

FACTION REACTIONS

FACTIONS	ATHAR	BELIEVERS	BLEAK CABAL	DOOMGUARD	DUSTMEN	FATED	FRAT./ORDER	FREE LEAGUE	HARMONIUM	MERCY-KILLERS	OUTSIDERS	REV. LEAGUE	SIGN OF ONE	SOCIETY/SENSATION	TRANS. ORDER	XAOSITECTS
Athar	F	F	N	N	N	N	N	N	N	N	C	N	N	N	N	N
Believers	F	F	T	C	T	N	N	N	N	N	F	N	N	N	N	F
Bleak Cabal	N	T	F	F	F	N	T	N	T	C	C	F	T	N	N	F
Doomguard	N	C	F	F	F	N	C	N	H	F	N	F	N	T	N	N
Dustmen	N	T	F	F	F	N	N	N	N	N	H	N	C	T	N	N
Fated	N	N	N	N	N	F	N	F	H	N	N	N	N	N	N	N
Frat./Order	N	N	T	C	N	N	F	N	F	F	N	T	N	N	N	H
Free League	N	N	N	N	N	F	N	F	T	N	N	N	N	N	N	N
Harmonium	N	N	T	H	N	H	F	T	F	F	C	H	C	N	C	H
Mercykillers	N	N	C	F	N	N	F	N	F	F	N	H	C	C	N	N
Outsiders	C	F	C	N	H	N	N	N	C	N	F	N	F	N	N	N
Rev. League	N	N	F	F	N	N	T	N	H	H	N	F	N	N	N	F
Sign of One	N	N	T	N	C	N	N	N	C	C	F	N	F	F	N	N
Society/Sens.	N	N	N	T	T	N	N	N	N	C	N	N	F	F	N	N
Trans. Order	N	N	N	N	N	N	N	N	C	N	N	N	N	N	F	N
Xaositects	N	N	F	F	N	N	H	N	H	N	N	F	N	N	N	F

C = Cautious; F = Friendly; H = Hostile; N = Neutral; T = Threatening

WIZARD SCHOOL ALTERATIONS BY PLANE

PLANE	ABJ	ALT	CON/SUM	DIV	ENC/CHA	ILL/PHA	INV/EVO	NEC	WIL	ELEMENTAL			
										A	F	E	W
Astral	—	◆	>	—	—	◆	—	—	+	◆	◆	◆	◆
Ethereal	>	—	◆	∴	—	+	—	—	—	—	—	◆	◆
Elemental: Air	—	—	◆	—	—	—	◆	—	—	+	>	>	>
Elemental: Earth	—	—	◆	—	—	—	◆	—	—	>	>	+	>
Elemental: Fire	—	—	◆	—	—	—	◆	—	—	>	+	>	∴
Elemental: Water	—	—	◆	—	—	—	◆	—	—	>	∴	>	+
PE: Ice	—	—	◆	—	—	—	◆	—	—	—	>	>	—
PE: Magma	—	—	◆	—	—	—	◆	—	—	>	—	—	>
PE: Ooze	—	—	◆	—	—	—	◆	—	—	>	>	—	—
PE: Smoke	—	—	◆	—	—	—	◆	—	—	—	—	>	>
QE: Lightning	—	—	◆	—	—	—	◆	—	—	+	—	>	◆
QE: Mineral	—	—	◆	—	—	—	◆	—	—	>	>	+	◆
QE: Radiance	—	—	◆	—	—	—	◆	—	—	—	+	—	>
QE: Steam	—	—	◆	—	—	—	◆	—	—	—	◆	—	+
Positive Energy	—	—	◆	—	—	—	◆	◆	+	—	+	◆	◆
Negative Energy	—	—	◆	—	—	—	◆	◆	>	>	>	◆	◆
QE: Ash	—	—	◆	—	—	—	◆	—	—	◆	∴	—	◆
QE: Dust	—	—	◆	—	—	—	◆	—	—	◆	—	—	>
QE: Salt	—	—	◆	—	—	—	◆	—	—	—	—	—	∴
QE: Vacuum	—	—	◆	—	—	—	◆	—	—	∴	∴	—	—
Abyss	—	◆	◆	◆	—	+	—	◆	+	◆	◆	◆	◆
Acheron	—	—	◆	◆	—	—	—	◆	>	◆	◆	◆	◆
Arborea	—	—	◆	◆	◆	—	—	◆	—	◆	◆	◆	◆
Arcadia	—	—	◆	◆	◆	◆	—	◆	>	◆	◆	◆	◆
Baator	—	—	◆	◆	—	—	—	◆	>	◆	◆	◆	◆
Beastlands	—	◆	◆	◆	◆	—	—	◆	—	◆	◆	◆	◆
Bytopia	—	—	◆	◆	—	—	—	◆	—	◆	◆	◆	◆
Carceri	—	◆	◆	◆	—	—	—	◆	—	◆	◆	◆	◆
Elysium	—	—	◆	◆	—	—	—	◆	—	◆	◆	◆	◆
Gehenna	—	—	◆	◆	>	—	+	◆	—	◆	◆	◆	◆
Gray Waste	—	—	◆	◆	◆	—	—	◆	—	◆	◆	◆	◆
Limbo	◆	◆	◆	◆	◆	◆	◆	◆	◆	◆	◆	◆	◆
Mechanus	—	—	◆	◆	—	∴	—	◆	∴	◆	◆	◆	◆
Mount Celestia	—	—	◆	◆	—	—	—	◆	>	◆	◆	◆	◆
Outlands	◆	◆	◆	◆	◆	◆	◆	◆	◆	◆	◆	◆	◆
Pandemonium	—	◆	◆	◆	—	—	—	◆	+	◆	◆	◆	◆
Ysgard	—	◆	◆	◆	—	—	—	◆	+	◆	◆	◆	◆

— No alteration to school

◆ Alterations to school occur; see plane description for details

> School is diminished on plane

+

∴ School is null on plane

ABBREVIATIONS: A Air (elemental); Abj Abjuration; Alt Alteration; Con/Sum Conjunction/Summoning; Div Divination; E Earth (elemental); Enc/Cha Enchantment/Charm; F Fire (elemental); Ill/Pha Illusion/Phantasm; Inv/Evo Invocation/Evocation; Nec Necromantic; PE Paraelemental Plane; QE Quasielemental Plane; W Water (elemental); Wil Wild magic

ENCOUNTER REACTIONS (TABLE 59: DMG)

MODIFIED DIE ROLL	PLAYER CHARACTERS ARE			
	Friendly	Indifferent	Threatening	Hostile
3 or less	F	F	F	R
4–5	F	F	C	R
6	F	F	C	C
7	F	I	C	C
8	I	I	C	C
9	I	I	C	T
10–11	I	I	T	T
12	C	C	T	T
13–14	C	C	T	H
15	C	T	T	H
16–18	T	T	H	H
19–20	H	H	H	H

C = Cautious; F = Friendly; H = Hostile; I = Indifferent; R = Run away; T = Threatening

MAGICAL ITEMS IN THE PLANES

MAGICAL ITEM	SPELL SCHOOL EQUIVALENT*
Artifacts	Unaffected by planes unless specified otherwise
Oils	Alteration
Philters	Enchantment/charm
Potions	Alteration
Protection scrolls	Abjuration
Rings	Function dependent • Abjuration (eg, <i>ring of protection</i>) • Alteration (eg, <i>ring of fire resistance</i>) • Conjunction/summoning (eg, <i>ring of djinni summoning</i>) • Enchantment/charm (eg, <i>ring of human influence</i>) • Invocation/evocation (eg, <i>ring of the ram</i>)
Rods	Function dependent • Spell-like (per spell being cast) • Weaponlike (Alteration; eg, <i>rod of smiting</i>) • Miscellaneous (Alteration; eg, <i>rod of rulership</i>)
Staves	Function dependent • Spell-like (per spell being cast) • Weaponlike (Alteration; eg, <i>wand of striking</i>)
Wands	Invocation/evocation
Miscellaneous	Function dependent • Alteration (eg, <i>bracers of brachiation</i>) • Conjunction/summoning (eg, <i>Bucknard's everfull purse</i>) • Necromantic (eg, <i>libram of gainful conjuration</i>)

* Equivalents given are for magical item categories in general; specific items may fall into different schools.

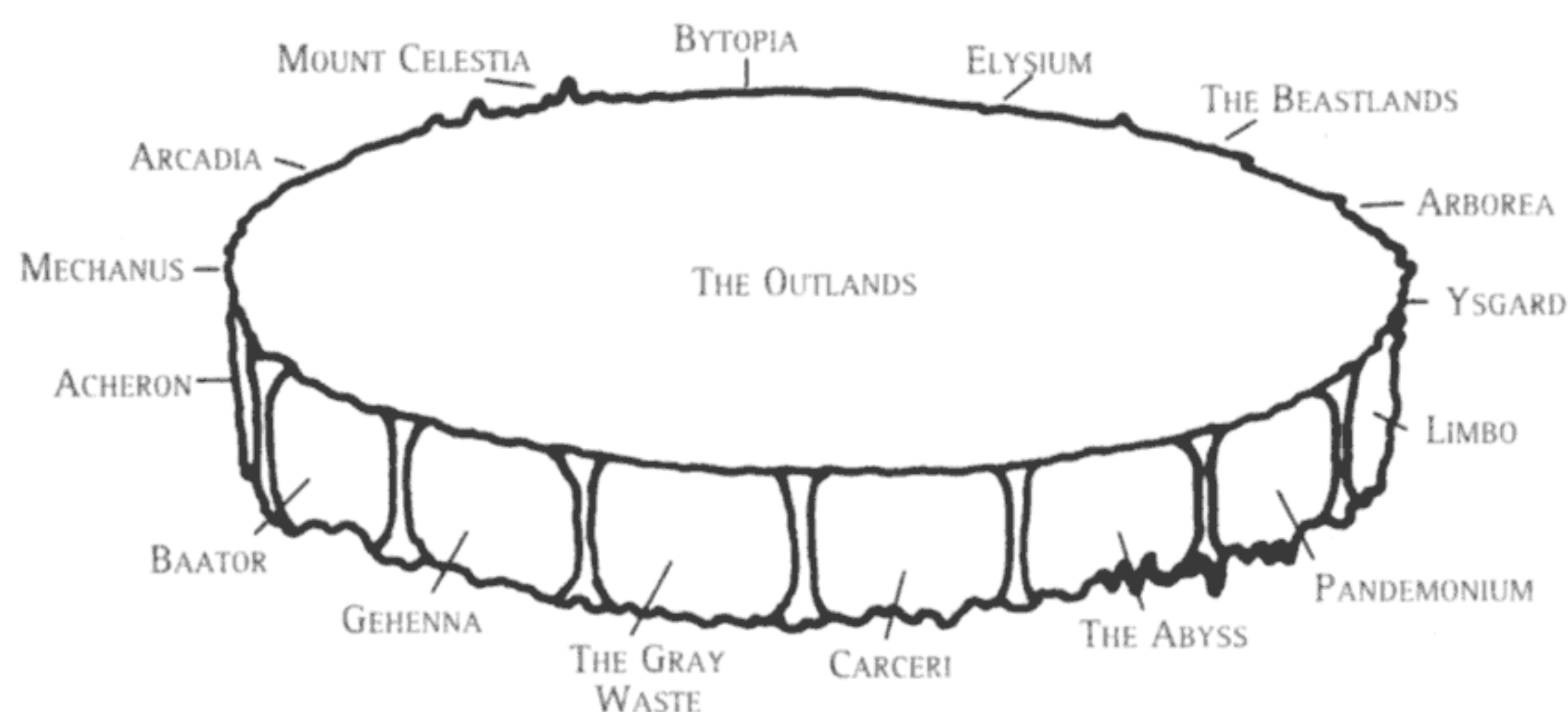
PC CALCULATED THACOS (TABLE 38: DMG)

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

CREATURE THACOS (TABLE 39: DMG)

HIT DICE																			
1/2 or less	1-1	1+	2+	3+	4+	5+	6+	7+	8+	9+	10+	11+	12+	13+	14+	15+	16+	17+	18+
20	20	19	19	17	17	15	15	13	13	11	11	9	9	7	7	5	5	3	3

SCHEMATIC DIAGRAM OF THE OUTER PLANES (FOR DETERMINING PRIEST SPELL ADJUSTMENTS)



Priests function at one level lower than normal for each plane (cumulative) between that of their patron deity and the plane they are currently on. Plane differentials are counted *around* the wheel—priests cannot trace a path through the Astral Plane or the Outlands. This restriction applies only to the Outer Planes; spell adjustments are not applied on the Inner, Astral, Ethereal, or Prime Material Planes.

PLANAR MAGICAL WEAPON MODIFIERS

WEAPON TAKEN TO	PLANE WEAPON FORGED ON				
	Inner	Ethereal	Prime	Astral	Outer
Inner	*	-1	-2	-3	-4
Ethereal	-1	*	-1	-2	-3
Prime	-2	-1	*	-1	-2
Astral	-3	-2	-1	*	-1
Outer	-4	-3	-2	-1	†*

* Weapons wielded on the plane where they were forged have no modifier to their magical pluses.

† Outer Planar weapons taken to planes adjacent to their plane of origin have a modifier of -1. All nonadjacent Outer Planes impose a modifier of -2 (tracing the "path" through the Outlands).

NOTE: If a weapon is reduced to 0 pluses, it is still considered magical; no weapon may be reduced to negative numbers. Cursed weapons (with negative modifiers) are unaffected by interplanar travel.

ITEM SAVING THROWS (TABLE 29: DMG)

ITEM	CRUSHING				MAGICAL		NORMAL			
	ACID	BLOW	DISINTEGRATE	FALL	FIRE	FIRE	COLD	LIGHTNING	ELECTRICITY	
Bone or ivory	11	16	19	6	9	3	2	8	2	
Cloth	12	—	19	—	16	13	2	18	2	
Glass	5	20	19	14	7	4	6	17	2	
Leather	10	3	19	2	6	4	3	13	2	
Metal	13	7	17	3	6	2	2	12	2	
Oils*	16†	—	19	—	19	17	5	19	16	
Paper, etc.	16	7	19	—	19	19	2	19	2	
Potions*	15†	—	19	—	17	14	13	18	15	
Pottery	4	18	19	11	3	2	4	2	2	
Rock/crystal	3	17	18	8	3	2	2	14	2	
Rope	12	2	19	—	10	6	2	9	2	
Wood, thick	8	10	19	2	7	5	2	12	2	
Wood, thin	9	13	19	2	11	9	2	10	2	

* This save does not include the container, only the liquid contents.

† Even if the save is made, the item is probably hopelessly mixed with the acid.

SURPRISE MODIFIERS (TABLE 57: DMG)

OTHER PARTY:	GROUP'S MODIFIER
Silenced	-2
Invisible	-2
Has distinctive odor	+2
Every 10 members	+1
Camouflaged	-1 to -3
PC PARTY:	
Fleeing	-2
In poor light	-1
In darkness	-4
Panicked	-2
Anticipating attack	+2
Suspicious	+2
CONDITIONS:	
Rainy	-1
Heavy fog	-2
Extremely still	+2

A roll of 3 or less on 1d10 means the character or group is surprised.

INITIATIVE MODIFIERS (TABLE 40: DMG)

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	+1

COMBAT MODIFIERS (TABLE 35: DMG)

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

COVER AND CONCEALMENT MODIFIERS TO AC (TABLE 44: DMG)

TARGET	COVER	CONCEALMENT
25% hidden	-2	-1
50% hidden	-4	-2
75% hidden	-7	-3
90% hidden	-10	-4

CHARACTER SAVING THROWS (TABLE 46: DMG)

CHARACTER GROUP AND EXPERIENCE LEVEL		ATTACK TO BE SAVED AGAINST				
		Paralyzation, Poison, or Death Magic	Rod, Staff, or Wand	Petrification or Polymorph*	Breath Weapon†	Spell‡
Priests	1-3	10	14	13	16	15
	4-6	9	13	12	15	14
	7-9	7	11	10	13	12
	10-12	6	10	9	12	11
	13-15	5	9	8	11	10
	16-18	4	8	7	10	9
	19+	2	6	5	8	7
Rogues	1-4	13	14	12	16	15
	5-8	12	12	11	15	13
	9-12	11	10	10	14	11
	13-16	10	8	9	13	9
	17-20	9	7	8	12	7
	21+	8	6	4	11	5
Warriors	0	16	18	17	20	19
	1-2	14	16	15	17	17
	3-4	13	15	14	16	16
	5-6	11	13	12	13	14
	7-8	10	12	11	12	13
	9-10	8	10	9	9	11
	11-12	7	9	8	8	10
	13-14	5	7	6	5	8
	15-16	4	6	5	4	7
	17+	3	5	4	3	6
Wizards	1-5	14	11	13	15	12
	6-10	13	9	11	13	10
	11-15	11	7	9	11	8
	16-20	10	5	7	9	6
	21+	8	3	5	7	4

* 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.

Intelligent monsters (animal intelligence or more) make all saves at a level equal to their Hit Dice. Nonintelligent monsters save vs. poison and death at a level equal to their Hit Dice and save vs. all else at a level equal to half their Hit Dice. Count an additional Hit Die for every four added hit points (or fraction thereof). Most monsters save as warriors. Those with special abilities that resemble another group can use the more advantageous saving number.

TURNING UNDEAD (TABLE 47: DMG)

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	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	

* Paladins turn undead as priests who are two levels lower.

† An additional 2d4 creatures of this type are turned.

‡ Special creatures include unique undead, free-willed undead of the Negative Energy Plane, certain greater and lesser powers, and those undead that dwell in the Outer Planes.

SPECIALIST ATTACKS PER ROUND (TABLE 35: PHB)

FIGHTER LEVEL	MELEE WEAPON	LIGHT CROSSBOW	HEAVY CROSSBOW	THROWN DAGGER	THROWN DART	OTHER (NONBOW) MISSILES
1-6	3/2	1/1	1/2	3/1	4/1	3/2
7-12	2/1	3/2	1/1	4/1	5/1	2/1
13+	5/2	2/1	3/2	5/1	6/1	5/2

MORALE RATINGS (TABLE 49: DMG)

CREATURE TYPE	MORALE
Nonintelligent monster	18
Animal, normal peaceful	3
Animal, normal predator	7
Animal-intelligence monster	12
Semi-intelligent monster	11
Low-intelligence monster	10
Average 0-level human	7
Mobs	9
Militia	10
Green or disorganized troops	11
Regular soldiers	12
Elite soldiers	14
Hirelings	12
Henchmen	15

SITUATIONAL MODIFIERS TO MORALE (TABLE 50: DMG)

SITUATION	MODIFIER
Abandoned by friends	-6
Creature has lost 25% of its hp	-2
Creature has lost 50% of its hp	-4
Creature is chaotic	-1
Creature is fighting hated enemy	+4
Creature is lawful	+1
Creature surprised	-2
Creature fighting wizards or magic-using creatures	-2
Creature with 1/2 HD or less	-2
Creature with more than 1/2 HD but less than 1 HD	-1
Creature with 4 to 8+ HD	+1
Creature with 9 to 14+ HD	+2
Creature with 15 HD or more	+3
Defending home	+3
Defensive terrain advantage	+1
Each additional check in round	-1
Leader of different alignment	-1
Most powerful ally killed	-4
NPC has been favored	+2
NPC has been poorly treated	-4
No enemy slain	-2
Outnumbered 3 (or more) to 1	-4
Outnumber opponent 3 (or more) to 1	-4
Unable to affect opponent	-8
Wizard or magic-using creature on same side	+2

WARRIOR ATTACKS (TABLE 15: PHB)

WARRIOR LEVEL	ATTACKS/ROUND
1-6	1/round
7-12	3/2 rounds
13+	2/round

BACKSTAB DAMAGE (TABLE 30: PHB)

THIEF LEVEL	DAMAGE MULTIPLIER
1-4	x2
5-8	x3
9-12	x4
13+	x5

WEAPONS

ITEM	COST	WEIGHT (LBS)	SIZE	TYPE*	SPEED FACTOR	— DAMAGE —	
						S-M	L
Arquebus**	500 gp	10	M	P	15	1d10	1d10
Axe, battle	5 gp	7	M	S	7	1d8	1d8
Axe, hand/throwing	1 gp	5	M	S	4	1d6	1d4
Belaying pin	2 cp	2	S	B	4	1d3	1d3
Blowgun	5 gp	2	L	—	5	—	—
Barbed dart	1 sp	†	S	P	—	1d3	1d2
Needle	2 cp	†	S	P	—	1	1
Bola	5 sp	2	M	B	8	1d3	1d2
Bows/Arrows:							
Composite long bow	100 gp	3	L	—	7	—	—
Composite short bow	75 gp	2	M	—	6	—	—
Long bow	75 gp	3	L	—	8	—	—
Short bow	30 gp	2	M	—	7	—	—
Flight arrow	12/3 sp	†	M	P	—	1d6	1d6
Sheaf arrow	6/3 sp	†	M	P	—	1d8	1d8
Caltrop	2 sp	2/10	S	P	n/a	1	1d2
Cestus	1 gp	2	S	S	2	1d4	1d3
Chain	5 sp	3	L	B	5	1d4+1	1d4
Club	—	3	M	B	4	1d6	1d3
Crossbows/Quarrels:							
Heavy crossbow	50 gp	14	M	—	10	—	—
Light crossbow	35 gp	7	S	—	7	—	—
Hand crossbow	300 gp	3	S	—	5	—	—
Heavy quarrel	2 sp	†	S	P	—	1d4+1	1d6+1
Light quarrel	1 sp	†	M	P	—	1d4	1d4
Hand quarrel	1 gp	†	S	P	—	1d3	1d2
Dagger or dirk	2 gp	1	S	P	2	1d4	1d3
Dart	5 sp	1/2	S	P	2	1d3	1d2
Flails:							
Bladeback flail	20 gp	25	L	B	9	1d8+1	2d6
Footman's flail	15 gp	15	M	B	7	1d6+1	2d4
Grain flail	3 gp	3	M	B	6	1d4+1	1d4
Horseman's flail	8 gp	5	M	B	6	1d4+1	1d4+1
Gaff/hook, attached	2 gp	2	S	P	2	1d4	1d3
Gaff/hook, held	5 cp	2	S	P	2	1d4	1d3
Harpoon, one-handed	20 gp	6	L	P	7	1d4+1	1d6+1
Harpoon, two-handed	20 gp	6	L	P	7	2d4	2d6
Javelin, one-handed	5 sp	2	L	P	4	1d4	1d4
Javelin, two-handed	5 sp	2	L	P	4	1d6	1d6
Knife	5 sp	1/2	S	P/S	2	1d3	1d2
Lances:††							
Heavy horse lance	15 gp	15	L	P	8	1d8+1	3d6
Medium horse lance	10 gp	10	L	P	7	1d6+1	2d6
Light horse lance	6 gp	5	L	P	6	1d6	1d8
Flight lance	6 gp	5	L	P	6	1d6+1	2d6
Jousting lance	20 gp	20	L	P	10	1d3-1	1d2-1
Lasso	5 sp	3	L	—	10	—	—
Maces:							
Bladeback mace	15 gp	16	L	B	9	1d8+1	1d8
Footman's mace	8 gp	10	M	B	7	1d6+1	1d6
Horseman's mace	5 gp	6	M	B	6	1d6	1d4
Machete	30 gp	4	M	S	8	1d8	1d8
Main-gauche	3 gp	2	S	P/S	2	1d4	1d3
Mancatcher‡	30 gp	8	L	—	7	—	—
Morning star	10 gp	12	M	P/B	7	2d4	1d6+1
Net	5 gp	10	M	—	10	—	—
Pick, footman's	8 gp	6	M	P	7	1d6+1	2d4
Pick, horseman's	7 gp	4	M	P	5	1d4+1	1d4

* The "Type" category is divided into bludgeoning (B), piercing (P), and slashing (S).

** This weapon available only if allowed by the DM.

† These items weigh little individually. Ten of these weigh one pound.

†† This weapon inflicts double damage when used from the back of a charging mount.

ITEM	COST	WEIGHT (LBS)	SIZE	TYPE*	SPEED FACTOR	— DAMAGE —	
						S-M	L
Polearms:							
Awl pike‡‡	5 gp	12	L	P	13	1d6	1d12
Bardiche	7 gp	12	L	S	9	2d4	2d6
Bec de corbin	8 gp	10	L	P/B	9	1d8	1d6
Bill-guisarme	7 gp	15	L	P/S	10	2d4	1d10
Fauchard	5 gp	7	L	P/S	8	1d6	1d8
Fauchard-fork	8 gp	9	L	P/S	8	1d8	1d10
Glaive§	6 gp	8	L	S	8	1d6	1d10
Glaive-guisarme§	10 gp	10	L	P/S	9	2d4	2d6
Guisarme	5 gp	8	L	S	8	2d4	1d8
Guisarme-voulge	8 gp	15	L	P/S	10	2d4	2d4
Halberd	10 gp	15	L	P/S	9	1d10	2d6
Hook fauchard	10 gp	8	L	P/S	9	1d4	1d4
Lucern hammer‡‡	7 gp	15	L	P/B	9	2d4	1d6
Maul	5 gp	10	L	B	9	2d4	1d10
Military fork§	5 gp	7	L	P	7	1d8	2d4
Partisan‡‡	10 gp	8	L	P	9	1d6	1d6+1
Ranseur‡‡	6 gp	7	L	P	8	2d4	2d4
Spetum‡‡	5 gp	7	L	P	8	1d6+1	2d6
Voulge‡‡	5 gp	12	L	S	10	2d4	2d4
Quarterstaff	—	4	L	B	4	1d6	1d6
Ritiik	10 gp	6	L	P	8	1d6+1	1d8+1
Sap	1 sp	1/10	S	B	2	1d2	1d2
Scourge	1 gp	2	S	—	5	1d4	1d2
Scythe	5 gp	8	M	P/S	8	1d6+1	1d8
Sickle	6 sp	3	S	S	4	1d4+1	1d4
Sling	5 cp	†	S	—	6	—	—
Sling bullet	1 cp	1/2	S	B	—	1d4+1	1d6+1
Sling stone	—	1/2	S	B	—	1d4	1d4
Spears:							
Short, one-handed	8 sp	5	M	P	6	1d6	1d8
Short, two-handed‡‡	8 sp	5	M	P	6	1d8+1	2d6
Long, one-handed	5 gp	8	L	P	8	1d8	1d8+1
Long, two-handed‡‡	5 gp	8	L	P	8	2d6	3d6
Staff sling	2 sp	2	M	—	11	—	—
Sling bullet	1 cp	1/2	S	B	—	1d4+1	1d6+1
Sling stone	—	1/2	S	B	—	1d4	1d4
Stinkpot	1 sp	2	S	B	—	1d3	1d3
Stiletto	5 sp	1/2	S	P	2	1d3	1d2
Swords:							
Bastard, one-handed	25 gp	10	M	S	6	1d8	1d12
Bastard, two-handed	25 gp	10	M	S	8	2d4	2d8
Broad sword	10 gp	4	M	S	5	2d4	1d6+1
Claymore	25 gp	10	M	S	8	2d4	2d8
Cutlass	12 gp	4	M	S	5	1d6	1d8
Drusus	50 gp	3	M	S	3	1d6+1	1d8+1
Falchion	17 gp	8	M	S	5	1d6+1	2d4
Khopesh	10 gp	7	M	S	9	2d4	1d6
Long sword	15 gp	4	M	S	5	1d8	1d12
Rapier	15 gp	4	M	P	4	1d6+1	1d8+1
Sabre	17 gp	5	M	S	4	1d6+1	1d8+1
Scimitar	15 gp	4	M	S	5	1d8	1d8
Short sword	10 gp	3	M	P	3	1d6	1d8
Two-handed sword	50 gp	15	L	S	10	1d10	3d6
Trident, one-handed	15 gp	5	L	P	7	1d6+1	3d4
Trident, two-handed	15 gp	5	L	P	7	1d8+1	3d4
Warhammer	2 gp	6	M	B	4	1d4+1	1d4
Whip	1 sp	2	M	—	8	1d2	1

‡ This weapon can dismount a rider on a successful hit.

‡‡ This weapon inflicts double damage when firmly set to receive a charge.

§ This weapon inflicts double damage against charging creatures of L or greater size.

MISSILE WEAPON RANGES (TABLE 45: PHB)

WEAPON	ROF*	RANGE†		
		S	M	L
Composite long bow, flight arrow	2/1	6	12	21
Composite long bow, sheaf arrow	2/1	4	8	17
Composite short bow	2/1	5	10	18
Long bow, flight arrow	2/1	7	14	21
Long bow, sheaf arrow	2/1	5	10	17
Short bow	2/1	5	10	15
Hand crossbow	1	2	4	6
Heavy crossbow	1/2	8	16	24
Light crossbow	1	6	12	18
Arquebus‡	1/3	5	15	21
Blowgun	2/1	1	2	3
Club	1	1	2	3

* "ROF" is the rate of fire—how many shots that weapon can fire off in one round. This is independent of the number of melee attacks a character can make in a round.

† Range is given in *tens of yards*. Each range category (short, medium, or long) includes attacks from distances equal to or less than the given range. Thus a heavy crossbow fired

WEAPON	ROF*	RANGE†		
		S	M	L
Dagger	2/1	1	2	3
Dart	3/1	1	2	4
Hammer	1	1	2	3
Hand axe	1	1	2	3
Harpoon	1	1	2	3
Javelin	1	2	4	6
Knife	2/1	1	2	3
Sling bullet	1	5	10	20
Sling stone	1	4	8	16
Spear	1	1	2	3
Staff sling bullet	2/1	—	3-6	9
Staff sling stone	2/1	—	3-6	9

at a target 136 yards away uses the medium-range modifier.

The modifiers for range are -2 for medium range and -5 for long range.

‡ Arquebuses (if allowed) double all range modifiers.