

## 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	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	1	2	3	4	5	6	7	8	9	10	11	12	13
Priest	20	20	20	18	18	18	16	16	14	14	14	12	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**
Priests	1-3 4-6 7-9 10-12 13-15 16-18 19+	10 9 7 6 5 4 3	13 12 10 9 8 7 5	16 15 13 12 11 10 8	15 14 12 11 10 9 7
Rogues	1-4 5-8 9-12 13-16 17-20 21+	13 12 11 10 9 8	14 12 10 9 8 7	16 15 14 13 12 11	15 13 11 10 9 7
Warriors	0 1-2 3-4 5-6 7-8 9-10 11-12 13-14 15-16 17+	16 14 13 11 10 9 7 6 5 4	18 16 15 13 12 11 9 8 7 6	20 17 16 14 13 12 11 10 9 8	19 17 16 14 13 12 11 10 9 7
Wizards	1-5 6-10 11-15 16-20 21+	14 13 11 10 8	11 9 7 5 3	13 11 9 7 5	15 13 11 9 7

\* 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	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	T
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
Invulnerable 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	Wizard	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	0
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	1	—	—
10	2	2	—	—

Ranger Level	Hide in Shadows	Move Silently	Casting Level	1	2
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	1	—
9	56%	70%	2	2	—
10	63%	78%	3	2	1

### 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  
Neutralize 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 Glamour  
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  
Fly  
Flame Arrow  
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  
Enervation  
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.