

The Combat Sequence

In real life, combat is one of the closest things to pure anarchy. Each side is attempting to harm the other, essentially causing disorder and chaos. Thus combats are filled with unknowns—unplanned events, failed attacks, lack of communication, and general confusion and uncertainty. However, to play a battle in the game, it is necessary to impose some order on the actions that occur. Within a combat round, there is a set series of steps that must be followed. These steps are:

1. The DM decides what actions the monsters or NPCs will take, including casting spells (if any).
2. The players indicate what their characters will do, including casting spells (if any).
3. Initiative is determined.
4. Attacks are made in order of initiative.

Table 55: STANDARD MODIFIERS TO INITIATIVE

Specific Situation	Modifier
Hasted	-2
Slowed	+2
On higher ground	-1
Set to receive a charge	-2
Wading or slippery footing	+2
Wading in deep water	+4
Foreign environment*	+6
Hindered (tangled, climbing, held)	+3
Waiting (see p. 112)	+1

* This applies to situations in which the party is in a completely different environment (swimming underwater without the aid of a ring of free movement, for example).

Table 46: ARMOR CLASS RATINGS

Type of Armor	AC Rating
None	10
Shield only	9
Leather or padded armor	8
Leather or padded armor + shield, studded leather, or ring mail armor	7
Studded leather or ring mail + shield, brigandine, scale mail, or hide armor	6
Scale mail or hide + shield, chain mail	5
Chain mail + shield, splint mail, banded mail, bronze plate mail	4
Splint mail, banded mail, or bronze plate mail + shield, plate mail	3
Plate mail + shield, field plate	2
Field plate armor + shield, full plate	1
Full plate armor + shield	0

Table 51: COMBAT MODIFIERS

Situation	Attack Roll Modifier
Attacker on higher ground	+1
Defender invisible	-4
Defender off-balance	+2
Defender sleeping or held	Automatic*
Defender stunned or prone	+4
Defender surprised	+1
Missile fire, long range	-5
Missile fire, medium range	-2
Rear attack	+2

* If the defender is attacked during the course of a normal melee, the attack automatically hits and causes normal damage. If no other fighting is going on (i.e., all others have been slain or driven off), the defender can be slain automatically.

Determining Hits: 1d20 + Hit Adjustments + Monster AC >= Thac0; then you hit.

Weapons

Item	Damage	
	S-M	L
Arquebus ***	1d10	1d10
Battle axe	1d8	1d8
Blowgun	—	—
Barbed Dart	1d3	1d2
Needle	1	1
Bow	—	—
Composite long bow	—	—
Composite short bow	—	—
Flight arrow	1d6	1d6
Long bow	—	—
Sheaf arrow	1d8	1d8
Short bow	—	—
Club	1d6	1d3
Crossbow	—	—
Hand quarrel	1d3	1d2
Hand crossbow	—	—
Heavy quarrel	1d4 + 1	1d6 + 1
Heavy crossbow	—	—
Light quarrel	1d4	1d4
Light crossbow	—	—
Dagger or dirk	1d4	1d3
Dart	1d3	1d2
Footman's flail	1d6 + 1	2d4
Footman's mace	1d6 + 1	1d6
Footman's pick	1d6 + 1	2d4
Hand or throwing axe	1d6	1d4
Harpoon	2d4	2d6
Horseman's flail	1d4 + 1	1d4 + 1
Horseman's mace	1d6	1d4
Horseman's pick	1d4 + 1	1d4
Javelin	1d6	1d6
Knife	1d3	1d2
Lance @	—	—
Heavy horse lance	1d8 + 1	3d6
Light horse lance	1d6	1d8
Jousting lance	1d3-1	1d2-1
Medium horse lance	1d6 + 1	2d6
Mancatcher **	—	—
Morning star	2d4	1d6 + 1
Polearm	—	—
Awl pike #	1d6	1d12
Bardiche	2d4	2d6
Bec de corbin	1d8	1d6
Bill-guisarme	2d4	1d10
Fauchard	1d6	1d8
Fauchard-fork	1d8	1d10
Glaive *	1d6	1d10
Glaive-guisarme *	2d4	2d6
Guisarme	2d4	1d8
Guisarme-voulge	2d4	2d4
Halberd	1d10	2d6
Hook fauchard	1d4	1d4
Lucern hammer #	2d4	1d6
Military fork *	1d8	2d4
Partisan #	1d6	1d6 + 1
Ranseur #	2d4	2d4
Spetum #	1d6 + 1	2d6
Voulge	2d4	2d4
Quarterstaff	1d6	1d6
Scourge	1d4	1d2
Sickle	1d4 + 1	1d4
Sling	—	—
Sling bullet	1d4 + 1	1d6 + 1
Sling stone	1d4	1d4
Spear	1d6	1d8
Staff sling	—	—
Sword	—	—
Bastard sword	—	—
One-handed	1d8	1d12
Two-handed	2d4	2d8
Broad sword	2d4	1d6 + 1
Khopesh	2d4	1d6
Long sword	1d8	1d12
Scimitar	1d8	1d8
Short sword	1d6	1d8
Two-hand. sword	1d10	3d6
Trident	1d6 + 1	3d4
Warhammer	1d4 + 1	1d4
Whip	1d2	1

Monster Thac0

1/2 or less	Hit Dice																
	1-1	1+	2+	3+	4+	5+	6+	7+	8+	9+	10+	11+	12+	13+	14+	15+	16+
20	20	19	19	17	17	15	15	13	13	11	11	9	9	7	7	5	5

Player Thac0

Group	Level												
	1	2	3	4	5	6	7	8	9	10	11	12	13
Priest	20	20	20	18	18	18	16	16	16	14	14	14	12
Rogue	20	20	19	19	18	18	17	17	16	16	15	15	14
Warrior	20	19	18	17	16	15	14	13	12	11	10	9	8
Wizard	20	20	20	19	19	19	18	18	18	17	17	17	16

Character Class and Experience Level	Paralyzation, Poison, or Death Magic		Rod, Staff, or Wand	Petrification or Polymorph*	Breath Weapon**		Spell**
	1-3	4-6			7-9	10-12	
Priests	1-3	4-6	7-9	10-12	13-15	16-18	19+
Rogues	1-4	5-8	9-12	13-16	17-20	21+	
Warriors	0	1-2	3-4	5-6	7-8	9-10	11-12
Wizards	1-5	6-10	11-15	16-20	21+		

* Excluding polymorph wand attacks.
 ** Excluding those that cause petrification or polymorph.
 *** Excluding those for which another saving throw type is specified, such as death, petrification, polymorph, etc.

Table 61: TURNING UNDEAD

Type or Hit Dice of Undead	Level of Priest†													
	1	2	3	4	5	6	7	8	9	10-11	12-13	14+		
Skeleton or 1 HD	10	7	4	T	T	D	D	D*	D*	D*	D*	D*		
Zombie	13	10	7	4	T	T	D	D	D*	D*	D*	D*		
Ghoul or 2 HD	16	13	10	7	4	T	T	D	D	D*	D*	D*		
Shadow or 3-4 HD	19	16	13	10	7	4	T	T	D	D	D*	D*		
Wight or 5 HD	20	19	16	13	10	7	4	T	T	D	D	D*		
Ghast	—	20	19	16	13	10	7	4	T	T	D	D		
Wraith or 6 HD	—	—	20	19	16	13	10	7	4	T	T	D		
Mummy or 7 HD	—	—	—	20	19	16	13	10	7	4	T	D		
Spectre or 8 HD	—	—	—	—	20	19	16	13	10	7	4	T		
Vampire or 9 HD	—	—	—	—	—	20	19	16	13	10	7	4		
Ghost or 10 HD	—	—	—	—	—	—	20	19	16	13	10	7		
Lich or 11+ HD	—	—	—	—	—	—	—	20	19	16	13	10		
Special**	—	—	—	—	—	—	—	—	20	19	16	13		

* An additional 2d4 creatures of this type are turned.
 ** Special creatures include unique undead, free-willed undead of the Negative Material plane, certain Greater and Lesser Powers, and those undead that dwell in the outer planes.
 † Paladins turn undead as priests who are two levels lower.



Common Individual Awards

Player has a clever idea	50-100
Player has an idea that saves the party	100-500
Player role-plays his character well*	100-200
Player encourages others to participate	100-200
Defeating a creature in a single combat	XP value/creature

* This award can be greater if the player character sacrifices some game advantage to role-play his character. A noble fighter who refuses a substantial reward because it would not be in character qualifies.

Creature Experience Point Values

Hit Dice or Level	XP Value
Less than 1-1	7
1-1 to 1	15
1+1 to 2	35
2+1 to 3	65
3+1 to 4	120
4+1 to 5	175
5+1 to 6	270
6+1 to 7	420
7+1 to 8	650
8+1 to 9	975
9+1 to 10+	1,400
11 to 12+	2,000
13 or more	3,000 + 1,000 per Hit Die over 13

Hit Dice Value Modifiers

Ability	Hit Die Modifier
Armor Class 0 or lower	+1
Blood drain	+1
Breath weapon (20 or less pts. max. dmg.)	+1
Breath weapon (over 20 pts. max. dmg.)	+2
Causes disease	+1
Employs psionic devotions/sciences	+1/+2
Energy drain	+3
Flies	+1
Four or more attacks a round	+1
Greater than normal hit points	+1
High Intelligence	+1
Hit only by magical/silver weapons	+1
Immunity to any spell	+1
Immunity to any weapon, including 1/2 damage	+1
Invisible at will	+1
Level 2 or lower spells	+1
Level 3 or greater spells	+1
Magic resistance (0-50%/51-100%)	+1/+2
Missile weapons	+1
Multiple attacks causing 30+ points of damage	+2
Paralysis	+2
Petrification	+3
Poison	+2
Possesses magical items usable against PCs	+1
Regeneration	+1
Single attacking causing 20+ points of damage	+2
Special defense form, unlisted	+1
Special magical attack form, unlisted	+2
Special non-magical attack form, unlisted	+1
Swallows whole	+2
Weakness or fear	+2

Warrior Classes Xp

Level	Fighter	Paladin/Ranger (d10)
1	0	0
2	2,000	2,250
3	4,000	4,500
4	8,000	9,000
5	16,000	18,000
6	32,000	36,000
7	64,000	75,000
8	125,000	150,000
9	250,000	300,000
10	500,000	600,000

Wizard Classes Xp

Level	Mage/Specialist	Hit Dice (d4)
1	0	1
2	2,500	2
3	5,000	3
4	10,000	4
5	20,000	5
6	40,000	6
7	60,000	7
8	90,000	8
9	135,000	9
10	250,000	10

Priest Classes Xp

Level	Cleric	Druid (d8)
1	0	1
2	1,500	2,000
3	3,000	4,000
4	6,000	7,500
5	13,000	12,500
6	27,500	20,000
7	55,000	35,000
8	110,000	60,000
9	225,000	90,000
10	450,000	125,000

Rogue Classes Xp

Level	Thief/Bard	Hit Dice (d6)
1	0	1
2	1,250	2
3	2,500	3
4	5,000	4
5	10,000	5
6	20,000	6
7	40,000	7
8	70,000	8
9	110,000	9
10	160,000	10



PRIEST SPELL PROGRESSION

Priest Level	1	2	3	4	5
1	1	—	—	—	—
2	2	—	—	—	—
3	2	1	—	—	—
4	3	2	—	—	—
5	3	3	1	—	—
6	3	3	2	—	—
7	3	3	2	1	—
8	3	3	3	2	—
9	4	4	3	2	1
10	4	4	3	3	2

Paladin Casting Level	1	2	3	4
9	1	—	—	—
10	2	—	—	—

Ranger Level	Hide in Shadows	Move Silently	Casting Level
1	10%	15%	—
2	15%	21%	—
3	20%	27%	—
4	25%	33%	—
5	31%	40%	—
6	37%	47%	—
7	43%	55%	—
8	49%	62%	1
9	56%	70%	2
10	63%	78%	3

1st Level

Animal Friendship
Bless
Combine
Command
Create Water
Cure Light Wounds
Detect Evil
Detect Magic
Detect Poison
Detect Snares & Pits
Endure Heat/Endure Cold
Entangle
Faerie Fire
Invisibility to Animals
Invisibility to Undead
Light
Locate Animals or Plants
Magical Stone
Pass Without Trace
Protection From Evil
Purify Food & Drink
Remove Fear
Sanctuary
Shillelagh

2nd Level

Aid
Augury
Barkskin
Chant
Charm Person or Mammal
Detect Charm
Dust Devil
Enthrall
Find Traps
Fire Trap
Flame Blade
Goodberry
Heat Metal
Hold Person
Know Alignment
Messenger
Obscurement
Produce Flame
Resist Fire/Resist Cold
Silence, 15' Radius
Slow Poison
Snake Charm
Speak With Animals
Spiritual Hammer
Trip
Warp Wood
Withdraw
Wyvern Watch

3rd Level

Animate Dead
Call Lightning
Continual Light
Create Food & Water
Cure Blindness or Deafness
Cure Disease
Dispel Magic
Feign Death
Flame Walk
Glyph of Warding
Hold Animal
Locate Object
Magical Vestment
Meld Into Stone
Negative Plane Protection
Plant Growth
Prayer
Protection From Fire
Pyrotechnics
Remove Curse
Remove Paralysis
Snare
Speak With Dead
Spike Growth
Starshine
Stone Shape
Summon Insects
Tree
Water Breathing
Water Walk

4th Level

Abjure
Animal Summoning I
Call Woodland Beings
Cloak of Bravery
Control Temperature, 10' Radius
Cure Serious Wounds
Detect Lie
Divination
Free Action
Giant Insect
Hallucinatory Forest
Hold Plant
Imbue With Spell Ability
Lower Water
Neutralize Poison
Plant Door
Produce Fire
Protection From Evil, 10' Radius
Protection From Lightning
Reflecting Pool
Repel Insects
Speak With Plants
Spell Immunity
Sticks to Snakes
Tongues

5th Level

Air Walk
Animal Growth
Animal Summoning II
Anti-Plant Shell
Atonement
Commune
Commune With Nature
Control Winds
Cure Critical Wounds
Dispel Evil
Flame Strike
Insect Plague
Magic Font
Moonbeam
Pass Plant
Plane Shift
Quest
Rainbow
Raise Dead
Spike Stones
Transmute Rock to Mud
True Seeing
Wall of Fire

Priest Spells

Wizard Spells

1st Level

Affect Normal Fires
Alarm
Armor
Audible Glamer
Burning Hands
Cantrip
Change Self
Charm Person
Chill Touch
Color Spray
Comprehend Languages
Dancing Lights
Detect Magic
Detect Undead
Enlarge
Erase
Feather Fall
Find Familiar
Friends
Gaze Reflection
Grease
Hold Portal
Hypnotism
Identify
Jump
Light
Magic Missile
Mending
Message
Mount
Nystul's Magical Aura
Phantasmal Force
Protection From Evil
Read Magic
Shield
Shocking Grasp
Sleep
Spider Climb
Spook
Taunt
Tenser's Floating Disc
Unseen Servant
Ventriloquism
Wall of Fog
Wizard Mark

2nd Level

Alter Self
Bind
Blindness
Blur
Continual Light
Darkness, 15' Radius
Deafness
Deeppockets
Detect Evil
Detect Invisibility
ESP
Flaming Sphere
Fog Cloud
Fools' Gold
Forget
Glitterdust
Hypnotic Pattern
Improved Phantasmal Force
Invisibility
Irritation
Knock
Know Alignment
Leomund's Trap
Levitate
Locate Object
Magic Mouth
Melf's Acid Arrow
Mirror Image
Misdirection
Protection From Cantrips
Pyrotechnics
Ray of Enfeeblement
Rope Trick
Scare
Shatter
Spectral Hand
Stinking Cloud
Strength
Summon Swarm
Tasha's Uncontrollable Hideous Laughter
Web
Whispering Wind
Wizard Lock

3rd Level

Blink
Clairaudience
Clairvoyance
Delude
Dispel Magic
Explosive Runes
Feign Death
Fireball
Flame Arrow
Fly
Gust of Wind
Haste
Hold Person
Hold Undead
Illusionary Script
Infravision
Invisibility, 10' Radius
Item
Leomund's Tiny Hut
Lightning Bolt
Melf's Minute Meteors
Monster Summoning I
Non-Detection
Phantom Steed
Protection From Evil, 10' Radius
Protection From Normal Missiles
Secret Page
Sepia Snake Sigil
Slow
Spectral Force
Suggestion
Tongues
Vampiric Touch
Water Breathing
Wind Wall
Wraithform

4th Level

Charm Monster
Confusion
Contagion
Detect Scrying
Dig
Dimension Door
Emotion
Enchanted Weapon
Elevation
Evard's Black Tentacles
Extension I
Fear
Fire Charm
Fire Shield
Fire Trap
Fumble
Hallucinatory Terrain
Ice Storm
Illusionary Wall
Improved Invisibility
Leomund's Secure Shelter
Magic Mirror
Massmorph
Minor Creation
Minor Globe of Invulnerability
Monster Summoning II
Otiluke's Resilient Sphere
Phantasmal Killer
Plant Growth
Polymorph Other
Polymorph Self
Rainbow Pattern
Rary's Mnemonic Enhancer
Remove Curse
Shadow Monsters
Shout
Solid Fog
Stoneskin
Vacancy
Wall of Fire
Wall of Ice
Wizard Eye

5th Level

Advanced Illusion
Airy Water
Animal Growth
Animate Dead
Avoidance
Bigby's Interposing Hand
Chaos
Cloudkill
Cone of Cold
Conjure Elemental
Contact Other Plane
Demi-Shadow Monsters
Dismissal
Distance Distortion
Domination
Dream
Extension II
Fabricate
False Vision
Feeblemind
Hold Monster
Leomund's Lamentable Belaborment
Leomund's Secret Chest
Magic Jar
Major Creation
Monster Summoning III
Mordenkainen's Faithful Hound
Passwall
Seeming
Sending
Shadow Door
Shadow Magic
Stone Shape
Summon Shadow
Telekinesis
Teleport
Transmute Rock to Mud
Wall of Force
Wall of Iron
Wall of Stone

WIZARD SPELL PROGRESSION

Wizard Level	1	2	3	4	5
1	1	—	—	—	—
2	2	—	—	—	—
3	2	1	—	—	—
4	3	2	—	—	—
5	4	2	1	—	—
6	4	2	2	—	—
7	4	3	2	1	—
8	4	3	3	2	—
9	4	3	3	2	1
10	4	4	3	2	2

BARD SPELL PROGRESSION

Bard Level	1	2	3	4
1	—	—	—	—
2	1	—	—	—
3	2	—	—	—
4	2	1	—	—
5	3	1	—	—
6	3	2	—	—
7	3	2	1	—
8	3	3	1	—
9	3	3	2	—
10	3	3	2	1

BASE MOVEMENT RATES

Race	Rate
Human	12
Dwarf	6
Elf	12
Half-elf	12
Gnome	6
Halfling	6

Table 26: THIEVING SKILL BASE SCORES

Skill	Base Score
Pick Pockets	15%
Open Locks	10%
Find/Remove Traps	5%
Move Silently	10%
Hide in Shadows	5%
Detect Noise	15%
Climb Walls	60%
Read Languages	0%

Table 30: BACKSTAB DAMAGE MULTIPLIERS

Thief's Level	Damage Multiplier
1-4	x 2
5-8	x 3
9-12	x 4
13+	x 5

* Italicized spells are reversible.