis	2d6 Wis	1,500 gp
Burnt othur fumes	Inhaled DC 18	1 Con ¹	3d6 Con	2,100 gp
Black adder venom	Injury DC 11	1d6 Con	1d6 Con	120 gp
Bloodroot	Injury DC 12	0	1d4 Con + 1d3 Wis	100 gp
Drow poison	Injury DC 13	Unconscious (1d3 hrs)	Unconscious (2d4 hrs)	75 gp
Greenblood oil	Injury DC 13	1 Con	1d2 Con	100 gp
Blue whinnis	Injury DC 14	1 Con	Unconscious (1d3 hrs)	120 gp
Shadow essence	Injury DC 17	1 Str ¹	2d6 Str	250 gp
Wyvern poison	Injury DC 17	2d6 Con	2d6 Con	3,000 gp
Giant wasp poison	Injury DC 18	1d6 Dex	1d6 Dex	210 gp
Deathblade	Injury DC 20	1d6 Con	2d6 Con	1,800 gp
Purple worm poison	Injury DC 24	1d6 Str	2d6 Str	700 gp
Tiny centipede poison	Injury DC 11	1 Dex	1 Dex	40 gp
Small centipede poison	Injury DC 11	1d2 Dex	1d2 Dex	90 gp
Medium centipede poison	Injury DC 13	1d3 Dex	1d3 Dex	110 gp
Large centipede poison	Injury DC 16	1d4 Dex	1d4 Dex	150 gp
Huge centipede poison	Injury DC 18	1d6 Dex	1d6 Dex	210 gp
Gargantuan centipede poison	Injury DC 26	1d8 Dex	1d8 Dex	950 gp
Colossal centipede poison	Injury DC 36	2d6 Dex	2d6 Dex	2,900 gp
Tiny scorpion poison	Injury DC 11	1d2 Str	1d2 Str	90 gp
Small scorpion poison	Injury DC 11	1d3 Str	1d3 Str	100 gp
Medium scorpion poison	Injury DC 15	1d4 Str	1d4 Str	175 gp
Large scorpion venom	Injury DC 18	1d6 Str	1d6 Str	200 gp
Huge scorpion poison	Injury DC 26	1d8 Str	1d8 Str	1,200 gp
Gargantuan scorpion poison	Injury DC 36	2d6 Str	2d6 Str	3,000 gp
Colossal scorpion poison	Injury DC 54	2d8 Str	2d8 Str	9,000 gp
Tiny spider venom	Injury DC 11	1d2 Str	1d2 Str	90 gp
Small spider venom	Injury DC 11	1d3 Str	1d3 Str	100 gp
Medium spider venom	Injury DC 14	1d4 Str	1d4 Str	150 gp
Large spider venom	Injury DC 16	1d6 Str	1d6 Str	175 gp
Huge spider venom	Injury DC 22	1d8 Str	1d8 Str	1,000 gp
Gargantuan spider venom	Injury DC 31	2d6 Str	2d6 Str	2,500 gp
Colossal spider venom	Injury DC 35	2d8 Str	2d8 Str	3,000 gp
Bebilith venom	Injury DC 20	1d6 Con	2d6 Con	900 gp
Devilseye	Injury DC 21 ²	1 point of SR ⁴	1d3 points of SR ⁴	1,000 gp
Lifebane	Injury DC 20 ³	1d6 Con	1d6 Con	2,000 gp
Eyeblast	Contact DC 22	Blindness (permanent)	Blindness (permanent)	500 gp
Balor bile	Contact DC 25	1d6 Str	1d6 Str	1,000 gp
Vilestar	Contact DC 24 ³	2d6 Str	2d6 Str	6,000 gp
Sasson juice	Inhaled DC 18	1d4 Dex	1d4 Dex	500 gp
Sufferfume	Inhaled DC 20	1 all scores	1 all scores	1,200 gp
Urthanyk	Inhaled DC 19	1d6 Str	1d6 Str	2,000 gp
Mist of Nour	Inhaled DC 25	1d8 Con	1d8 Con	7,000 gp
Ishentav	Inhaled DC 13	1d6 Str	1d6 Str	500 gp
Burning angel wing fumes	Inhaled DC 18	1d6 Cha	2d6 Cha	2,800 gp
Basilisk breath	Inhaled DC 17 ²	1d6 Con	1d6 Con	2,500 gp
Alforna	Injury DC 11	1d2 Str	Fatigue	75 gp
Banelar essence	Injury DC 11	2d4 Con	Unconscious (1d3 hrs)	300 gp
Choldrith toxin	Injury DC 15	Paralysis (2d6 min)	2d4 Con	1,200 gp
Fang dragon venom	Injury DC 15	1 Con ¹	0	300 gp
Gray whinnis	Injury DC 20	1d4 Con	Paralysis (1d6 x 10 min)	3,000 gp
Haluroot	Injury DC 13	1d2 Wis	1d2 Wis	150 gp
Redek vine extract	Injury DC 17	2d6 Dex	0	1,500 gp
Rill leaf	Injury DC 14	1d2 Cha	1d4 Cha	120 gp
Shreef oil	Injury DC 12	1d2 Str + 1d2 Dex	1d2 Str	100 gp
Vapid leaf extract	Injury DC 16	Dazed (euphoric) (1 rnd)	2d6 Int	250 gp
Aboleth oil	Contact DC 19	0	Transform (in 1d4 +1 min)	2,500 gp
Anemis	Contact DC 16	1d4 Str	2d4 Str	750 gp
Crippling vine	Contact DC 13	1d4 Str + 1d4 Con	0	180 gp
Horror weed extract	Contact DC 20	1 Wis	2d4 Wis	600 gp
Mesmer paste	Contact DC 15	Dazzled	1d4 Int	300 gp
Sleeping weed	Contact DC 13	Slowed	1d4 Dex	500 gp
Thever paste	Contact DC 12	0	Blindness (permanent)	1,500 gp
Wraith sheen	Contact DC 16	1d2 Con	1d2 Con	150 gp
Adlevine extract	Ingested DC 14	1d4 Wis, +2 Con bonus	2d6 Wis	150 gp
Cretel leaf residue	Ingested DC 14	1d4 Con, +2 Dex bonus	1d6 Con	150 gp
Culum powder	Ingested DC 12	1 Dex	1d4 Dex	100 gp
Faralin	Ingested DC 14	1d4 Dex, +2 Str bonus	1d6 Con	150 gp
Lockjaw	Ingested DC 11	Can't speak	2d6 Con	250 gp
Retch	Ingested DC 15	Nausea	1d4 Con	120 gp
Asabi mist	Inhaled DC 12	1d4 Con	1d4 Con	1,000 gp
Brain dust	Inhaled DC 12	Confusion	1d4 Wis	1,300 gp
Raeliss smoke	Inhaled DC 15	1d6 Cha	1d6 Cha	2,000 gp
Roshon vapor	Inhaled DC 15	1d4 Int	1d6 Dex + 1 Dex ¹	3,100 gp
Scorcher fumes	Inhaled DC 18	Loss scent (1d6 x 10 min)	1d4 Wis	800 gp
Thever fumes	Inhaled DC 18	0	Blindness (permanent)	3,000 gp

¹Permanent drain, not temporary damage.

²Affects outsiders otherwise immune to poison.

³Damage is vile damage.

⁴Damage to SR returns at the same rate as ability score damage.

MOUNTS & PETS

Land Mount:	AL.	CR	Book	Page	Cost
Arcadian Pony	LN	1	Folder		65 gp
Black Unicorn	CE	3	MoF	83	3,000 gp
Camel	N	1	MM1	270	60 gp
Dire Boar	N	4	MM1	63	500 gp
Dire Lion	N	5	MM1	63	600 gp
Dire Wolf	N	3	MM1	65	450 gp
Dire Wolverine	N	4	MM1	66	500 gp
Dog, Riding	N	1	MM1	272	150 gp
Donkey/Mule	N	1/6	MM1	272	8 gp
Elephant	N	7	MM1	272	600 gp
Frost Worm	N	12	MM1	111	20,000 gp
Gasper	N	10	PIHB	124	22,500 gp
Gathra	LE	10	FF	80	12,000 gp
Giant Ant	N	1	MM1	284	300 gp
Giant Strider	N	1	MoF	51	15,000 gp
Grizzly Mastodon	N	13	MM2	123	15,000 gp
Horse, Heavy	N	1	MM1	273	200 gp
Horse, Light	N	1	MM1	273	75 gp
Howler	CE	3	MM1	154	800 gp
Indricothere	N	9	FF	100	9,000 gp
Kuldurath	N	8	FF	116	15,000 gp
Lizard, Riding	N	1	A&EG	82	1,300 gp
Nic'Epona	N	1	PIHB	130	32,000 gp
Pony	N	1/4	MM1	277	30 gp
Purple Worm	N	12	MM1	211	20,000 gp
Rhinoceros	N	4	MM1	278	250 gp
Spider, Large	N	2	MM1	289	2,000 gp
Unicorn	CG	3	MM1	249	3,000 gp
War Pony	N	1/2	MM1	277	100 gp
Warhorse, Heavy	N	2	MM1	273	400 gp
Warhorse, Light	N	1	MM1	274	150 gp
Worg	NE	2	MM1	256	2,500 gp
Flying Mount:	AL.	CR	Book	Page	Cost
Asperi	NG	4	MM2	25	9,000 gp
Buraq	NG	3	Folder		9,000 gp
Canaloth	NE	5	MM3	200	9,000 gp
Dire Bat	N	2	MM1	62	350 gp
Ecalypse	N	9	MoTP	170	14,000 gp
Giant Dragonfly	N	1	A&EG	90	800 gp
Giant Eagle	NG	3	MM1	93	5,000 gp
Giant Owl	NG	3	MM1	205	5,000 gp
Giant Wasp	N	3	MM1	285	1,550 gp
Griffon	N	4	MM1	139	8,500 gp
Hippogriff	N	2	MM1	152	4,500 gp
Nightmare	NE	5	MM1	194	9,000 gp
Pegasus	CG	3	MM1	206	4,000 gp
Slasrath	N	7	FF	158	10,000 gp
Soarwhale	N	15	A&EG	89	10,500 gp
Spider Eater	N	5	MM1	234	6,000 gp
War Bat	N	5	MM2	66	6,000 gp
Water Mount:	AL.	CR	Book	Page	Cost
Dolphin	N	1	A&EG	81	120 gp
Elsewhale	NG	7	PIHB	117	8,000 gp
Giant Sea Horse	N	1	Folder		150 gp
Hippocampus	N	2	SW	153	1,500 gp
Pets:	AL.	CR	Book	Page	Cost
Astral Streaker	LN	1/6	Folder		3 gp
Boar, Spitfire	N	2	Folder		10 gp
Cow, Sand	A&E	1	Folder		17 gp
Dog, guard	N	1/3	MM1	271	25 gp
Ethyk	N	1/2	Folder		150 gp
Homunculous, Elemental	-	-	Folder		750 gp
Hound, Aoskian	N	2	Folder		150 gp
Hound, Spectral	CE	2	Folder		6,500 gp

UNUSUAL MATERIALS

Weapons	Book	Page	Light	One-Handed	Two-Handed	Ammo
Abyssal Bloodiron	PLHB	69	+10000 gp (+2000 gp more if magic)			
Adamantine	DMG	283	+3000 gp	+3000 gp	+3000 gp	+60 gp
Aurorum	BoED	38	+4000 gp	+4000 gp	+4000 gp	---
Baatorian Green Steel	A&E	13	+1000 gp (slashing & piercing only)			
Frystalline	BoED	38	+2000 gp	+2000 gp	+2000 gp	---
Gehennan Morghuth-Iron	A&E	14	+4000 gp	+4000 gp	+4000 gp	---
Iron, Cold	DMG	284	x2 price (+2000 gp more if magic)			
Pandemonic Silver	Cwar	136	+9000 gp	+11000 gp	+13000 gp	---
					(slashing & piercing only)	
Serren	BoED	38	+4000 gp (Bows & Crossbows only)			
Silver, Alchemical	DMG	284	+20 gp	+90 gp	+180 gp	+2 gp
Starmetal	Carc	141	+5000 gp	+5000 gp	+5000 gp	---
Solarian True-Steel	BoED	38	+1000 gp	+1000 gp	+1000 gp	---
Thinaun	Cwar	136	+10000 gp	+15000 gp	+20000 gp	---

Armor & Shields:

	Book	Page	L. Armor	M. Armor	H. Armor	Shield
Adamantine	DMG	283	+5000 gp	+10000 gp	+15000 gp	---
Astral Driftmetal	PLHB	70	+12000 gp			
			(Breastplate/Heavy Armor/Light & Heavy Shield only)			
Aurorum	BoED	38	+4000 gp	+4000 gp	+4000 gp	---
Darkwood	DMG	283	10 gp/lb	10 gp/lb	10 gp/lb	10 gp/lb
Dragonhide	DMG	283	x2 price			
			(Hide/Banded/Half-Plate/Breastplate/Light & Heavy Shield only)			
Mithral	DMG	284	+1000 gp	+4000 gp	+9000 gp	+1000 gp
Starmetal	Carc	141	+5000 gp	+10000 gp	+15000 gp	---
Susalian Chainweave	Cwar	136	+28000 gp	+35000 gp	+42000 gp	---
Ysgardian Heartwire	BoED	38	+1500 gp (Chain Shirts/Chainmail/H. Armor)			

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