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Table of Contents

Subject	Pg Nr(s)
RULE BOOKS USED:	6
RULES PUBLISHED ONLINE:	13
WHAT IS CONSIDERED CHARACTER KNOWLEDGE?:	14
RULES ERRATA:	14
ALLOWABLE CHARACTER CLASSES AND RACES:	15
Allowed Classes:	15
Allowed Races:	15
Powerful Races/Monster Class:	17
Monstrous/Minor Races:	17
TIME, THE DATE, THE HEAVENS, THE PLANET and WHILLIP:	17
Days of the week:	17
Months of the Year:	18
RULE ZERO:	18
SAVING THROWS:	19
HEROIC LUCK:	19
MIXED CHART SAVING THROWS:	21
DM'S PREROGATIVE AND DICE ROLLING RULES:	21
NO 'GOING BACK':	22
ABILITY SCORES:	22
ABILITY SCORE ROLLING:	22
ABILITY SCORE MODIFIERS:	23
ROLLING HIT POINTS:	23
HANDEDNESS:	23
VISIBILITY and VISION:	23
Normal Vision:	23
Outdoor range of normal vision:	24
STARTING CHARACTERS with POWERFUL BUILDS:	25
NEW CHARACTERS and MAGIC ITEMS:	26
CHARACTER ALIGNMENT:	28
DEITIES:	28
DIVINE INTERVENTION:	28
THE RENOWN SCORE:	28
KNOWLEDGE OF WHILLIP:	29

KNOWLEDGE OF MONSTERS:	29
KNOWLEDGE OF DEITIES:	29
CHARACTER SHEETS:	29
CHARACTER WILLS:	30
SELECTION OF EQUIPMENT:	30
Types of equipment:	30
Masterwork equipment:	31
Special materials:	31
Keeping track of equipment:	32
STARVATION AND THIRST:	32
THE WEIGHT OF WATER:	33
SELECTION OF WEAPONS:	34
Size, weight, and cost of ammunition:	34
SELECTION OF ARMOR:	35
PURCHASE OF MAGIC ITEMS:	36
ENHANCING MAGIC WEAPONS or ARMOR:	36
WEAPON NON-PROFICIENCY PENALTIES:	37
ARMOR NON-PROFICIENCY PENALTIES:	38
THROWN WEAPONS CLARIFICATION:	38
THROW SPLASH WEAPON:	40
ILLEGAL USE OF WEAPONS AND ARMOR:	41
LANGUAGES:	41
FEATS, TRAITS, FLAWS:	42
ABSENTEE PLAYERS:	42
ROLLING FOR INITIATIVE:	42
DELAY/READY AN ACTION:	43
INITIATIVE AND WEAPON SPEED MODIFIERS:	43
Weapon Speed Modifiers:	43
Unarmed attacks:	44
Attacker size:	44
Attacks of opportunity:	44
Magic weapons:	44
Prepared projectile weapons:	45
INITIATIVE AND DRAWING A WEAPON:	45
INITIATIVE AND CHANGING YOUR ATTACK:	45
INITIATIVE AND MULTIPLE ATTACKS:	45
OUT OF TURN DODGE:	45
LIFT, PUSH OR PULL SOMEONE OUT OF THE WAY:	46

AUTOMATIC/CRITICAL SUCCESS OR FAILURE:	49
TAKING 10 / TAKING 20:	51
Taking 10:	51
Taking 20:	51
TO HIT ROLLS. AUTOMATIC HITS AND MISSES:	51
FIRING INTO MELEE:	52
RANGE INCREMENT:	52
RANGE INCREMENT AND CREATURE SIZE:	53
SHIELD BASH:	53
CHARGE:	54
ATTACKING AN UNATTENDED OBJECT:	54
Armor Class of unattended objects:	54
Taking your time when attacking unattended objects:	55
DISARMING AND SHIELDS:	55
SAPPING ATTACK:	56
KNOCKDOWNS:	56
Knockdown Effects:	57
Monsters and Knockdowns:	57
Resolving Knockdowns and Trip Attacks during aerial combat:	58
CRITICALS:	58
Multiplying damage:	58
Increased Threat Range:	59
Increased Critical Multiplier:	59
Spells and Critical Hits:	59
Monsters and Critical Hits:	59
ARMOR DETERIORATION DUE TO CRITICAL HITS:	59
FUMBLES:	60
SPEAKING DURING COMBAT:	60
DEATH OCCURS AT THE END OF THE ROUND:	62
WAKING UP:	62
SPREADING FIRE:	64
GUILDS:	65
CLONE INSURANCE:	67
ONCE PER DAY EFFECTS:	68
LEARNING A SPELL AT THE MAGE'S GUILD IN WHILLIP:	68
TIME REQUIRED TO CHANGE A SPELL:	69
SPELL COMPONENTS:	70
Spell Component Pouch:	70

Acquiring Spell Components:	70
SPELL BOOKS:	71
Physical Properties:	71
Cost Of Spell Books:	71
Contents Of Spell Books:	71
Entering Spells Into Spell Books:	71
Casting A Spell Directly From A Spell Book:	71
DIVINE SPELL CASTING - HEALING SPELLS:	72
SPELL RESEARCH:	72
In-game Research:	72
Retroactive Research:	73
NPC Spell Research:	73
NPC SPELLCASTING:	74
AT WILL SPELLS:	75
TELEPORT "BAMF":	75
DIAMETRICALLY OPPOSED SPELLS AND OVERLAPPING AREAS OF EFFECT:	76
Alternate rule handling:	77
PSIONICS IN THE CAMPAIGN:	77
EXPERIENCE POINTS:	77
Dungeon levels:	77
Foolhardiness:	77
Encounters:	77
Damage:	78
Saving throws:	78
Casting spells:	78
Magic items:	78
GOING UP A LEVEL:	79
Going Up A Level - As A Multi-Class Character:	80
Going Up A Level - Adding A Level Of Prestige-Class:	80
EXCESS EXPERIENCE POINTS:	80
TRAINING YOURSELF:	81
RETRAINING YOUR CHARACTER:	81
Seven different Character Aspects:	81
Retraining for Established Characters:	82
New Player/Character Reboot Option:	83
Orphaned Character Reboot Option:	85

Notes and house rules for:

ROB'S WORLD!

A 3rd Edition Forgotten Realms Campaign, Based in the City of Whillip

Welcome to Rob's World. Like any other D&D campaign, the campaign that I run is a combination of official rules and house rules. I do not use all the 'official' rules, and one should not assume that I use a particular rule. If you suspect, or are unsure about any particular rule, please be sure to ask me. I'll give you the lowdown on any and all the rules that you have questions about. Most of the house rules that I have developed were created by me, but I'm not averse to using good house rules from other sources. I only implement house rules when I find that the official rules make no sense at all, are overly burdensome, or are lacking in depth or playability. If you know of a house rule which has improved game play in your experience, and think it could improve my campaign, please let me know. I'll take anything into consideration.

RULE BOOKS USED:

As this is a 3rd edition (updated to 3.5 upon release of 3.5 rules in July of 2003) D&D campaign, all of the 'Core' rule books are used. In addition, some 'supplements', 'guides', 'guidebooks', and 'accessory' rule books are used in full or limited capacities. Players should assume that rule books from previous editions of the game are only used in a support role. For example the 'Official Advanced Dungeons & Dragons wilderness survival guide', published in 1986 (as part of the 1st edition) is not an official part of the 3rd edition game or this campaign. However, the DM might make use of this book in order to augment the game or address a specific need. *Note: Occasionally, during rules discussions (specifically regarding rule books used) you will see the use of CM; Meaning Campaign Master. In most cases, DM and CM can be used interchangeably. While CM is reserved for management of the overall campaign. The term DM is a term which is reserved for the person running a specific adventure or encounter, and not necessarily the same person as the CM.*

As with any campaign, the DM may use any book or rule reference at his disposal to augment the game or address a specific need. The DM will not use rule sources that he does not own/possess in order to augment the game or address a specific need. If I don't have it (in physical form), I won't use it, or allow its use. If there are multiple versions of a rule book (i.e. PH 3.0 vs PH 3.5 vs the 'Premium Reprint' of the PH), players should assume that the most recent version (owned by the CM) will be considered as the 'official rules source'. In other words: Always use version 3.5 over version 3.0. The DM has an official document which lists superseded rules, classes, races, spells, feats and skills. Unless otherwise noted, a reference (in these house rules) to the PH (Player's Handbook), DMG (Dungeonmaster's Guide), or the MM (Monster Manual), indicates reference to the 3.5 edition of the rule book (The DM will use the Premium reprints (introduced in 2012) whenever possible in order to incorporate all [RULES ERRATA](#)).

The following books are considered '**Core books**', and the rules in them are followed as canon. Again; The DM will use the Premium reprints (introduced in 2012) whenever possible in order to incorporate all [RULES ERRATA](#).

Player's Handbook - Core rulebook I (*All players are encouraged to own and bring their own copy.*)

Dungeon Master's Guide - Core rulebook II (*Players may bring a copy to the game, but should request permission before consulting this book during game play*)

Monster Manual - Core rulebook III (*Players should not bring a copy of this book to the game, and should only consult this book if directed to do so by the DM*)

The following books are game supplements used in this campaign. The rules in these books are generally considered canon (with exceptions noted herein/below) and most of the rules contained within these books may be used/considered valid. Some of books should not be brought to the game, but may be consulted with the DM's approval. (*Note: FR = Forgotten Realms*)

FR Campaign Setting (*Players may bring a copy to the game, but should request permission before consulting this book during game play*)

FR Grand History of the Realms (*Players may bring a copy to the game, but should request permission before consulting this book during game play*)

FR Ed Greenwood Presents - Elminster's Forgotten Realms - Campaign accessory (*Players may bring a copy to the game and consult it freely. Note however, that certain information regarding secret societies and villainous groups is reserved to the DM. Characters are not presumed to have knowledge of this information without discovery in game.*)

FR Player's guide to Faerûn - Campaign accessory (*Players may bring a copy to the game and consult it freely*)

FR Races of Faerûn - Campaign accessory (*Players may bring a copy to the game and consult it freely*)

FR Faiths and Pantheons - Campaign accessory (*Players may bring a copy to the game and consult it freely*)

FR Champions of Valor - Campaign supplement (*Players may bring a copy to the game and consult it freely*)

Unless noted here, all rules in this accessory are fully accepted in the campaign. Here then are the exceptions: Magic items: (see pgs 60-72) Only the Dungeonmaster may distribute magic items in our campaign. You can't 'buy' these items (ref our house rule on the [PURCHASE OF MAGIC ITEMS](#)). Valorous organizations (see pgs 73-99). Player characters may join these organizations. These Valorous organizations are presented in the guild style introduced in DMG2. The system uses a style similar to the 'Affiliations' rules first introduced in the PH2, but they make extensive use of class substitution levels in order to effect the benefits granted by affiliation with the organization/guild in question.

FR Champions of Ruin - Campaign supplement (*Due to the nature of this books content (intended for evil play), Players should not bring a copy of this book to the game, and should only consult this book if directed to do so by the DM*)

Here are chapters/materials that may be of interest to players in our campaign: Chapter 1 (Races - Krinth), Chapter 2 (Feats (only those that do not require evil alignment, worship of an evil deity, or node magic), Spells (only those that do not require evil alignment or worship of an evil deity), Magic items (Note: In our campaign, distribution of magic items is at the purview of the DM. You can't 'buy' magic items (ref our house rule on the [PURCHASE OF MAGIC ITEMS](#))). Other portions of this book are restricted to use by the DM.

FR Magic of Faerûn - Campaign accessory (*Players may bring a copy to the game, but should request permission before consulting this book during game play*)

FR Power of Faerûn - Campaign supplement (*Players may bring a copy to the game and consult it freely*)

FR Anauroch - The Empire of Shade - Campaign Adventure (*Players should not bring a copy of this adventure to the game, and should only consult this book if directed to do so by the DM*).

Empire of Shade is an 'adventure'. Players should not be reading adventures. However, Empire of Shade also contains some background and rules regarding the region of Anauroch. These materials and rules may be useful to the DM. Note that this book also contains sections on Hazards, Trading and Provisioning (which contains a list of Desert Equipment) and Denizens. These sections may be of interest to players whose characters will be adventuring in Anauroch or some other desert environment.

FR Underdark - Campaign accessory (*Players may bring a copy to the game, but should request permission before consulting this book during game play*)

Unless noted here, all rules in this accessory are fully accepted in the campaign. Here then are the exceptions: Psionic characters and Earth Nodes: (see pg 52). Since psionics are not used in our campaign, simply ignore these rules. Equipment: (see pgs 64-68). Consult with DM prior to selection of weapons from this list. Armor may be used freely (provided a vendor for the item can be located). Magic items (including Illithid grafts): (see pgs 68-77) Only the Dungeonmaster may distribute magic items in our campaign. You can't 'buy' these items (ref our house rule on the [PURCHASE OF MAGIC ITEMS](#)).

FR Shining South - Campaign supplement (*Players may bring a copy to the game, but should request permission before consulting this book during game play*)

Here are chapters/materials that may be of interest to players in our campaign: Chapter 1 (Races - Human (sub races), [Powerful Races](#): Loxo, Thri-Kreen, New feats (only those that do not require evil alignment, worship of an evil deity, or node magic)), Chapter 2 (Prestige Classes), Chapter 3 (New spells all types except those relying on Shadow Weave or Rune Magic), Chapter 4 (Magic items (Only the Dungeonmaster may distribute magic items in our campaign. You can't 'buy' these items. (ref our house rule on the [PURCHASE OF MAGIC ITEMS](#)))) Other portions of this book are restricted to use by the DM.

FR City of Splendors - Waterdeep - Campaign supplement (*Players may bring a copy to the game, but should request permission before consulting this book during game play*)

Here are chapters/materials that may be of interest to players in our campaign: Chapter 7 (Feats, Magic items (Only the Dungeonmaster may distribute magic items in our campaign. You can't 'buy' these items. (ref our house rule on the [PURCHASE OF MAGIC ITEMS](#)))), Poison (With DM's permission), Spells (not including those that require evil alignment). Other portions of this book are restricted to use by the DM.

FR Unapproachable East - Campaign accessory (*Players may bring a copy to the game, but should request permission before consulting this book during game play*)

Here are chapters/materials that may be of interest to players in our campaign: Chapter 1 (Races: Star Elf, Spirit Folk (Mountain), Spirit Folk (River), Volodni), Chapter 2 (Prestige Classes), Chapter 3 (Regions and Feats), Chapter 4 (Magic & Spells (New spells all types except those relying on Shadow Weave or Rune Magic), Chapter 5 (Magic items (Only the Dungeonmaster may distribute magic items in our campaign. You can't 'buy' these items. (ref our house rule on the [PURCHASE OF MAGIC ITEMS](#)))) Other portions of this book are restricted to use by the DM.

FR Silver Marches - Campaign accessory (*Players may bring a copy to the game, but should request permission before consulting this book during game play*)

Here are chapters/materials that may be of interest to players in our campaign: Chapter 2 (Exploring the Wilds) Other portions of this book are restricted to use by the DM.

FR Mysteries of the Moonsea - Campaign accessory (*Players should not bring a copy of this book to the game, and should only consult this book if directed to do so by the DM*)

FR Dragons of Faerûn - DM's guide/supplement (*Players should not bring a copy of this book to the game, and should only consult this book if directed to do so by the DM*)

FR Lords of Darkness - Campaign accessory (*Players should not bring a copy of this book to the game, and should only consult this book if directed to do so by the DM*)

Here are chapters/materials that may be of interest to players in our campaign: Pages 28-30: The Drow - While players may run Drow characters (see Races of Faerûn), they are not permitted to have an evil alignment. Pages 180-182: Magic items. Pages 182-185: Drugs. Pages 185-189: Spells. Pages 189-190: Feats (Eschew Materials, Phalanx Fighting, Tattoo Magic. Pages 190-191: Alchemical items. Other portions of this book are restricted to use by the DM.

FR Cormyr: The Tearing of the Weave - Campaign accessory (*Players should not bring a copy of this book to the game, and should only consult this book if directed to do so by the DM*)

This 'book' is actually an adventure, not a rules book. The book contains some monster templates and magic items (see pages 152-156) that may be of interest to the DM.

FR Lost Empires of Faerûn - Campaign accessory (*Players should not bring a copy of this book to the game, and should only consult this book if directed to do so by the DM*)

This book contains details of ancient empires which are now 'extinct'. There are many spells, monsters and magic items as well as details regarding the peoples, deities, adventure sites, and the various lands of these ancient empires. Notably there are some feats, which the Players may consult (with the DM's permission) - See pages 6-9. Amongst those feats is one prohibited feat: Greenbound Summoning. There are also some spells that players may consult - See pages 29-35. With regard to the various magic items listed in this campaign accessory: In our campaign, distribution of magic items is at the purview of the DM. You can't 'buy' magic items (ref our house rule on the [PURCHASE OF MAGIC ITEMS](#)). With regard to any of the spells available in this book: Any spell with an [Evil] descriptor is not available to player characters.

FR Serpent Kingdoms - Campaign supplement (*Players should not bring a copy of this book to the game, and should only consult this book if directed to do so by the DM*)

This book contains details various races and cultures that may be used by the DM and/or players if so directed by the DM. Players may play the following Minor Races/Serpent Folk described in the book: Yuan-ti pureblood or tainted ones (as described in FR Campaign Accessory - Races of Faerûn) may be played iaw the [Monstrous/Minor Races](#): rules listed below. Under no circumstances will a player be allowed to run an evil character. Players may not use feats with prerequisites that would prohibit normal use. Players may not play the following Prestige Classes: Ancient master, Coiled cabalist, Fang of Seth, Master of Vipers, Naga Overlord. All other Prestige Classes are subject to the DM's approval.

FR Monsters of Faerûn - DM's guide/supplement (*Players should not bring a copy of this book to the game, and should only consult this book if directed to do so by the DM*)

The following books, 3.0/3.5 edition Player's guides, DM's guides, rules supplements, and accessories used in the Rob's World! campaign. Some of these books should not be brought to the game, but may be consulted with the DM's approval.

Deities and Demigods - Campaign supplement (*Players may bring a copy to the game and consult it freely. Consult 'Accessory Update booklet' for 3.5 updates/changes*)

Savage Species - Campaign supplement. Contains rules to play monsters as characters (*Players should not bring a copy of this book to the game, and should only consult this book if directed to do so by the DM*).

In general, players may not select 'monsters' as player characters. However, under certain circumstances, characters may become or be transformed into monsters* Of course the DM may use this book as a campaign resource/reference as needed to enhance play of certain monstrous NPCs. This rule book also contain numerous monstrous templates, weapons, magic items, spells, feats and even a few new monsters that the DM may wish to employ in the game. (**For example: A character who is made undead by a monster, and that undead monster is slain may be able (with the DM's approval) to play an emancipated spawn (ref pgs 75-76)*).

Races of Stone - Player's guide/supplement (*Players may bring a copy to the game and consult it freely*)

These monster classes are not used: Feral Gargun monster class, see pg 92. Stone Child Monster class, see pg 94.

Races of Destiny - Player's guide/supplement (*Players may bring a copy to the game and consult it freely*)

The following rules, races and classes from the Races of Destiny are not used in the Rob's World campaign. Feat: Protected Destiny feat, see page 153. Races: Skulk, see page 105. Underfolk, see page 108-110. Sea Kin, see page 100-102. Monster Classes: Doppelganger monster class, see page 96. Skulk monster class, see page 106. New Psionic powers, see page 170 (The Rob's World campaign does not use psionic rules).

Races of the Wild - Player's guide/supplement (*Players may bring a copy to the game and consult it freely*)

Drow of the Underdark - Resource for Dark elves. (*Players should not bring a copy of this book to the game, and should only consult this book if directed to do so by the DM*) Note: While players may run Drow characters, they are not permitted to have an evil alignment.

Here are chapters/materials that may be of interest to players in our campaign who run a Drow character: Chapter 1: All about the Drow. Chapter 2: Drow Options. Chapter 3: Prestige Classes. Chapter 4: Drow equipment. Appendix: Pages 218-221. Drow as characters.

Complete Warrior - Player's guide/supplement (*Players may bring a copy to the game and consult it freely*)

Complete Divine - Player's guide/supplement (*Players may bring a copy to the game and consult it freely*)

Complete Champion - Player's guide/supplement (*Players may bring a copy to the game and consult it freely*)

Note that the Complete Champion introduces numerous religious/temple affiliations (see pgs 5-26 & 64-79). While these temple affiliations are based on core D&D religions (See PH pgs 106-108), they can be adapted to Forgotten Realms religions. Consult with your DM regarding this possibility. See PH2 pgs 163-189, for more information and examples regarding affiliations.

Complete Arcane - Player's guide/supplement (*Players may bring a copy to the game and consult it freely*)

Complete Mage - Player's guide/supplement (*Players may bring a copy to the game and consult it freely*)

Complete Adventurer - Player's guide/supplement (*Players may bring a copy to the game and consult it freely*)

Complete Scoundrel - Player's guide/supplement (*Players may bring a copy to the game and consult it freely*)

Luck Feats presented in this book are not used in our campaign. They're incompatible with the '[HEROIC LUCK](#)' house rule

Player's Handbook II - Player's guide/supplement (*Players may bring a copy to the game and consult it freely*)

Note that rules regarding 'rebuilding' your character are not used. Check with the DM if you need some clarification. Note that the PH2 introduces new rules regarding affiliations (see pgs 163-189). While some of these affiliations are based on core D&D religions (See PH pgs 106-108), they can be adapted to Forgotten Realms religions. Consult with your DM regarding this possibility. See Complete Champion pgs 5-26 & 64-79, for more information and additional affiliations.

Epic Level Handbook - Player's guide/supplement (*Players may bring a copy to the game and consult it freely. Consult 'Accessory Update booklet' for 3.5 updates/changes*)

Note that there are numerous 'alternate' or 'optional' rules in this book. Unless otherwise noted (in the house rules below), we are not using any of these 'alternate' rules. We are however using all the other rules - Character Classes (above 20th level), Skills, Feats, Epic Spells, Monsters, Magic Items (Note: In our campaign, distribution of magic items is at the purview of the DM. You can't 'buy' magic items. (ref our house rule on the [PURCHASE OF MAGIC ITEMS](#))) While this

book introduces several Epic Prestige Classes; as with all other Prestige Classes, players should get the DM's approval before taking a Prestige Class, and each case will be decided on an individual basis. The character must also meet all of the listed requirements prior to adding a Prestige Class.

Oriental Adventures - Campaign supplement (*Players may bring a copy to the game and consult it freely. Consult 'Accessory Update booklet' for 3.5 updates/changes*)

Note that there are numerous 'alternate' or 'optional' rules in this book. Unless otherwise noted (in the house rules below), we are not using any of these 'alternate' rules. Check with your CM/DM. Even more than usual, it is important to find out which of the many options presented in this book are a part of your CM's world. Find out if you'll be playing in the world of Rokugan or in a different setting, and what classes, races, and prestige classes your DM will allow. Here are some of the permitted options/rules. Other Races: Korobokuru, Nezumi, Vanara, Spirit Folk (River), Spirit Folk (Sea), Spirit Folk (Bamboo) (*Note: There are also Spirit Folk from the FR Unapproachable East campaign accessory - The two books have one race in common; Spirit Folk (River). The descriptions are nearly identical, but based upon your character background/origins, you should use the Oriental Adventures description/rules if you are running a character raised in this region of the world*). **Powerful Races:** Hengeyokai (see [Powerful Races/Monster Class](#): rule). Standard classes: Use is slightly different. Prestige classes: As with all other Prestige Classes, players seeking to use the Prestige Classes in this book must receive the DM's approval before they take a Prestige Class, and each case will be decided on an individual basis, and all the listed requirements must be met. New Skills, Feats and Spells may be selected, but one must take care to ensure that the most up to date version of the spell is being used. In most cases the Skills and Feats are similar in name, but different in effect (Just like the base classes and some races). Only use the Oriental Adventures version if your character was raised/has a background within this region of the world. Anyone may select a Martial Arts feat from this rules supplement. Psychic duels may be used, but only between characters that both have an Oriental Adventures background/character class. Equipment, weapons, ammunition and armor - Only use the Oriental Adventures versions if you are playing in this region of the world, or a standardized version is not available otherwise. Magic Items, weapons and armor: In our campaign, distribution of magic items is at the purview of the DM. You can't 'buy' magic items (ref our house rule on the [PURCHASE OF MAGIC ITEMS](#)). Monsters: The DM may use monsters from this book if the setting makes sense in context of the encounter.

Manual of the Planes - Campaign supplement (*Players should not bring a copy of this book to the game, and should only consult this book if directed to do so by the DM*)

Note that there are numerous 'alternate' or 'optional' rules in this book. Unless otherwise noted (in the house rules below), we are not using any of these 'alternate' rules. We are however using some of the other rules - Races: Aasimar, Bariaur, Minor Races: Tiefling (see [Monstrous/Minor Races](#): rule) Powerful Races: Githyanki, Githzerai (see [Powerful Races/Monster Class](#): rule). As with all other Prestige Classes, players seeking to use the Prestige Classes in this book must receive the DM's approval before they take a Prestige Class, and each case will be decided on an individual basis, and all the listed requirements must be met. New spells may be selected, but one must take care to ensure that the most up to date version of the spell is being used.

Rules compendium - Player's guide/supplement (*Players may bring a copy to the game and consult it freely*)

Hero builder's guidebook - guidebook/accessory (*Players may bring a copy to the game and consult it freely*)

Arms and equipment guide - guidebook/accessory (*Players may bring a copy to the game and consult it freely*)

Monster Manual's I - V - DM's guide/supplement (*Players should not bring a copy of this book to the game, and should only consult this book if directed to do so by the DM*)

Fiend Folio - DM's guide/supplement (*Players should not bring a copy of this book to the game, and should only consult this book if directed to do so by the DM*)

Fiendish Codex I: Hordes of the Abyss - DM's guide/supplement (*Players should not bring a copy of this book to the game, and should only consult this book if directed to do so by the DM*)

Fiendish Codex II: Tyrants of the Nine Hells - DM's guide/supplement (*Players should not bring a copy of this book to the game, and should only consult this book if directed to do so by the DM*)

Dungeon Master's Guide II - DM's guide/supplement (*Players should not bring a copy of this book to the game, and should only consult this book if directed to do so by the DM*)

Magic Item Compendium - DM's guide/supplement (*Players should not bring a copy of this book to the game, and should only consult this book if directed to do so by the DM*)

Note: In our campaign, distribution of magic items is at the purview of the DM. You can't 'buy' magic items (ref our house rule on the [PURCHASE OF MAGIC ITEMS](#)).

Spell Compendium - DM's guide/supplement (*Players may bring a copy to the game, and may consult it freely*).

Note: Not all spells in the book are available for use by all characters. Some are forbidden (have an 'evil' descriptor), difficult, expensive, undiscovered or unknown to the characters. Again; The DM will use the Premium reprints (introduced in 2012) whenever possible in order to incorporate all [RULES ERRATA](#).

Book of exalted deeds - DM's guide/supplement (*Players should not bring a copy of this book to the game, and should only consult this book if directed to do so by the DM*)

Book of vile darkness - DM's guide/supplement (*Players should not bring a copy of this book to the game, and should only consult this book if directed to do so by the DM*)

Elder Evils - DM's guide/supplement (*Players should not bring a copy of this book to the game, and should only consult this book if directed to do so by the DM*)

Lords of Madness: The Book of Aberrations - Campaign accessory (*Players should not bring a copy of this book to the game, and should only consult this book if directed to do so by the DM*)

Most of the info in the Lords of Darkness accessory is for the DM's use. Players may not run 'Aberration' PCs, including: Aboleths, Beholders or Beholder variants. Players may not use Aboleth or Beholder Prestige Classes, or any feats or magic designed specifically for these races. Players may run Mind Flayers (See FR Underdark Accessory for more info on Mind Flayers as PCs), iaw the [Monstrous/Minor Races](#): rules, and only if the alignment is not evil. Players may be interested in the 'Aberration Hunter' material (chapter nine) beginning on page 173. Players may select feats, spells (not [Evil] spells), magic and Prestige Classes (except Fleshwarpers) from this area of the book. As usual use of Prestige Classes is restricted to those approved by the DM.

Libris Mortis - Player's guide/supplement (*Players may bring a copy to the game and consult it freely*)

Draconomicon - Player's guide/supplement (*Players may bring a copy to the game and consult it freely*)

Due to the powerful and rare nature of many of the rules/options introduced in this supplement, the use of the Draconomicon is restricted in the following manner (In general, anything not restricted below is permitted): Prestige Classes restricted to NPCs are: Dragonkith, Dragonrider, Dragonslayer, Dragonstalker, Platinum Knight, Talon of Tiamat. These Prestige Classes do not fit with the 'flavor' of our campaign. If our campaign were more 'Dragoncentric' it would make sense to take one of these Prestige Classes, as such they are restricted to NPCs only. Other Prestige Classes (from this book) are permitted. Additional rules that are not implemented/used/permited: Dragons as cohorts, Dragons as fiendish servants, Dragons as familiars, Dragons as Player Characters. Lesser Dragon PCs (see Draconomicon, page 144) are permitted. Any character wishing to play a 'Lesser Dragon' race must abide by the [Monstrous/Minor Races](#): rules section. Namely, the player must have the DM's permission. Under no circumstances will a player be allowed to run an evil character (even if it is a lesser Dragon race). With regard to new spells and magic items: New spells: Any spell with an [Evil] descriptor is not available to player characters. Magic Items: In our campaign, distribution of magic items is at the purview of the DM. You can't 'buy' magic items (ref our house rule on the [PURCHASE OF MAGIC ITEMS](#)).

Cityscape - Player's guide/supplement (*Players may bring a copy to the game and consult it freely*)

Dungeonscape - Player's guide/supplement (*Players may bring a copy to the game and consult it freely*)

Sandstorm - Campaign guide/supplement (*Players should not bring a copy of this book to the game, and should only consult this book if directed to do so by the DM*)

Unless noted here, all rules in this supplement are fully accepted in the campaign. Here then are the exceptions: Psionic powers: (see pg 129) As our campaign doesn't use psionics, these powers are not available to PCs, NPCs or monsters. Equipment: (see pgs 95-104). Consult with DM prior to selection of weapons from this list. Armor may be used freely (provided a vendor for the item can be located). Magic Items: (see pgs 130-136) In our campaign, distribution of magic items is at the purview of the DM. You can't 'buy' magic items (ref our house rule on the [PURCHASE OF MAGIC ITEMS](#)).

Frostburn - Campaign guide/supplement (*Players should not bring a copy of this book to the game, and should only consult this book if directed to do so by the DM*)

Unless noted here, all rules in this supplement are fully accepted in the campaign. Here then are the exceptions: Psionic powers: (see pg 108) As our campaign doesn't use psionics, these powers are not available to PCs, NPCs or monsters. Equipment: (see pgs 75-81). Consult with DM prior to selection of weapons from this list. Armor may be used freely (provided a vendor for the item can be located). Magic Items: (see pg 109). In our campaign, distribution of magic items is at the purview of the DM. You can't 'buy' magic items (ref our house rule on the [PURCHASE OF MAGIC ITEMS](#)).

Stormwrack - Campaign guide/supplement (*Players should not bring a copy of this book to the game, and should only consult this book if directed to do so by the DM*)

Unless noted here, all rules in this supplement are fully accepted in the campaign. Here then are the exceptions: Psionic powers: (see pg 126) As our campaign doesn't use psionics, these powers are not available to PCs, NPCs or monsters. Ships and Equipment: (see pgs 95-108). Consult with DM prior to selection of weapons from this list. Armor may be used freely (provided a vendor for the item can be located). Magic Items: (see pg 128-131. In our campaign, distribution of magic items is at the purview of the DM. You can't 'buy' magic items (ref our house rule on the [PURCHASE OF MAGIC ITEMS](#)).

Heroes of Horror - Player's guide/supplement (*Players may bring a copy to the game and consult it freely*)

Use of Heroes of Horror is restricted to the following rules (all other rules are used at the DM's discretion. Note that the Dread Necromancer is specifically not permitted (central to this class is the commission of evil acts. All Prestige Classes are at DM's discretion. Player Characters may not select Vile Feats from this or other books. Player Characters may not select/cast corrupt spells from this or other books.): Dread - pgs 59-60; Shock - pg 60; Weariness - pg 60; Illness and Despair - pg 60; Obsession - pgs 60-61; Fear - pgs 61-62; The Taint of Evil - pgs 62-68; Horror Environments - pgs 68-76; Archivist class - pgs 84; New Feats - pgs 119-124; Variant (evil spells and taint) - pg 125; New spells - pgs 125-133

Heroes of Battle - Player's guide/supplement (*Players may bring a copy to the game and consult it freely*)

Since our campaign is not a 'War Campaign' some items from this book do not apply to our campaign. The following chapters may be used in our campaign: Chapter 4 (Siege engines, Aerial bombardment, Volley of arrows), Chapter 5 (Military Characters Skills, Feats, Prestige Classes, teamwork benefits), Chapter 6 (New spells, Magic items (Note: In our campaign, distribution of magic items is at the purview of the DM. You can't 'buy' magic items. (ref our house rule on the [PURCHASE OF MAGIC ITEMS](#))), Magic siege engines).

Unearthed arcana - Player's guide/supplement (*Players may bring a copy to the game and consult it freely*)

Use of the Unearthed arcana is restricted to the following rules (all other rules are used at the DM's discretion.): Bloodlines - pgs 19-31 - Voluntary commitment by character/player. Character traits - pgs 86-91 - Voluntary commitment by character/player. Character flaws - pgs 91-92 - Voluntary commitment by character/player. Spell-touched feats - pgs 92-94 - These feats may be freely selected for use with your character. [OUT OF TURN DODGE](#) - pg 118 - See rules below. Granted power of luck domain - pg 133 - A change to the core rules The auspicious odds spell - pg 133, The auspicious odds, mass spell - pg 133

Races of Eberron - Player's guide/supplement (*Players may bring a copy to the game and consult it freely*)

As this supplement contains materials culled from a non-Forgotten Realms campaign, the use of the Races of Eberron is restricted to specific rules listed on a sheet inserted into the DM's copy of the book. There were too many specific rules to list here. Keep in mind that only three of the races from the Eberron campaign have been ported over to the Rob's World campaign (Warforged, Shifter, Changeling).

Tome of battle: The book of nine swords - Player's guide/supplement (*Players may bring a copy to the game and consult it freely*)

Use of the book of nine swords is restricted to the following Skills and Feats - pgs 27 - 33 (all other rules are used at the DM's discretion). Skills and Feats - pgs 27-33 - Only the following Skills and Feats may be used: Intimidate/Duel of wills; Avenging strike; Evasive reflexes; Rapid assault; Snap kick; Superior unarmed strike

Miniatures Handbook - Player's guide/supplement (*Players may bring a copy to the game and consult it freely*)

Since our campaign is not a 'Miniatures' campaign, portions of this book are not applicable to our campaign. Use of the Miniatures Handbook is restricted to the following chapters: Chapter 1 - Characters (new classes, Prestige Classes, feats), Chapter 2 (magic, magic items (Note: In our campaign, distribution of magic items is at the purview of the DM. You can't 'buy' magic items. (ref our house rule on the [PURCHASE OF MAGIC ITEMS](#)))), Chapter 3 (monsters (for DM use)).

Dragon Magic - Player's guide/supplement (*Players may bring a copy to the game and consult it freely*)

Due to the powerful and rare nature of many of the rules/options introduced in this supplement, the use of the Dragon Magic supplement is restricted in the following manner (In general, anything not restricted below is permitted): Dragonbound subraces - pgs 5-10 - See '[ALLOWABLE CHARACTER CLASSES AND LEVELS](#)' below for restrictions on the play. Players are allowed to select Dragonbound Subraces described on pages 5-10. Draconic class features - pgs 11-14 - Players are permitted to select these alternate class features. Feats: A character must spend/use two feat slots in order to select the Dragontouched or Draconic Heritage feats. A character who does not have the 'dragonblood sub-type' must spend/use two feat slots in order to select the Draconic Aura (or Double Draconic Aura) feat. Initiate feats: Players are allowed to select these feats. Classes/Prestige Classes: This book introduces a series of new standard classes referred to as Dragon Aspirants (ref pages 23-58). Due to the Dragon focused aspects of these classes and some lack of detail, these classes may not be used for play as Player Characters. See '[ALLOWABLE CHARACTER CLASSES AND LEVELS](#)' below, for rules regarding the selection of Prestige Classes. New spells: Any spell with an [Evil] descriptor is not

available to player characters, and players may not run a character that worships an evil deity. Blackguard spells are reserved for use with the evil NPC Prestige Class - Blackguard (see DMG pg 181). New psionic powers: As our campaign doesn't use psionics, these powers are not available to PCs, NPCs or monsters. Draconic Soulmelds: Since the CM doesn't own (a decision has been made to not include this book in the campaign) Magic of the Incarnum, soulmelds are not used in our campaign. New Vestige: Since the CM doesn't own the Tome of Magic (a decision has been made to not include this book in the campaign), vestiges are not used in our campaign. Dragonpacts: Player characters are not permitted to enter into/make use of the dragonpact rules. Magic Items: In our campaign, distribution of magic items is at the purview of the DM. You can't 'buy' magic items (ref our house rule on the [PURCHASE OF MAGIC ITEMS](#)).

Planar Handbook - Player's guide/supplement (*Players may bring a copy to the game and consult it freely (other than the Monster (pages 107-134), Planar Sites (pages 135-186), and Planar Encounters (pages 187-192) sections of the book)*)

Several new options for races, classes, feats, weapons, spells and more. Players may use the following races: Aasimar, Bariaur, Buomman, Mephling (Air), Mephling (Earth), Mephling (Fire), Mephling (Water), Wildren. The following races may be played iaw the [Monstrous/Minor Races](#): rules section: Neraph, Spiker, Tiefling, Shadowswift, The following races may be played iaw the [Powerful Races/Monster Classes](#): rules section: Avoral Guardinal, Hound Archon, Janni, Lillend. Under no circumstances will a player be allowed to run an evil character. Classes and Feats: Planar substitution levels (for standard classes) may be used, as well as the new Feats. Equipment and Magic Items (pages 67-84). Players may only select weapons, armor, equipment, mounts, vehicles, special substances and items from this supplement if they are playing one the Races detailed in this book, or they have the DM's permission to purchase/equip these items. Magic Items: In our campaign, distribution of magic items is at the purview of the DM. You can't 'buy' magic items (ref our house rule on the [PURCHASE OF MAGIC ITEMS](#)). New spells (pages 85-106): Not all spells in the book are available for use by all characters. Some are forbidden (have an 'evil' descriptor), difficult, expensive, undiscovered or unknown to the characters. Again; The DM will use the Premium reprints (introduced in 2012) whenever possible in order to incorporate all [RULES ERRATA](#).

Note: Some of the preceding books (Deities and Demigods, Epic Level Handbook, Manual of the Planes) were released as 3.0 version books, but latter updated to 3.5, ref: D&D v3.5 Accessory Update booklet.pdf. When referring to these 3.0 books, be sure to consult the 'Accessory Update booklet' in order to take any 3.5 changes into account.

The following 3rd edition books are player's guides, rules supplements, and accessories which have been superseded by more recent (3.5) books (See Complete series). The rules in these 3rd edition rule books may be used by the DM if other source material is unavailable. Note that rules in these books are superseded by more recent books. i.e. The 'Complete Warrior' is a newer book than 'Sword and Fist'. Some of the rules in 'Sword and Fist' are superseded by like rules in the 'Complete Warrior' (ref: Sword and Fist feat 'eyes in the back of your head' page 6. versus the Complete Warrior feat 'eyes in the back of your head' page 98.) Players may not pick and choose to find a feat/rule that they favor. When old rules, feats, spells, etc. are superseded by a newer publication, the newer publication should be considered canon.

Sword and fist - Player's guidebook/accessory (*Players may bring a copy to the game and consult it freely*)

Masters of the wild - Player's guidebook/accessory (*Players may bring a copy to the game and consult it freely*)

Defenders of the faith - guidebook/accessory (*Players may bring a copy to the game and consult it freely*)

Tome and blood - Player's guidebook/accessory (*Players may bring a copy to the game and consult it freely*)

Song and silence - Player's guidebook/accessory (*Players may bring a copy to the game and consult it freely*)

Enemies and allies - Accessory (*Players should not bring a copy to the game) A DM's resource containing various NPCs and NPC resources. There are 'new' feats in this book, but they are all listed in later books and/or books that the players have access to.*

RULES PUBLISHED ONLINE:

Online rules references: Not all rules published by Wizard's of the Coast (for the 3.0 and 3.5 versions of the game) were published in physical/printed form. Some rules were only made available online. Two particular categories of rules, the FAQ (The D&D Frequently Asked Questions Version 3.5 (Date Updated 6/30/08)) and the 'Rules of the Game' articles were only published online. However, as these rules clarifications and Q&A responses were published by the first party creator of the

game (Wizard's of the Coast owned/owns the rights to, and they published rules relevant to, the 3.0 and 3.5 versions of the Dungeons and Dragons game), we accept them as 'Official'. Some of those articles are difficult to find online, or no longer available on the first party publisher's websites. Despite the scarcity/difficulty in finding present digital versions online (the CM has copies for use offline), our campaign considers these documents to be canon, and the rules clarifications and Q&A discussions in the FAQ relate rules adjudications and pronouncements which are accepted as official and/or officially accepted for use in our campaign. If we have crafted and promulgated a house rule that contradicts an official rule/officially accepted rule source, then the house rule takes precedence over the officially published/official rule(s).

As games go, Dungeons and Dragons contains more rules than any other game. There are a lot of rules. If you have any doubt about that, try carrying all my rule books to your house. Thus the tradition of holding meetings at the DM's house. Typically next to a large bookshelf! Anyway, back to the matter at hand - Books! At some point during the game, It's bound to happen. Rule book 'A' contradicts rule book 'B'. In this case the DM is (as always) the final arbiter. He/she will decide which rule supersedes which. As a general rule, the DM will favor newer versions over older versions, but the DM is always the final arbiter. Feel free to make your point, feel free to point out the discrepancies, but please don't become embroiled in a violent struggle over a rule. Save that for the Red Dragon. It's only a game! (See [RULES ERRATA](#) below).

WHAT IS CONSIDERED CHARACTER KNOWLEDGE?:

Bottom Line: If you want to know whether a book, and its contents can be considered 'Character knowledge', please consult the RWHR 'Rule Books Used' (See above). Many books contain a reference which indicates that "*Players may bring a copy to the game and consult it freely*" - Books noted with this phrase may be cited as Character knowledge. Just because something is listed in the 'Rule Books Used' section, that doesn't mean that your character knows the information. If you (the player) know the information (from an accepted rule book that contains the above phrase), then it's safe to assume that your character knows the information... Unless you're playing a 'Barbarian' or some character that is otherwise 'ignorant'.

RULES ERRATA:

What are Errata? Errata are collections of corrections for printed material. In this case, Wizards of the Coast publishes Errata for the official D&D game material at the Wizards.com website (see above section regarding Rules Published Online). Under most circumstances, errata are considered to be official rules. The only exceptions to this general rule are instances where errata contradicts an established house rule. When that happens, the DM will have to determine whether to retain, modify or reject the affected rule(s).

When to apply errata: Under most circumstances, errata rulings will be implemented/affected whenever an issue arises where the errata is brought forward. If there is a question regarding an official rule, and the errata addresses that question, then the errata ruling may be brought into effect in order to correct or supplement the affected rule(s).

(Note: While our campaign may be running under a rule which has been superseded or corrected through errata. It isn't always necessary to correct our use of the rule through errata implementation. If however, the issue is brought up, it is usually advisable to enforce the errata ruling. It is entirely possible that our campaign will function quite well while using a non-corrected rule. The implementation of errata is not a mandatory or absolute necessity.)

Discovery and implementation: If during the course of the game, you discover an errata that you feel should be brought to the DMs attention, please feel free to do so. Please keep in mind that it isn't necessary to bring every errata to the DMs attention. Only those errata which directly affect our play of the game should be brought forward for consideration.

As errata that affect our game are brought forward, the DM will do his best to alert the players to the corrected rule(s) and maintain a copy of the errata as a playing supplement for future reference. See the House Rules 'Rules Errata' <<https://www.robworld.org/ruleserrata.pdf>>

ALLOWABLE CHARACTER CLASSES AND RACES:

This list changes given experience with play balance, and some classes/races that are permitted may not be listed. If there is a character class/race that you would like to play, but it's not listed, ask the DM. In order to play the class/race, the CM must own the rules book/supplement that the class/race is in. See 'Rule Books' listed above for additional sources of material.

Allowed Classes:

Whenever possible, Players and DM should use the most recent hard-copy/CM owned reference available.

(From PH) **Standard classes:** Barbarian, Bard, Cleric, Druid, Fighter, Monk, Paladin, Ranger, Rogue, Sorcerer, Wizard

(From PH2) **Standard classes:** Beguiler, Dragon Shaman, Duskblade, Knight

(From Complete Warrior) **Expanded standard classes:** Hexblade, Samurai, Swashbuckler, Variant Paladins and Rangers without spellcasting

(From Complete Divine) **Expanded standard classes:** Favored soul, Shugenja, Spirit Shaman

(From Complete Arcane) **Expanded standard classes:** Warlock, Warmage, Wu Jen

(From Complete Adventurer) **Expanded standard classes:** Ninja, Scout, Spellthief

(From Heroes of Horror) **Expanded standard classes:** Archivist

(From Dungeonscape) **Expanded standard classes:** Factotum

(From Oriental Adventures) **Standard classes:** Barbarian, Fighter, Monk, Ranger, Rogue, Samurai, Ex-Samurai, Shaman, Shugenja, Sohei, Ex-Sohei, Sorcerer, Wu Jen

(From Miniatures Handbook) **Expanded standard classes:** Favored Soul (see Complete Divine - Released after Miniatures Handbook), Healer, Warmage (see Complete Arcane - Released after Miniatures Handbook)

(From any game play supplement) **Multiclass characters:** Players may run Multiclass characters in the "Rob's World!" campaign. In general, the 'Multiclass' rules outlined in PH (pages 59-60) are followed. With the following notable exceptions. Experience point requirements differ from those laid out in PH (page 60). See House Rules regarding "Going Up A Level - As a Multi-Class Character". Regarding the 'stacking' of Class Features (see PH page 59). When a Multiclass character gains multiple instances of a Class Feature (from the combining of classes), those multiple instances are combined into a single instance of the Class Feature; unless they are considered a 'Special Case' as noted in PH (page 59) or elsewhere. The Class Feature must specifically call out a special result (a special case) when the Class Feature is duplicated. There is no assumption of any 'Stacking' or other alternate effect(s) unless it is specifically described in the rules for that Class Feature. In addition gaining a Class Feature multiple-times (through Multi-classing) does not create 'multiple instances' of a Class Feature, which might be used to satisfy an 'Alternative Class Feature' replacement requirement. When substituting Class Features, one must 'Sacrifice' a given Class Feature in order to obtain the substitute Class Feature. See PH2 (page 31/pages 31-68) and other rule books containing 'Alternative Class Features'.

(From any game play supplement) **Prestige Classes:** Prestige Classes offer a new form of multi-classing. Unlike the basic classes found in the PH (and other supplements), characters must meet requirements before they can take their first level of a Prestige Class. Players may only select a prestige with the DM's approval, and characters may not hold levels in more than one Prestige Class. There are far too many Prestige Classes to list here, and not all Prestige Classes are appropriate for a PC in this campaign. Therefore, a player must get the DM's approval before taking a Prestige Class, and each case will be decided on an individual basis. The character must also meet all of the listed requirements prior to adding a Prestige Class.

Allowed Races:

Whenever possible, Players and DM should use the most recent hard-copy/CM owned reference available. Races indicated as Minor Races in the listing below may be played iaw the [Monstrous/Minor Races](#): house rule. Races indicated as Powerful Races in the listing below may be played iaw the [Powerful Races/Monster Classes](#): house rule. Under no circumstances may players run a character that is Evil aligned.

(From PH): Standard Races: Human, Dwarve (Shield Dwarve (see FRCS)), Elve (Moon Elve (see FRCS)), Gnome (Rock Gnome (see FRCS)), Half-Elve, Half-Orc, Halfling (Lightfoot (see FRCS)) *Note: Use Premium Reprint of PH (released in 2012) whenever possible*

(From Races of Stone (9/2004)): Goliath, Chaos Gnome, Dream Dwarf, Feral Gargun, Stonechild, Whisper Gnome

(From Races of Destiny (12/2004)): Illumians, Aasimar, Doppelganger, Half-Ogre, Mongrelfolk Seafaring Races: Sea-Kin, Sharakim *(As ours is not an aquatic campaign, please consult with the DM before selecting one of these races.)*

Minor Races: Skulk, Tiefling, Underfolk

(From Races of the Wild (2/2005)): Raptoran, Catfolk Minor Races: Centaur, Gnoll, Killoren

(From Lords of Madness: The Book of Aberrations (4/2005)): Minor Races: Yuan-ti (pureblood), Yuan-ti (tainted one)

(From Planar Handbook (7/2004)): Aasimar, Bariaur, Buomman, Mephling (Air), Mephling (Earth), Mephling (Fire), Mephling (Water), Wildren Minor Races: Neraph, Spiker, Tiefling, Shadowswift Powerful Races: Avoral Guardinal, Hound Archon, Janni, Lillend

(From Manual of the Planes (9/2001)): Aasimar, Bariaur Minor Races: Tiefling Powerful Races: Githyanki, Githzerai

(From FR Campaign Setting (6/2001)): Dwarves: Gold Dwarve, Gray Dwarve aka Duergar, Shield Dwarve (Dwarve (see PH)) Elves: Drow Elve, Moon Elve, Sun Elve, Wild Elve, Wood Elve (Elve (see PH)) Gnomes: Deep Gnome aka Svirfneblin, Rock Gnome (Gnome (see PH)) Halflings: Ghostwise Halfling, Lightfoot Halfling, Strongheart Halflings (Halfling (see PH)) Planetouched Races: Aasimar, Genasi (Air), Genasi (Earth), Genasi (Fire), Genasi (Water) Minor Races: Tiefling

(From FR Races of Faerûn (3/2003)): Dwarves: Arctic Dwarf, Gold Dwarf, Gray Dwarf, Shield Dwarf, Urdunnir, Wild Dwarf (Dwarve (see PH)) Elves: Avariel, Drow, Moon Elf, Sun Elf, Wild Elf, Wood Elf (Elve (see PH)) Gnomes: Deep Gnome, Forest Gnome, Rock Gnome (Gnome (see PH)) Half-Elves: Common Half-Elves, Half-Aquatic Elf, Half-Drow (Half-Elve (see PH)) Half-Orcs & Orcs: Gray Orc, Half-Orc, Mountain Orc, Orog (Half-Orc (see PH)) Halflings: Ghostwise Halflings, Lightfoot Halfling, Strongheart Halfling (Halfling (see PH)) Humans: Calishite, Chondathan, Damaran, Illuskan, Mulan, Rashemi, Tethyrian (Human (see PH)) Planetouched: Aasimar, Fey'ri, Genasi (Air), Genasi (Earth), Genasi (Fire), Genasi (Water), Tanarukk, Tiefling Minor Races: Aarakocra, Centaur (See Races of the Wild above), Goblinoids, Lizardfolk, Lycanthropes, Shade, Wemic, Yuan-ti (pureblood), Yuan-ti (tainted one)

(From FR Underdark (10/2003)): Chitines, Deep Imaskari, Gray Dwarve aka Duergar, Drow, Gloaming, Grimlock, Kuo-Toa, Slyth, Deep Gnome aka Svirfneblin Minor Races: Derro, Mind Flayer, Minotaur, Quaggoth, Troglodyte

(From FR Champions of Ruin (5/2005)): Krinth

(From FR Shining South (10/2004)): Powerful Races: Loxo, Thri-Kreen, Humans: Arkaiun, Durpari, Halruaan, Shaaryan

(From FR Unapproachable East (5/2003)): Star Elf, Spirit Folk (Mountain), Spirit Folk (River) Minor Races: Gnoll, Hagspawn, Taer, Volodni

(From FR Serpent Kingdoms (7/2004)): Minor Races: Yuan-ti (pureblood), Yuan-ti (tainted one)

(From Oriental Adventures Campaign Setting/Supplement (Oct, 2001)) Korobokuru, Nezumi, Vanara, Spirit Folk (River), Spirit Folk (Sea), Spirit Folk (Bamboo) Powerful Races: Hengeyokai

(From Eberron Campaign Setting (4/2005)) Races of Eberron: Warforged, Shifter, Changeling

(From Dragon Magic supplement (9/2006)) Dragonbound sub-races: Silverbrow Humans, Deepwyrms Drow and Half-Drow, Fireblood Dwarves, Forestlord Elves and Half-Elves, Stonehunter Gnomes, Glimmerskin Halflings Minor Races: Viletooth Lizardfolk, Sunscorch Hobgoblin, Frostblood Orc. *Due to the low likelihood of occurrence with regard to these Dragonbound sub-races, there is only a 25% chance that a player may run one of these character races. The percentage is checked when the subrace is selected/character is created. If the percentage roll is missed, the player may play the primary racial type associated with the sub-race, or they may select some other race all together. They may not roll for/check for a Dragonbound sub-race again during the creation of this character. The characteristics for the primary type of these 'sub-races' are described in various other rule books. The appropriate reference will be cited in the Dragonbound sub-race description.*

(From Sandstorm supplement (3/2005)) Asherati, Bhuka, Badlands Dwarf, Painted Elf, Scablands Half-Orc

(From Frostburn supplement (9/2004)) Snow Elves, Ice Gnomes, Tundra Halflings, Neanderthal, Uldra
(From Stormwrack supplement (8/2005)) Seafaring Races: Aventi, Darfellan, Aquatic Elf, Hadozee (*As ours is not an aquatic campaign, please consult with the DM before selecting one of these races.*)
(From Rob's World!) House rules races: Tchick - A race of Insect-like creatures that always occur in pairs. If a character chooses to play this race, they must in fact play two separate characters. See the race as detailed elsewhere. Tchick have a +1 level adjustment. See Races of Faerûn (RoF), pgs 5-7 for details/rules regarding level adjustment and Effective Character Level (ECL) Overlord - A race of flying crustacean-like beings with bat-like wings, and a chitinous exoskeleton. Often mistaken for Demons. Overlords have a +3 level adjustment. See Races of Faerûn (RoF), pgs 5-7 for details/rules regarding level adjustment and Effective Character Level (ECL) Hakheerian - A race of Human-like beings with two sets of arms. Hakheerians have a +2 level adjustment. See Races of Faerûn (RoF), pgs 5-7 for details/rules regarding level adjustment and Effective Character Level (ECL) Stone Gnome - A subspecies of Rock Gnomes. Stone Gnomes are able to turn to stone at will, but they change to stone whenever exposed to sunlight.

Powerful Races/Monster Class:

There are many options for playing strange and powerful creatures. Although some of these races are powerful, effective role-playing can be challenging when players select creatures with alien mind-sets and cultures. In addition to the 'normal' races available to players (see PH), several powerful races or monsters are playable as characters (with the CMs permission). If you want to play a particular monster because you find it interesting, there are rules available which will help you emphasize the creature's identity (as a monster), rather than diluting that identity by adding levels of standard character classes (such as those found in PH).

Selecting a Powerful Race or Monster as your character presents its own difficulties and has special rules to cover its use. The 'Planar Handbook' has presents these races as a hybrid between a typical race and a character class. The format is based upon the 'Savage Species' rules, and is an alternative to the monster advancement system described in Chapter 4 of the Monster Manual. CMs may use either the 'Planar Handbook' or 'Monster Manual' system for advancement of Monster Classes.

For more details on these Powerful Races and/or Monster Classes, consult the appropriate book(s). The only way to take a level of a monster class is to play that race/creature/monster. A Tiefling cannot multi class as a Hound Archon, nor can a 'Human' take levels as a Lillend.

Monstrous/Minor Races:

There are *other options* of races available for a player to play. The additional races are generally referred to as **Monstrous or Minor Races** (see FRCS pg 288, Races of Stone pg 89, RoF pgs 130-153, Races of the Wild, etc) A player must have the DM's permission to play a Monstrous or Minor Race character, and the CM must own the rules supplement (have a physical copy) that the class/race appears in. Paladin Wyrmslayers do not become adventurers, and neither do Kzinti Assassins. Whenever possible, Players and DM should use the most recent hard-copy/DM owned reference available.

TIME, THE DATE, THE HEAVENS, THE PLANET and WHILLIP:

The year is composed of 12 months with 30 days each. Some months are extended to 31 days by a festival; or special day (*as indicated in Italics (*shieldmeet is a 'leap day' holiday added every 4 years (on years where the years is evenly divisible by four)).*) Each day lasts 24 hours. Each week 10 days. And each year 365 days.

Days of the week:

Newday, Nexsta', Onward, Forens, Freeday, Hafn'mor, Aprochen, Longday, Endsnear, Godsday
work work work work rest work work work work rest

Although the week is ten days long, there are two days during the week that are days of rest. Freeday, and Godsdays. Most merchants and Businesses only work half days on Forens, Hafn'mor, Endsnear, and Newday. Closing early on Forens and Endsnear. And opening late in the day on Newday and Hafn'mor. *Note: For any 'Official' (non-house rules) rules that calculate an effect based upon a time period of a 'week' or a number of 'weeks', players & DM shall assume that a week is seven days.*

Months of the Year:

Winter	Spring	Summer	Fall
12. Detenday=December	3. Marcav=March	6. Junta=June	9. Septev=September
1. Janus=January	4. Apro=April	7. Jularva=July	Higharvestide
Midwinter	Greengrass	Midsummer	10. Octov=October
2. Febulus=February	5. Mavis=May	Shieldmeet*	11. Novius=November
		8. Augot=August	Moonfest

The Forgotten Realms are located on the Planet ABEIR-TORIL, or TORIL (aka: Tharsu-Ne', Thar, or Oerth), on the continent FAERÛN (aka: Daviet). The Planet has one moon named SELUNE (aka: Serule), and at least two other Major Continents. Oerik (Greyhawk), and Maztica. The planet has the following measurements: Circumference \approx 33,250 miles, Diameter \approx 10,584 miles, Radius \approx 5,292 miles, Surface area \approx 351,924,526.6 sq. miles, Land surface \approx 105,577,358 sq. miles (30%), Water surface \approx 246,347,168.6 sq. miles (70%).

The planets surface can be divided into 360 degrees **longitude**. 180 east or west of the prime meridian, which runs directly through the city of Kultaka, capital of the Nation state Kutaka on the continent of Maztica (see above). Each degree of is \approx 92.36 miles. Each degree can be further divided into 60 minutes \approx 1.54 miles each. Each minute can then be broken down into 60 seconds at \approx .02565 miles per second. The planets' **latitude** can be defined in the following terms. 180 degrees, 90 degrees north or south of the equator, which runs directly through the city of Ithmong, capital of the nation state Lapaliya on the eastern shore of the Shining sea, on the continent of FaerÛn. Each degree is \approx 184.72 miles. Each degree can be further divided into 60 minutes \approx 3.08 miles. Each minute can then be broken down into 60 seconds at \approx .05131 miles per second.

The city of **Whillip** is used in our campaign as a 'Base Camp' location. It is located in the area known as the 'Forgotten Realms', a campaign region on the continent of FaerÛn (aka Daviet). For weather related purposes, Whillip is located at Latitude of 38 degrees, on the seacoast. There is a 'Sister City' named 'Whillip' in the area known as 'Greyhawk', a campaign region on the continent of Oerik

RULE ZERO:

Restated from the Dungeon Master's Guide (see page 6). In the text below, "you" is addressed to the Dungeon Master.

"When everyone gathers around the table to play the game, you're in charge. That doesn't mean you can tell people what to do outside the boundaries of the game, but it does mean that you're the final arbiter of the rules within the game. Good players will always recognize that you have ultimate authority over the game mechanics, even superseding something in a rulebook."

Often a situation will arise that isn't explicitly covered by the rules. In such a situation, the DM will provide guidance as to how it should be resolved. Some of the rules that follow are the result of rulings under such circumstances. Players should know that not every ruling will become a house rule. The house rules are implemented 'as needed' to establish some consistency in the application of rules outside the official set, to create a foundation of setting and campaign flavor. House rules are not implemented just to make our campaign 'different'.

I am tolerant of players who point out rules that appear to be overlooked or misapplied. Due to the sheer volume of rules in the 3.5 edition of the game (to include our house rules supplements) I sometimes miss a rule/ruling here and there; it would be a monumental task for one person to memorize all the rules and recall them as applicable. As a result, I spread the work around among the players in our gaming group. This lightens the DM's workload, speeds up the flow of the game, and provides some measure of 'buy-in' and control to the players.

Sometimes a DM will intentionally bend or break a rule in a particular situation, and the reason(s) may not be readily apparent to the players. When this happens players are welcome to present questions and arguments for consideration, but adjudication of the rules is ultimately up to the DM.

SAVING THROWS:

For the most part, Saving Throws are handled IAW PH (see [DM's PREROGATIVE AND DICE ROLLING RULES](#) below). When it comes to Saving Throws. There are only two variants in our campaign. The first is something called [HEROIC LUCK](#) (see below), and the second is [MIXED CHART SAVING THROWS](#) (see below).

HEROIC LUCK:

(Originally adapted and modified from a fellow DM's house rules) Heroic luck is an adventurers second chance. Let's face it, without a little extra luck, most adventurers would be no better off than the NPC's. But we're not talking about those no-name NPC's here, we're talking about Heroes!

Heroic luck is used during gaming sessions (see 'The Luck of the Day' below) in order to make 'Fate Rolls'. It does not apply, and is not applicable during character generation, advancement, or any time outside of game play/role-playing. Heroic luck can be used with any d20 roll (except in the case of an automatic success or failure (A natural 1 or 20)), including attack rolls, skill checks, saving throws, etc. Heroic luck allows you to make a fate roll - Roll three d20 and choose the best roll out of the three*. You must declare you are using heroic luck *before* a normal d20 roll.

Alternately, you can use heroic luck *after* you've rolled a d20 roll in order to make a fate roll. *(In some cases, you will already know whether you have succeeded or failed. In some cases you won't know until the DM tells you. The DM is not obliged to tell you whether you've succeeded or not. In either case - If you decide to re-roll, you must notify the DM as soon as possible. If you wait until after the DM tells you that you've failed, the DM may deny your request to re-roll.)* If you decide to make a fate roll and you have already succeeded, that's too bad, the re-roll decision is yours to make. You are not afforded privilege to information outside the purview of your character's knowledge. You must make the decision based upon the facts of the moment. If you decide to use heroic luck after you've rolled a d20, you get to *re-roll* the d20. If you fail the second roll as well, then that's your character's fate... Unless you've got another Heroic luck point up your sleeve!

You can use heroic luck/make fate rolls a number of times per gaming session equal to your heroic luck score. This score is derived from three sources; the character's Charisma bonus, the character's level (CR for monsters) and the random roll of a d20 at the beginning of the session - Are you feeling lucky, Punk!?

Here are the specifics for generating a character's heroic luck score:

Charisma score modifier:

Charisma Score 1 = -5, 2-3 = -4, 4-5 = -3, 6-7 = -2, 8-9 = -1, 10-11 = no modifier, 12-13 = +1, 14-15 = +2, 16-17 = +3, 18-19 = +4, 20-21 = +5. *If an NPC or monsters Charisma is unknown or 0, then no modifier is applied.* Regardless of a characters charisma score. The heroic luck modifier for this stat will not exceed 5 points. For ease of play, Charisma modifiers do not affect an NPC or monsters heroic luck score.

Character/NPC level or NPC/Monster CR:

For every three levels you attain, you get an additional use of heroic luck per game session. Example: A 6th level character would get two additional heroic luck points/fate rolls. *For NPCs or Monsters, this calculation is based on CR (Challenge Rating). If an NPC or monsters CR is not known the DM will use level for NPCs and HD for monsters.*

The Luck of the Day:

This is a random modifier based on the random roll of a d20 made at the beginning of a gaming session. This d20 roll signals the beginning of the gaming session (*You can't modify this roll, because the game session doesn't begin until after this roll.*) This modifier only applies to characters. For NPCs or monsters, no random roll is made. Roll 1d20 and modify the per session heroic luck score as follows: Roll 1 = -3, 2-3 = -2, 4-7 = -1, 8-13 = no modifier, 14-17 = +1, 18-19 = +2, 20 = +3. *Under no circumstances will a PC, NPC or monster have a negative score for heroic luck. You might have a score of "0", but you can't have a negative score.*

Example: At the beginning of a gaming session, Sean rolls a d20; the result is 20, a +3 modifier! He adds up his heroic luck score for the session. The character has a charisma modifier of +3 and a level modifier of +2, add those to the d20 modifier just rolled. During this session, Sean's Cleric will have a heroic luck score of 8 points! Lucky Thalidimar is ready to tackle the minions of evil!

Keep in mind that both Player Characters and certain Non-Player Characters (including monsters) have heroic luck. While the NPCs may have heroic luck, the DM doesn't always have time to make fate rolls for them. The DM will decide ahead of time which NPCs and/or monsters have heroic luck. Not every NPC or monster will have luck. Most named NPC opponents will, some monsters in planned encounters will have heroic luck. The baker in the shop downstairs probably doesn't have any heroic luck. Lord Ackeron; leader of the cult of Bazurat, and slayer of the innocent probably does. The Black Dragon boss encounter at the end of 'Shadows of Silence' adventure probably involves some heroic luck on the part of the Black Dragon. That old sea dog 'Cappy' down by the docks? What the players don't know is that he's a retired 9th level Swashbuckler. He may look harmless while he whistles a broken tune and whittles on a piece of whale bone, but he's got plenty of experience and a bucket full of heroic luck! Players on the other hand, always have heroic luck and they always seem to make time to use their heroic luck. The result is a net positive for the heroes in our story.

What about Familiars and Animal Companions? - In game terms, Familiars and Animal companions (and some other cases) are a special cases. They're not fully independent NPCs and they're not 'player characters' in the traditional sense of the game. They're typically under the control of a Player Character or NPC (or some other monster). If a character, monster or NPC controls other creatures, then the creature or creatures under their control do not get their own heroic luck (even if they would otherwise). *The character, monster or NPC controlling the creature(s) may 'share' their heroic luck (if they have any) with the controlled character/monster/creature.*

What sorts of creatures are we talking about? - In game terms, we're talking about characters, monsters and other creatures that do not operate with fully independent will. They are bonded to and/or under the control of another character, monster or NPC. They may be summoned monsters, charmed monsters or characters, animated undead, constructs, horses (while you're riding/controlling it), animal companions, familiars, etc. They are not followers, who have willingly chosen to follow another character, monster or NPC. They are not hirelings, working for pay. Mercenaries who've joined up with the legions of Garoth in order to rape and pillage. They are not creatures, characters or monsters that operate under their own free will. Keep in mind that the DM may sometimes place an NPC or creature under the control of a player. That's not the same thing as a 'Familiar' (for example); which is under the control of a Player character. An NPC being run by a player (for the sake of convenience) could easily have his/her own heroic luck. At the same time, a group of seven zombies being controlled by

Lord Vanosh (an NPC villain) do not have their own will, they're under the control of Lord Vanosh, and they do his bidding. The zombies do not have their own heroic luck.

Under no circumstances will a PC, NPC or monster have a negative score for heroic luck, and you cannot save heroic luck from session to session. It doesn't carry over to the next gaming session.

(*You cannot make a fate roll to counter automatic success or failure. (The roll of a natural 1 or 20). If rolling three d20, 1s and 20s cancel each other. Roll a 1 = failure, Roll a 20 = success, Roll a 1 and a 20, the third die is the result you're stuck with).

Heroic luck points are typically accounted for using colored stones (luck stones). This provides players and DM's with an easy visual method for keeping track of a characters remaining heroic luck points. When a fate roll is made, a luck stone is given to the DM, thus reducing the heroic luck points available to that character.

MIXED CHART SAVING THROWS:

The following procedure may be used when the DM wishes to prevent the character from automatically knowing, or assuming, that they made or missed their saving throw. When the player rolls his or her saving throw the DM should also roll a d20. The chart below is then consulted to determine the outcome. The DM should inform the player whenever this procedure is being used. When necessary the DM should explain the procedure, and the reason for its use.

Player d20	>	DM d20	Result is read normal. Roll # needed or >
Player d20	=	DM d20	Result is mixed. If DM's roll is even result is read normal. If DM's roll is odd result is read reversed
Player d20	<	DM d20	Result is read reversed. Roll 21 - # needed or <

Modifiers are added to the players saving throw in the event that the player's d20 is higher, and the player's modifier is subtracted from the saving throw if the player's d20 is lower than the DM's d20.

DM'S PREROGATIVE AND DICE ROLLING RULES:

This simple rule should clear up any questions concerning who rolls what rolls, and when.

***** THE DM MAKES ALL DIE ROLLS, UNLESS OTHERWISE STATED. *****

It is entirely up to the DM, as to who will make what die rolls and when. One does not roll, unless the DM knows that you are about to roll, and what you are rolling for. If you make a die roll, and the DM says "Stop! don't touch that die!" Then don't touch the die. The DM may inspect the dice or die rolls at any time. If, on the other hand, you should decide to touch the die after the DM says not to, then that roll is forfeit, and you will be assumed to have rolled the least favorable result (i.e. 1). This could prove dangerous. However, if you hadn't touched the die in the first place, the roll would have been whatever you rolled, rather than the least favorable result. The DM may however decide that the roll is a 2 instead. Or perhaps, if he is feeling extremely generous he may even allow you to re-roll. In like fashion, the PLAYERS are allowed to see the DM's rolls at certain times. When the DM rolls to check for a critical hit against a Character, It is suggested that the DM let one of the players see the die roll, as well as the subsequent roll. (i.e. the initial 20 and the following roll).

Generally accepted standards for rolling dice: Actual physical dice will be used to determine the outcome of random events and rules arbitration; not chits, spinners, or electronic dice. A 'Cocked Die' situation does NOT exist if an obstruction can safely be removed without causing the die to 'tip over'. If you think the dice are cocked, please ask the DM. If you roll the die/dice off the table, you should pick it/them up and re-roll - Even if it's a 20! The use of weighted or doctored dice will engender the DM's ire. Intentionally using one die to affect the result of another die is not permitted. The use of clear dice and 'micro' dice are frowned upon, and their use may be prohibited by the DM.

NO 'GOING BACK':

In this game there are many rules, modifiers, conditions, and circumstances which necessitate arbitration and adjudication. At the same time, unnecessary rigor and a game overburdened by rules can create for a boring session, a broken story line, or an unenjoyable campaign. Sometimes you should keep the story moving forward at the expense of the rules. In order to keep the game flowing and moving forward, the following general rule is followed to expedite things. **There is no 'going back'.**

Occasionally, you or the Players may notice that a rule has been inadvertently misapplied, neglected or forgotten. The general rule is applied as follows. If the next player has begun his or her action, we do not 'go back' in order to correct the mistake, or apply the correct ruling. We keep going forward. Perhaps someone forgot to apply a +1 to hit... If the next player has begun his/her turn (actually rolled dice, cast a spell, moved his/her character, etc.) we don't 'go back' in order to correct the actions of the previous round. Even if this might result in a different outcome.

This rule applies equally for the DM and players. Perhaps the DM forgot to have a monster use it's breath weapon. If the player's have taken an action, the DM should not 'go back' and apply the effects of the monster's breath weapon. Everyone makes mistakes. Everyone forgets things. Under most circumstances* these minor mistakes won't have much effect on the game, and continuing forward despite the errors is more important than 'going back' in order to correct things. The important thing is to keep the game moving forward; to preserve a sense of flow, urgency and story line continuity.

**If misapplication or inadvertent omission of rules adjudication results in a character's death or a major deviation in the story line or some important consequences, the DM is at liberty to 'replay' a given scenario, event or circumstance. Even if it means 'going back' to fix something.*

ABILITY SCORES:

When determining stats and adjustments due to ability scores, use the PH pgs 7-10. Age and Race modifiers are used IAW PH pgs 10 & 109 (add another 1.5 years per level after 1st). The following ability scores are used in this Campaign. Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), and Charisma (CHA). See PH pgs 7-10. In addition, a Renown score is also computed. (see [THE RENOWN SCORE](#) below)

ABILITY SCORE ROLLING:

Players may use any one of the following three separate die rolling methods for generation of player character statistics. They are as follows:

METHOD 1: Roll three six sided dice five times for each ability score.

METHOD 2: Roll four six sided dice four times for each ability score. Take out the lowest die on each roll.

METHOD 3: Roll four six sided dice three times. Take out the lowest die. If that die is three or less you may reroll it a number of times equal to it's value (i.e. 1, 2, or 3 times). The final result of that roll(s) must be used to replace the value of the second lowest die. Example. Gomar the Barbarian (a Warrior) is rolling for his Strength. He rolls 4d6. The dice come up 3, 4, 6, 6. Gomar takes the die that rolled the three and rerolls it. Hoping to get higher than a 4 to replace the second highest roll. On the first roll Gomar rolls a 2 "Ugh!, That no good". He rolls again. This time the result is a 5. That's pretty good. Gomar may stop here and take a 17 (5, 6, 6), or he may roll once more, hoping to get a 6. Gomar chooses to go for the gusto and rolls a 2. "UGH!" Gomar ends up with a 14 (2, 6, 6). Oh well, at least he gets two more chances.

These methods all result in higher scores than the standard method used in the PH. The players characters are heroes, not zeros! There's no reason to generate a player character with sub-average rolls, only to wait until he dies before rolling up another character.

With each method shown above, the player selects the best stat from each category/set of rolls. These scores are then assigned to the characters ability scores as the player sees fit. Don't forget to apply race and age modifiers.

After a player has rolled, selected, arranged, and modified the characters ability scores, the results are shown to the DM. The DM may then make any changes to the ability scores as appropriate. In general, if the DM changes any ability scores, the changes will be balanced. For example the DM may lower a characters charisma by two points, and then raise the same characters DEX by two points. Thus balancing the change.

ABILITY SCORE MODIFIERS:

Aging and racial modifiers are used when determining a characters ability scores. See PH pgs 10 & 109 (add another 1.5 years per level after 1st). In addition, age modifiers may be applied to a characters existing ability scores due to some unforeseen circumstance. Watch out for those Ghosts!

ROLLING HIT POINTS:

When a character is created, the player must roll dice to determine the number of hit points the character has. The following rules apply to the generation of hit points. At first level, all characters receive maximum hit points. At 2nd level, players reroll all 1's and 2's. At 3rd level players reroll all 1's. After 3rd level, no rerolls are permitted.

HANDEDNESS:

A house rule used to determine your characters primary hand/handedness. This rule is used for all characters with two hands. At character creation, the player rolls dice as indicated below:

With right hand - Roll d20

With left hand - Roll d10

If the d20 is higher than the d10, the character is right handed. If the d10 is higher than the d20, the character is left handed. If both dice are equal, the character gains the 'Ambidexterity' feat (see RWNF pgs 10-11) and the 'Two-Weapon Fighting' (see PH pgs 102 & 160) as bonus feats. The character is considered '*ambidextrous*' with regards to spellcasting, skills, feats, etc. He/she is equally proficient with either hand.

VISIBILITY and VISION:

How far can your character see when he/she's outdoors? A question that sometimes arises during the course of a campaign. There are plenty of rules covering vision in a dungeon situation, but no official (3E) rules covering this subject. Here are house rules to cover this particular gap. (Rules for 'normal vision' are taken from the 'Wilderness Survival Guide' (pgs 72-73), a 1st edition AD&D rule book. Copyright 1986 TSR inc. These rules are used here without permission.)

Normal Vision:

Normal vision is what Humans and most other creatures and character races use most of the time. It is the ability to see images, colors, and other visual phenomena within the range of the so-called "visible spectrum", between the infrared and ultraviolet ranges of the full spectrum of light waves. In clear air during daylight, the effective range of normal vision is 500 yards, This means that a character with an *unobstructed* view can see a size M creature or object at this well enough to recognize its basic form. A creature or object of size S is visible from 250 yards away, and one of size L is visible from a distance of at least 1000 yards—or perhaps a much greater distance for exceptionally large creatures or objects (such as a Dragon or a tall building).

"Unobstructed" is an important word here, because practically anything in the line of sight can be an obstruction. When the viewer and the target are both on the ground and at the same elevation, ideal viewing conditions are rare. If a six foot tall Orc is standing in the middle of a flat and totally featureless plain, its form will be visible to a character 500 yards away. If the field is covered with a three-foot height of grass and foliage, the Orc's image is smaller

because only half of its body is visible, and thus it can only be viewed from 250 yards distant (as if it was a size S creature).

An unobstructed view often occurs when the viewer and the target are at drastically different elevations. A character standing on the peak of a lone mountain rising high above the plain around it can see for miles in any direction. However, his effective range of normal vision is unchanged; he must still be within 500 yards of a size M object or creature in order to be able to distinguish its basic form and possibly identify it.

Of course the converse is true as well: The character standing on the peak is himself visible and recognizable to any other viewers within 500 yards. Obviously, long-range visibility can be a blessing and a curse at the same time, depending on one's point of view.

Outdoor range of normal vision:

How far can you see in the daylight, when you're in the middle of a snowstorm? Can your character see the Troll standing 20 feet away, if it's the middle of the night and there's no moonlight? That depends; is there any fog in the Swamp of Dire Shores?

	Daylight	Twilight	Moonlight	Darkness
Clear	500	300	50	25
Overcast	400	250	35	25
Moderate fog	150	100	25	15
Heavy fog, rain, snow	50	30	15	10
Heavy snow with wind	35	25	10	5
Blowing sand/dust	20	20	10	5

(Entries on this table are expressed in yards. The given range is the distance at which a viewer can discern a size M object that stands out from the terrain and other surroundings adjacent to it; double this figure for a size L object, and halve it for a size S object.)

Twilight: Any period of time thirty minutes before sunset, and up to thirty minutes after sunset.

Moonlight: Any cloudless evening with a full moon, including three days before the full moon and three days after. Any cloudless evening where the moon is at 1st or 4th quarter (half the facing is illuminated), including the evening before and the evening after.

Darkness: An evening with cloud cover, an evening where the moon is new. Those evenings outside those listed under Moonlight above.

The ability to see something at a given range assumes that the viewer is concentrating on long-range vision and that the target, if one exists, is not concealed or attempting to keep itself from being seen. If the Orc from the above example were to lie down in the middle of the flat, featureless plain, a character's chance of spotting it from a long distance would be greatly reduced. And if it lies down in three-foot-high grass, of course, it is effectively invisible until the viewer gets very close to its location.

In daylight or twilight, a character can employ long-range normal vision and short range normal vision at the same time; that is, he can keep an eye out for obvious objects immediately in front of him and for objects in the distance simultaneously (in effect), simply by shifting his gaze every few seconds. In conditions of sufficient illumination, it is possible to move at full normal speed and remain cognizant of visible features at both short and long range as long as the character keeps shifting his gaze. Many objects will become obvious at short range just because they are obvious. For instance, it is practically impossible for a character to casually still over the edge of a cliff in daylight or twilight even if his attention is fixed on an object on a

distant mountain peak; his field of vision will take in the edge of the cliff before he gets to it—assuming that he isn't staring up into the air and walking toward the edge at the same time.

In moonlight or darkness, when illumination is scant or practically nonexistent, it is much more difficult for a character to keep moving and remain cognizant of short-range and long-range objects at the same time by shifting his gaze: In the space of a few seconds, a character could come upon the edge of a crevasse or a pit that he didn't see the last time he looked at the area directly in front of him is not treacherous. If two or more characters are traveling together, they can best protect themselves by dividing "lookout duty"; one peers far ahead, while another pays close attention to the ground a few paces in front of them. Of course, the safest way to scan the distance in conditions of poor illumination is to first come to a stop and then peer ahead into the darkness—but even that will not make a character safe from a hazard that is nearby and moving toward him, silent and unseen....

STARTING CHARACTERS with POWERFUL BUILDS:

During the course of a campaign, it is possible that a player might introduce a new character that has a 'Powerful Build'. Meaning that the character created has bonuses or benefits that make it more powerful than characters with similar advantages. For example, you might create/play a character that has four legs, making it faster and stronger than other characters. This might result in a 'Racial Adjustment' of +1; meaning that the character is considered to be one level higher than normal. Your character would have an ECL (Effective Character Level) higher than some other characters. Many races come with 'Racial Adjustments'. When you play a character with this type of adjustment, you could end up with a character who has an advantage over those of other players. In order to balance play, we employ a Variant Rule from the Forgotten Realms (See the FR - Player's Guide to Faerun, page 190). That Variant Rule is slightly modified to account for our House Rules.

Powerful Races at lower levels

Using this variant rule, you can create a low level character (1st - 3rd, possibly higher) using any of the powerful races described in the accepted rule books (See [ALLOWABLE CHARACTER CLASSES AND LEVELS](#)). Such a character begins play with all of the normal characteristics for his race and all of the normal class features for a low level character of his class. He also begins play with a number of negative level adjustments equal to his race's level adjustment. For each negative level adjustment, he takes the following penalties.

- 1 on skill checks and ability checks
- 1 on attack rolls and saving throws
- 1 on level checks (including caster level checks)
- 1 to the DC for any spell he casts or any other ability he uses that allows a saving throw
- 1 to any constant Armor Class bonus granted by race, such as a natural armor bonus or the Svirkneblin's constant dodge bonus
- 1 to racial level adjustment (to make the character effectively 1st level)

When the character gains enough experience to advance a level, he does not actually gain a class level. Instead, his negative level adjustment is lessened by 1 at each new level attained until it reaches 0 (This doesn't require a trainer, training time, or cost money. It is an automatic adjustment). At that point, the character has "bought off" his racial level adjustment(s). He has one class level and his full racial level adjustment, so his effective character level (ECL) equals 1 + his level adjustment.

For example, a Tiefling has a +1 level adjustment, so a 1st-level Tiefling character would have a -1 negative level adjustment. Her effective character level is 1st, since her negative level adjustment cancels out her racial level

adjustment. When she gains 2,000 XP (enough to advance to 2nd level), she does not gain a class level, but her negative level adjustment is eliminated, making her the equivalent of a 2nd-level character (one class level +1 level adjustment).

Likewise, a 1st-level dwarf character begins play with a -2 level adjustment (offsetting the +2 level adjustment/due to the racial benefits). When he gains 2,000 XP, his negative level adjustment is reduced to -1. When he gains a total of 6,000 XP, it is eliminated altogether. At that point, he is the equivalent of a 3rd-level character, with one class level and a +2 level adjustment (ECL=3)

This rule should be used whenever a player wishes to generate/create a character with a level adjustment (racial or otherwise), which would otherwise put their character at a level above that of the remainder of the party. A player who wishes to run a Centaur character, which has a +3 level adjustment, must abide by these rules (STARTING CHARACTER with POWERFUL BUILDS), incurring a -3 negative level adjustment (and all the requisite penalties (see list above)), until such time as they have bought off all the negative level adjustments; upon achieving 4th level (12,000xp). They would then have an ECL of 4.

Why is this 'Penalty' (these penalties) applied? It is applied so that all players are running characters with the same relative ECL. Imagine a group of players whose initial characters constituted a party of adventurers, composed as follows:

Character #1: Jasco Barinson - 1st level Human Fighter (ECL=1)

Character #2: Parasinda Egarariastra - 1st level Elven Wizard (ECL=1)

Character #3: Cosinn Yamsajuut - 1st level Half-Elven Ranger (ECL=1)

Character #4: Heavy Vainbright - 1st level Dwarf Preist (ECL=1)

Character #5: Desmorandu Plenassy - 1st level Human Thief (ECL=1)

Character #6: Grogar Xagaroot - 1st level Overlord Duskblade (ECL=4 (Level 1 + Level Adjustment of 3 from race of Overlord (see House Rules - Campaign specific races on page 16))).

The player running Grogar would have a heavy advantage over all the other characters due to his class. This would result in unbalanced play in the game. Grogar might easily defeat all the opponents that the DM throws at the party, or the DM would have to make the monsters unusually deadly (to the other characters) in order to compensate for Grogar's high ECL. By applying this particular house rule, we bring the powerful character down a few 'notches' so that the game play is more balanced. Players are not required to play races that have a high level adjustment, but when they do, they must temper that power by applying penalties so that their character isn't far more powerful than the rest of the party. When a character with a high level adjustment is brought in at '8th level' the DM can adjust the new character so that it matches the ECL of the party without applying penalties to the new character. For example, the Overlord character might play a 5th level Duskblade. That way a 5th level character with a +3 level adjustment would be playing a character with an ECL of 8 (and the appropriate number of experience points for a character of that level). By applying this house rule correctly, the Overlord would enter the campaign at the same 'level' as the rest of the party. Application of this rule requires the DM to be cognizant of the other characters levels (ECLs) and the apply this house rule such that game play remains balanced. One player should not be permitted to play a character that is far more powerful than the rest of the party.

NEW CHARACTERS and MAGIC ITEMS:

During the course of a campaign, it is possible, and sometimes probable, that a player's character may die. This is a tragic event which can cause some grief on the player's behalf. To dissuade fickle and foolhardy players, the following rule applies.

(If the character's death is deemed intentional by the DM; Or the player wishes to play a different character (i.e. the player is trying to get rid of the character for some reason), the player's next character will enter the campaign at one level lower than the rest of the party. The DM may need to use/calculate averaged party character experience points in order to apply this rule.

When a new character is created, it will have a number of experience points equal to the current party average. The number of experience points will be factored by percentage. For example: If most characters are 200 experience points over their current level, and this equals 1% of the amount needed to reach the next level, then the players new character will also have 1% of the experience points needed to acquire the next level.

When a new character (other than 1st level) is created, it will have 1000gp's per level, in gold with which to purchase items. (The cost of spell books is assumed to have been paid prior to creation of the new character. i.e. provided at no cost.) A character may also have some magic items depending on level and class/archetype. Here is a chart indicating the number of magic items a new character might have.

Archetype	level	Items
Warrior	2	1 weapon; 1 potion/1 1 use item
Priest	2	1 weapon; 1 potion/1 scroll (w/1d6 1st lvl spells)
Rogue	2	1 miscellaneous (w/charges); 1 1 use item
Mage	2	1 miscellaneous (w/charges); 1 scroll (w/1d6 1st lvl spells)

Archetype	level	Items
Warrior	3	1 weapon; 2 1 use items
Priest	3	1 weapon; 1 potion/1 scroll (w/1d6 1st lvl spells); 1 1 use item
Rogue	3	1 miscellaneous (w/charges); 2 1 use items
Mage	3	1 miscellaneous (w/charges); 1 scroll (w/1d6 1st lvl spells); 1 1 use item

Archetype	level	Items
Warrior	4	1 weapon; 1 protective; 2 1 use items
Priest	4	1 weapon; 1 protective; 1 potion/1 scroll (w/1d6 1-2nd lvl spells); 1 1 use item
Rogue	4	1 protective; 1 miscellaneous (w/charges); 2 1 use items
Mage	4	1 protective; 1 miscellaneous (w/charges); 1 scroll (w/1d6 1-2nd lvl spells); 1 1 use item

Archetype	level	Items
Warrior	5	2 weapon; 1 protective; 2 1 use items
Priest	5	1 weapon; 1 protective; 1 potion/1 scroll (w/1d6 1-2nd lvl spells); 2 1 use items
Rogue	5	1 weapon; 1 protective; 1 miscellaneous (w/charges); 2 1 use items
Mage	5	1 protective; 2 miscellaneous (1 charged/1 permanent); 1 scroll (w/1d6 1-2nd lvl spells); 1 1 use item

Archetype	level	Items
Warrior	6	2 weapon; 1 protective; 1 miscellaneous (permanent); 2 1 use item
Priest	6	1 wpn; 1 protective; 1 miscellaneous (permanent); 1 potion/1 scroll (w/1d6 1-3rd lvl spells); 2 1 use items
Rogue	6	1 weapon; 1 protective; 2 miscellaneous (1 charged/1 permanent); 2 1 use items
Mage	6	1 wpn; 1 protective; 2 misc. (1 charged/1 permanent); 1 scroll (w/1d6 1-3rd lvl spells); 2 1 use items

Archetype	level	Items
Warrior	7	3 weapon; 1 protective; 1 miscellaneous (permanent); 2 1 use items
Priest	7	2 wpn; 1 protective; 1 miscellaneous (permanent); 1 potion/1 scroll (w/1d6 1-4th lvl spells); 2 1 use items

Rogue	7	1 weapon; 1 protective; 2 miscellaneous (1 charged/1 permanent); 3 1 use items
Mage	7	1 wpn; 1 protective; 2 misc. (1 charged/1 permanent); 1 scroll (w/1d6 1-4th lvl spells); 3 1 use items

Archetype	level	Items
Warrior	8	3 weapon; 2 protective; 1 miscellaneous (permanent); 2 1 use items
Priest	8	2 wpn; 1 prot.; 2 misc. (1 charged/1 permanent); 1 potion/1 scroll (w/1d6 1-5th lvl spells); 2 1 use items
Rogue	8	2 weapon; 1 protective; 2 miscellaneous (1 charged/1 permanent); 3 1 use items
Mage	8	1 wpn; 2 protective; 2 misc. (1 charged/1 permanent); 1 scroll (w/1d6 1-5th lvl spells); 3 1 use items

It is recommended that characters beyond 8th level not be introduced with any magic items beyond the amounts listed for 8th level in the table above. Keep in mind that the DM is always free to deviate from these recommendations at any time. This guideline is provided only to give the DM a baseline to work from. Note that as a player, it is better to keep your character alive, as you will likely acquire more magic items through the sustained play of one character, than you would by dying and drawing up a new character. Note: In our campaign, distribution of magic items is at the purview of the DM. You can't 'buy' magic items (ref our house rule on the [PURCHASE OF MAGIC ITEMS](#)).

CHARACTER ALIGNMENT:

Characters may only be of good, or neutral alignment. Players should keep in mind that "all" players have a vested interest in their characters, and are attending the meeting to have fun. Any player who hides behind player ignorance as an excuse to attack or damage other characters will be judged harshly. As the DM, I will be paying very close attention to whether or not you are playing in a manner which I consider evil. You should be aware that I will not permit the play of evil characters. Regardless of your character's alignment. While some may argue that a chaotic neutral character is permitted to perform an occasional evil act, I will not allow a player to use this sort of rule riding to excuse an attack on another player's character. I have seen too many campaigns ruined by juvenile players who think they can use their character to attack or harm other characters. Players will be warned when their characters is in jeopardy of an alignment deviation. If the players character becomes evil, it loses a level and automatically becomes an NPC under the control of the DM.

DEITIES:

Deities from the PH, Deities & Demigods, Forgotten Realms Campaign (FRC) book (See pg 39), Faiths & Pantheons, and other select sources (with the DM's approval), may be used. The deities presented in the PH & Faiths & Pantheons may differ from those listed in the Forgotten Realms Campaign book. See the Forgotten Realms Campaign book (pg 9). Whenever a Deity is selected, care should be taken to check the FRC, and note any differences. When differences are noted, the FRC book should be used as the authoritative source. Additionally, any Non-human deities may be used; provided the DM owns a source which includes the deity in question. The only time a character must choose a deity, is when a priest/cleric type character is chosen.

DIVINE INTERVENTION:

Divine intervention in this campaign, as in any campaign. Is a rare occurrence. And as such, is handled as follows: Only the DM may determine when a roll for divine intervention may be attempted. If the DM decides that an attempt may be made, then the chance of it actually occurring is only 1 in 100, a 1% chance. In 99% of the cases, when divine intervention does occur, the deity does not show up in person. Instead, an act of the deity, or appearance of an Agent, will occur in order to carry out the will of the deity.

THE RENOWN SCORE:

This characteristic/score is given to all player characters, and some non-player characters. It is used to determine whether your character is known by, knows, or knows of, some other character, or non-player character. The score is calculated as follows: 10% per level of experience. The score is reduced by 1% for each mile the character is from his/her base of

operations, home, or lair. The score may be modified by other factors as determined by the DM. The player's base of operations is normally Whillip, Sembia, and the character's renown score is based on that place. Sometimes a character's renown may be composed of two different scores; one for their previous base of operations/home and another for Whillip. As a character spends more time in Whillip, the renown for each place changes. The score for Whillip increases 10% per level, while the score for their previous base of operations is reduced by 10% for each year that a character is away from their previous base of operations/home (No renown score may be reduced to a negative number due to absence based upon time spent away). Note that time spent away from Whillip during an adventure does not reduce a character's base renown score - the distance away does however, affect the renown score (as noted above).

KNOWLEDGE OF WHILLIP:

Some player characters are introduced into our campaign with an assumed knowledge of Whillip. i.e. As part of their background, it is taken that a particular character may have lived in or used Whillip as their base of operations for any number of years. When this happens, the DM must generate a number of Whillip addresses/businesses that the character already knows. This background knowledge consists of 1d20 addresses/buildings per year of assumed residency.

KNOWLEDGE OF MONSTERS:

As provided in the 3rd (3.5) edition PH (pg, 78), the knowledge skill may be used to identify monsters. *"In many cases, you can use this skill to identify monsters and their special powers or vulnerabilities. In general, the DC of such a check equals 10 + the monster's HD. A successful check allows you to remember a bit of useful information about that monster. For every 5 points by which your check result exceeds the DC, you recall another piece of useful information."* (Note that MMIV has modified this rule to use CR instead of HD when modifying the skill check.) Standard implementation of the Knowledge skill addresses specific creatures very well, but there's more to be said about about creatures of general types. Consider the Whisper Demon as an example. It's a CR 9 creature. That means that identifying it is a DC 19 check. This check will generally yield one bit of information, but since there are lowly CR 2 Demons such as the dretch out there that share many of the Demon and Tanar'ri traits. It's reasonable to give more information about it with the initial identification of the creature as a Tanar'ri.

Using this expanded skill, the players and DM may determine whether a character has seen, or heard about a particular creature prior to the apparent first contact with it. All Characters are assumed to have knowledge of PC races (not monstrous or minor races (see [Monstrous/Minor Races](#): rule).

See the 3enewfeats.pdf document <<http://www.robsworld.org/3enewfeats.pdf>> for the full rules regarding monster identification. A password is required in order to access the online version of this document. See the DM for password.

KNOWLEDGE OF DEITIES:

The DM may determine whether a character is familiar with or knows of, a particular religion, faith or deity that is not obviously part of the character's background/makeup. The percent chance is equal to: 40% for Greater powers, 20% for Intermediate powers, 10% for lesser powers and 5% for Demi powers and cults. This roll is made when the name or symbol of a power is revealed/made known. The deities/powers must be from the same Pantheon as that of the character. Information is limited to that revealed by the DM. Under no circumstances will this percentile roll reveal more information/more detailed information than a successful knowledge (religion) check. In addition, a character with knowledge (religion) may make a knowledge check in addition to this percentile roll. Failure on one roll (d% or skill check), does not counter success on the other.

CHARACTER SHEETS:

All character sheets must be clearly printed in easy to read characters. The stats, scores, abilities, equipment, and items which change should be written in pencil. The remainder of the character sheet may be written in pen. Your character sheet should include a sheet which shows Hit Point progression, Skill Point expenditures, and Feat Selections (including flaws and/or traits) by level. This is needed in the event that your character loses a level either permanently, or temporarily. Without a sheet which shows progression from level to level, we cannot know the correct effect on a character so affected.

The *character sheet, or a current copy of it, must be left with the DM at all times; so that your character may be played even if you are not present.* Any equipment, magic items, ability scores, hit points, etc. that are not listed on the copy (or associated index cards) should not be considered during play. If you took the original home with you and someone else has to play your character, it is in your best interest to make sure that they (we) have a current and accurate copy of the character sheet.

CHARACTER WILLS:

While players are not required to prepare wills for their characters, a player who wishes to have his/her character's final wishes considered must follow these guidelines. Any 'last wishes' or instructions must be written out. The 'Character' doesn't have to prepare or have a will in game, but a player prepared copy of any will/last wishes must be provided to the DM prior to the character's death. In order for characters (other party members) to consider a character's will/last wishes, some sort of in-game preparations must be made. The character may prepare a will and store it in a bank, or discuss his desires with other characters. This preparation must be performed prior to the character's death, and the wishes must be communicated (in some form/manner) to other in-game characters. If a will/the character's wishes are not written out (by the player) prior to the character's death, there is no guarantee that a DM (or other characters) need comply with the character's last wishes.

SELECTION OF EQUIPMENT:

When purchasing equipment for a character, players may wonder whether certain types of equipment, armor and weapons are available. In general, the selection of equipment is a personal choice for the character. Player's must select equipment (including ammunition, clothing, food & services, livestock, miscellaneous equipment, tack & harness, transportation) for their character from the "Complete Equipment List" as supplied by the DM. Differences in the name, weight or cost of an item do not constitute a difference in the item. If items are materially the same, then players must select equipment from the Complete Equipment List despite any differences in name, weight or cost. See "Rob's World!" web site/page <<https://www.robsworld.org/equipment.html>> for equipment information and lists (all items except Armor composites, parts & suits). See "Rob's World! web site/page: <<https://www.robsworld.org/weapons.html>> for a weapons listing/statistics, as well as the addendums (preface and test) linked at the top of the weapons page for additional weapons information. Ref Player's Handbook pages 122-126 for armor. If an item cannot be found in these in the Complete Equipment List or Weapons listing, players may consult the Player's Handbook or other campaign accepted 3rd edition rule books (see Rule Books Used section of these house rules). If an item cannot be found in any of these sources, the player should consult the DM for permission to use other supplements/sources. Keep in mind that certain animals and items are not always available. For instance: players may have difficulty purchasing a trained war elephant in an Arctic setting. Players will also have difficulty finding a source from which to purchase a flying contraption (a-la Leonardo DaVinci/Aurora's Whole Realms catalog). *In all instances the DM is the final arbiter when it comes to matters of availability and cost* (Note: For a [Spell Component Pouch](#), see House Rules below). Player's may not pick and choose between items available in the Player's Handbook (or other sources) and the Complete Equipment List.

Types of equipment:

When purchasing equipment/items, players may note that there are generally **two 'types' of items**: *Common* and *Rare*, and **three categories of 'quality'**: *Mundane*, *Exceptional*, and *Magical*.

All* exceptional and magical items are considered rare. Acquisition of any item(s) considered rare (not available in the listings mentioned above) must* be role-played. Many of the items in the 'Arms and Equipment Guide' would be considered rare (not all are exceptional quality). Player characters might know about some of the items in the AE, but they might be difficult to find in Whillip. Many of the items in the 'Aurora's Whole Realms Catalog' would likewise be considered rare [note that the Catalog is a 2nd Edition D&D supplement/Is not an accepted rule book for our campaign/but the DM may source items from this book]. There are other books containing listings of equipment, arms and armor. Some of these other books may give players ideas, many are accepted as official in our campaign (see Rule Books Used above).

**Note the exception for Masterwork items (see below). Occasionally, characters may wish to purchase master work items/ equipment; other than armor and weapons (rules for masterwork weapons and armor can be found in the Player's Handbook (ref PH pages 122, 126, 129-131). Masterwork equipment described in the Player's Handbook may be purchased (regardless of any special materials used (see Special Materials below)) without role-playing.*

Masterwork equipment:

Occasionally, characters may wish to purchase master work items; other than armor and weapons. Rules for masterwork weapons and armor can be found in the Player's Handbook (ref PH pgs 122, 126, 129-131). Masterwork items serve the same purpose as other common items, but they're Exceptional examples of the item in question. Superior materials and craftsmanship combine to make for a masterwork item. Unless otherwise listed (some specific masterwork items are listed in the official rule books), masterwork items give players a +2 circumstance bonus (or 10% improvement) in regards to their use, saving throws, etc. The cost for a masterwork item (unless otherwise listed), is 33% more than the listed price (round up). PCs may purchase common exceptional Masterwork arms and armor (from the RWL, RWEL or PH (see Selection of Equipment above)) without roleplaying (in Whillip). Masterwork equipment outside these references (RWL, RWEL & PH) must be handled as rare, and the acquisition of these items must be role-played.

Special materials:

Occasionally, characters may wish to purchase equipment made of special materials. Equipment made from these special materials typically fall into the 'Exceptional' category, in that case* the acquisition of the materials (or equipment made from these materials) must be role-played. These special materials are primarily addressed/listed in the Dungeon Master's Guide (ref DMG pgs 283-285). In addition to the DMG, special materials are also addressed in the Arms & Equipment Guide (ref AE pgs 12-14, 18-20), the Complete Races series of rules and other sources (such as the 2nd Edition Forgotten Realms Accessory: Volo's Guide to All Things Magical). Typically (see Masterwork equipment above), when a PC acquires a Masterwork item, role-playing is not required. However, if the Player Character is obtaining a Masterwork item as described in the Player's Handbook and that item is made of a 'Special Material' then they must role-play that purchase/acquisition.

When a PC seeks to obtain any equipment made out of a special material (including/not limited to masterwork items), the question of availability rises. How likely is it that the merchant, smithy or craftsman has even heard of or has the material in question? In order to more readily answer that question, our campaign uses the following guide for special materials availability - First determine whether the vendor has heard of the special material (use the percentages below); Secondly determine whether the vendor has the product on hand (use the same percentage listed below). If the vendor knows of the material and has some on hand, then the PC may acquire it. Role-playing is required.

- Vendor's percentage chance of knowing about/or having the special materials referenced in the DMG: Adamantine (also known as Adamanite in RW): 20% / Duskwood (aka Darkwood): 40% / Dragonhide: 30% / Cold iron: 60% / Mithral: 50% / Alchemical silver: 70%
- Vendor's percentage chance of knowing about/or having any of the Special materials referenced in a 'Complete Races' rule book: 20%
- Vendor's percentage chance of knowing about/or having any of the Special materials referenced in the Arms & Equipment Guide: 20%
- Vendor's percentage chance of knowing about/or having any of the Special materials referenced in any other source: 10%

Of course a vendor may have heard of the special material, and he might have the item sought. However, how many, or how much of the material does the vendor have? For that we use a general rule of a 50% chance for each

additional item of that material. Once you roll above 50% there are no more items available. When will more of the item be available? For that we use a 1% rule. Check back in one day and there's a 1% chance. The odds increase 1% per day. Eventually, more of the item will be available.

These availability rules are only meant as general guidelines in order to establish a baseline of availability and acquisition odds. The DM is free to deviate from these recommendations, and may have determined ahead of time that a specific vendor has a specific quantity of a special material at a specific price. Again these are just guidelines to help facilitate gameplay.

Keeping track of equipment:

Players in the Rob's World campaign keep track of their characters equipment using 3 x 5 index cards. Each index card contains details regarding a separate item. The item is described, it's location (and character holding it) is recorded, a weight and value are listed. Whenever an item is found, purchased, or traded, an index card is involved. Players keep these index cards with their character sheets. Whenever a character trades, sells, or loses an item, the card is transferred to/from the DM or another player. These 3 x 5 cards help players keep track of equipment, encumbrance, and the many items the characters possess. If a player fails to record the details of a found magic item on a 3 x 5 index card (or elsewhere), the DM may rule that the item does not exist. For your own sake, keep good records of your equipment!

STARVATION AND THIRST:

An issue that has frequently risen in the Rob's World! D&D Campaign concerns the rules regarding the consumption of food and water. The questions in general are *"How much food and water does my character need to consume in order to avoid the detrimental effects of starvation or thirst?"*

The official rules for 'Starvation and Thirst' are published in the 3.5 version of the Dungeon Master's Guide (ref DMG page 304). Here's an excerpt from those rules:

"Characters might find themselves without food or water and with no means to obtain them. In normal climates, Medium characters need at least a gallon of fluids and about a pound of decent food per day to avoid starvation. (Small characters need half as much.) In very hot climates, characters need two or three times as much water to avoid dehydration.

A character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage.

A character can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage.

Characters who have taken nonlethal damage from lack of food or water are fatigued (see page 84). Nonlethal damage from thirst or starvation cannot be recovered until the character gets food or water, as needed—not even magic that restores hit points (such as cure light wounds) heals this damage."

Unfortunately, these official rules contain some rather vague language and ambiguous terms. Our campaign has slightly altered these rules in order clarify and specify certain terms. It also allows for some 'rationing' of provisions. According to the Official Rules, one can *'go without water for 1 day plus'* of water, and a character can *'go without food for 3 days'*. These official rules are vague, and do not allow for any form of rationing. Our campaign modifies the house rules in the following manner (see brighter blue emphasis below) in order to clarify various terms and allow for rationing of food and/or water before a character suffers the detrimental effects described above (See DMG pages 304 and 301 for more information regarding the detrimental effects caused by starvation and thirst):

*Characters might find themselves without food or water and with no means to obtain them. In normal climates, Medium characters **must consume** at least a gallon of fluids and a pound of **non-spoiled** food per day to avoid the detrimental effects of starvation. (Small characters need half as much and large creatures need twice as much). It is possible that some races (for*

example Constructs) will need less or no food and or water)). In very hot climates (as indicated by the DM), characters need two and a half times as much water to avoid dehydration.

Normally, a character can go without consuming water for 1 day plus a number of hours equal to their Constitution score. After this time (at the beginning of the 1st hour after the hour corresponding to their Constitution number), the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage.

If a character rations their water supply (informing the DM that they are doing so before the rationing begins), by only consuming a half ration (depending upon the size of the character) of water per day, they wouldn't have to make any Thirst checks for 2 days plus a number of hours equal to their Constitution score. After this time (at the beginning of the 1st hour after the hour corresponding to their Constitution number), the character must make a Constitution check each hour (DC 10, +2 for each previous check) or take 1d6 points of nonlethal damage. If a character resumes consumption of water at a normal rate (informing the DM that they are resuming consumption at a normal rate/full rations) for an entire day, then they can avoid making a Thirst check.

Normally, a character can go without consuming food for 3 days, in growing discomfort. After this time, (at the beginning of the 1st day after the fasting (as determined by the DM)) the character must make a Constitution check each day (DC 10, +1 for each previous check) or take 1d6 points of nonlethal damage.

If a character rations their food supply (informing the DM that they are doing so before the rationing begins), by only consuming a half ration (depending upon the size of the character) of food per day, they wouldn't have to make any checks for 6 days, in growing discomfort. After this time, (at the beginning of the 1st day after the fasting (as determined by the DM)) the character must make a Constitution check each day (DC 10, +2 for each previous check) or take 1d6 points of nonlethal damage. If a character resumes consumption of food at a normal rate (informing the DM that they are resuming consumption at a normal rate/full rations) for three days, then they can avoid making a Starvation check. If they consume less than a full ration of food during the recovery period (three days after fasting) then they must make a Starvation check (as described in this paragraph) or take 1d6 points of nonlethal damage.

Characters who have taken nonlethal damage from lack of food or water are fatigued (see DMG page 301). Nonlethal damage from thirst or starvation cannot be recovered until the character gets food or water, as needed—not even magic that restores hit points (such as cure light wounds, cure serious wounds, cure critical wounds or a Paladin's 'Lay on Hands' ability) heals this damage. More powerful magic, such as Lesser Restoration, Restoration or other spells that restore ability score damage may be used to heal this damage.”

This house rule allows characters to ration food and/or water, in order to delay or avoid the deleterious effects of starvation or thirst, as described above and in the Dungeon Master's Guide (ref above, and DMG page 301). Characters could ration themselves, drinking or eating half rations (depending upon the character's size), before any Starvation or Thirst checks would be needed. In general, the DM will decide when such checks need to be made. Either a number of hours (based on CON score) after rationing (in the case of water rationing), and/or at the beginning of the first day after a period of fasting (in the case of food rationing). When rationing and/or fasting measures are not taken (as indicated to the DM before such efforts are undertaken), the original official rules are largely followed.

This house rule was put in place to avoid potential arguments regarding the ambiguous terms 'two or three days', 'going without' and 'having' food and/or water versus specific amounts, and periods, as well as the use of the term 'consuming' versus 'having'. Additionally, this house rule makes clear the limits (in time) and boundaries of how long one can fast or ration supplies of food and/or water.

THE WEIGHT OF WATER:

An issue that has frequently risen in the Rob's World! D&D Campaign concerns the weight of water. The official rules do not address the weight of water or other liquids in game terms. While it is all well and good that an equipment listing or vessel of some sort might list how much water or liquid a container will hold (A potion bottle, a vial, a canteen, a cask, a barrel, a wineskin), our campaign requires more specific information, in order to accurately calculate the weight(s) of the equipment, provisions and/or loot that a character or mount is carrying. In order make accurate carrying capacities assessments.

Research shows that water weighs approximately 8lbs per gallon. In game terms it is hereby specified that for the Rob's World D&D Campaign (unless specified otherwise in a specific description) that there is no difference between the weight(s) of water, wine, oil, or soup. All liquids in our game/campaign weigh 8lbs per gallon.

SELECTION OF WEAPONS:

All weapons selections, statistics, costs, etc., are to be taken directly from the Listing provided by the DM. This listing (the Rob's World! Weapons Listing (aka RWWL) and the addendums linked at the top of that page (Weapons Preface and Weapons Text) contains weapons from the D&D/AD&D 2nd & 3rd ed. rules, as well as a few extra weapons added by the CM. In addition to Class and Race specifications indicated in the campaign accepted rule books, weapons selection criteria is based upon two additional criteria. STR & DEX required, and proficiency with the weapon. If your character is strong enough and dexterous enough to use a weapon, and has the requisite proficiency with the weapon, then that weapon may be used (provided it is allowed in accordance with the Class and Race specifications indicated in the appropriate campaign accepted rule books). If the character doesn't meet the pre-requisites, there are Illegal Use and Non-Proficiency penalties which should be applied.

Size, weight, and cost of ammunition:

The CM notes that there doesn't seem to be any official rules regarding the 'size', 'weight' or 'cost' of ammunition. Ammunition itself is not considered a 'weapon'. Player characters don't need 'proficiency' to use ammunition with a weapon (the ability to use the ammunition is included with the proficiency in the weapon). The only official rule that comes close to addressing this issue/topic is presented in a 'non-accepted' rule book*. The Expanded Psionics Handbook (ref XPH page 81) has a reference in the rules regarding the Psionic Power: Bolt - "You create 2d4 ectoplasmic crossbow bolts, arrows, or sling bullets, appropriate to your size."

**The Expanded Psionics Handbook is a non-accepted rule book in our campaign (ref Rule Books Used above) because we don't allow Psionics in our campaign (ref Psionics in the campaign).*

The official rules address the weights, damage caused, proficiency required, and costs of weapons, but the official rules seem oblivious to the fact that ammunition itself is not a weapon (*Yes, the official rules address the use of ammunition as an 'improvised' weapon, but that's not relevant to the size, weight and cost, and an improvised weapon isn't a 'weapon' per se*). Ref Player's Handbook, Rob's World! Weapons Listing, the RWWL 'Master Weapons List', RWWL 'Weapons Preface/Text', and various other accepted rule books. Note however, that the actual size of ammunition is never officially discussed in any of the official rules/accepted rule books. Different sized weapons indicate different damage amounts for various 'types' of ammunition, but the size of the ammunition itself is never called into question or discussed (with a few noted exceptions). *Note that in accordance with existing official rules, and listed prices in the RWWL (as well as the Player's Handbook and other officially accepted rule books), the cost of the ammunition doesn't seem to vary based upon the 'size' of the ammunition. Only one cost or weight is listed in the rules references for any particular type of ammunition.*

Size of ammunition:

Due to the lack of other official sources/references regarding the size of ammunition, our campaign hereby asserts that [ammunition has a size](#). If you use a medium bow, you must use medium ammunition with the medium sized bow (likewise for other weapon and ammunition combinations). Failure to use appropriately sized ammunition with a correspondingly sized weapon results in an 'Illegal Use' penalty (see Illegal use of weapons and armor). Existing rules regarding damage caused (dependent on the size of the weapon itself), the weight of ammunition, the cost of ammunition are all unaffected by this ruling.

Weight of ammunition:

Beyond the size of ammunition, we must also address the 'weight' and 'cost' of ammunition. While the RWWL (and other officially accepted rule books) lists a weight for ammunition, there is no specification in these rules sources as to what size this weight applies to. One might assume that this is the weight of a 'medium' sized version of the ammunition. Our campaign hereby asserts that the [weights of varying sizes of](#)

[ammunition likewise vary](#). It is hereby taken that the weights listed are the weights of 'medium' sized ammunition. Ref the official rules (RWWL, Player's Handbook, and other officially accepted rule books). The weapon quality of 'weight' in the Player's Handbook (ref PH page 114 - repeated in the RWWL 'Master Weapons List' aka the Weapons Preface) is defined as such: *"Weight: This column gives the weight for a Medium version of the weapon. Halve this number for Small weapons, and double it for Large weapons."* Our house rules hereby establishes a house rule by modifying the existing official rules as follows: "Weight: This column gives the weight of a Medium version of the weapon, or ammunition."

Cost of ammunition:

Beyond the size and weight of ammunition, we must also address the 'cost' of ammunition. The officially accepted rules (such as the RWWL for weapons in our campaign and the Ammunition table in the Complete Equipment Listing) lists a cost for each type of ammunition, but there is no clear specification in the rules source(s) as to what size this cost applies to. The RWWL does make a distinction regarding the cost of ammunition. Ref the RWWL 'Master Weapons List' aka the Weapons Preface: <https://robsworld.org/3ewpnpfc.pdf>. The RWWL preface has a section labelled 'Weapon Statistics'. In that section 'Costs' are addressed as such: *"Cost: This is the standard cost of the weapon, or ammunition in this campaign."* Note that a similar rule in the Player's Handbook (ref PH page 114) also indicates that the cost of 'weapons' are the same for small or medium versions, while large versions of a weapon cost twice the listed price. Given this precedent/existing rule(s). Our campaign hereby asserts that the [costs of varying sizes of ammunition likewise vary](#). It is hereby taken that the costs listed are the costs of 'Medium' or 'Small' sized ammunition. Ref the official rules (RWWL, Player's Handbook, and other officially accepted rule books). The weapon quality of 'cost' in the Player's Handbook (ref PH page 114 - repeated in the RWWL 'Master Weapons List' aka the Weapons Preface) is defined as such: *"Cost: This cost is the same for Small or Medium versions of the weapon or ammunition."* Combining these two rules references, our house rules hereby establishes the following modification of the existing official rules as follows: "Cost: This is the standard cost of the weapon, or ammunition in this campaign. The cost includes small miscellaneous gear that goes with the weapon, such as a scabbard for a sword, or a quiver for arrows. This cost is the same for a Small or Medium version of the weapon or ammunition. A Large version costs twice the listed price."

In the event that characters need to purchase larger or smaller versions of weapons or ammunition, one should use the table below (modified from the table intended for armor for unusually big creatures or unusually little creatures). Ref PH page 123: Armor for unusual creatures. Here you should apply cost and weight calculations for weapons and ammunition that have sizes above Large and below Small. Note that the cost and weight multipliers for Small and Medium weapons and ammunition are already applied properly.

Size	Cost	Weight
Tiny or smaller	×1/2	×1/10
Small	×1	×1/2
Medium	×1	×1
Large	×2	×2
Huge	×4	×5
Gargantuan	×8	×8
Colossal	×16	×12

SELECTION OF ARMOR:

All armor selections/purchases made for a character are to be taken directly from the official D&D rule books. Use PH, PH2, and other accepted rule books. Keep in mind that characters are not permitted to purchase magical/enchanted armors. You may purchase masterwork armor, armors made of special materials and other unusual armors, provided they are listed as

available in the official D&D references listed above under '[RULE BOOKS USED](#)' (and they're not magical/enchanted); see masterwork equipment above. If you have any question as to whether some listed armor is available for purchase, please feel free to ask.

PURCHASE OF MAGIC ITEMS:

Under most circumstances (unless specifically exempted by DM), characters will not be allowed to purchase magic items. In some circumstances, the DM may permit the purchase of potions, scrolls or other minor magic items. There is no official in-game 'explanation' for this rule, it's simply a matter of game mechanics. The rule is used by the DM to control and limit the amount and type of magic items available for use by the characters

From 2nd Edition Supplement: The Magic Encyclopedia - Volume 1 (page 6) published by TSR inc. Pub. date 1992/1993

Buying and selling magical items: The fact that this product includes a cash value for each item does not necessarily mean that magic items should be bought and sold like any other commodity. The thirst for treasure is what drives PCs to explore the world and face unknown dangers; if enchanted treasures can simply be bought, one of the PCs' most powerful motivations to be heroic can be compromised. Moreover, it is not easy to sell magic commercially. An enchanted item's nature and powers usually cannot be determined exactly, and some magical items are dangerous—even deadly. Also, magic items are a powerful inducement for thieves—why brave the wilderness or the soggy depths of a monster-infested labyrinth when you can burglarize the local magic shop?

ENHANCING MAGIC WEAPONS or ARMOR:

As noted above, under most circumstances (unless specifically exempted by DM), characters will not be allowed to purchase magic items. However, in some circumstances, the DM may permit the 'enhancement' of magic weapons or armor; provided a craftsman or appropriate place of business can be located/is available. Here is a table that standardizes the costs of enhancement. Presented for use by the CM/DM so that a reasonable consistency in costs can be applied over the course of the campaign. Note that any attempt to 'enhance' an already enchanted item carries certain risks. Players/Characters should approach this type of proposition with some knowledge that any such attempt could result in the destruction of their magic armor or weapon. While divination spells might help a character to more clearly envision the outcome, most magic of this sort is far from certain.

Magical Bonus	Evaluation %	Work Time	Success %	Destruction %	Costs E/A/S
+1 to +2	90%	2 weeks	95%	5%	5%, 55%, 110%
+2 to +3	70%	4 weeks	75%	25%	20%, 75%, 150%
+2 to +4	40%	8 weeks	45%	55%	45%, 85%, 170%
+3 to +4	50%	7 weeks	55%	45%	40%, 100%, 200%
+3 to +5	10%	16 weeks	15%	80%	70%, 125%, 250%
+4 to +5	20%	14 weeks	25%	75%	65%, 150%, 300%

Here are details regarding this table/house rule.

Magical Bonus: The maximum enhancement possible for an existing magical weapon or armor is a x2 multiple from the original bonus, and the maximum enhancement is +5. If the weapon or armor originally had a +1 bonus, it may only be enhanced up to a +2 bonus. If the weapon or armor held a +2 bonus it could be increased up to a +4 bonus. A +3 weapon or armor could be increased up to +5. A +4 weapon or armor could have its modifier increased up to a +5. Weapons or armor that were originally crafted with a +5 bonus cannot have a bonus increased beyond the original +5.

Evaluation %: The magical weapon or armor will be examined for its durability, quality and craftsmanship. This attempt can be made as many times as wanted. The examination/evaluation will only take 1 hour per existing bonus of the item. If the roll succeeds then the craftsman deems the weapon or armor to be of adequate quality to possibly accept an enhancement. If the roll is failed, then the item cannot be enhanced by that craftsman. The item's quality might be insufficient or the craftsman's skill inadequate. Another attempt by a different craftsman might succeed.

Work Time: The amount of time it will take the craftsman to complete the work. This amount of time cannot be decreased by the expenditure of additional money, but it might be reduced by the use of certain powerful spells such as Wish (at the DM's discretion) or assistance from someone with an appropriate skill (Craft Magic Arms & Armor Item Creation Feat). One additional assistant may make a craft check as follows: DC 10 for +2 bonus, DC 12 for +3 bonus, DC 15 for +4 bonus, DC 20 for +5 bonus. If the check is made then the Success chance is increased as follows: +20% for +2 bonus, +15% for +3 bonus, +10% for +4 bonus, +5% for +5 bonus. Failure of this craft check has no effect on success %.

Success %: This is the chance that the enhancement attempt succeeds. The roll is made after the requisite amount of time has passed. The success chance cannot be increased by the expenditure of additional money, but it can be increased through the use of powerful spells such as Wish (at the DM's discretion). If the roll succeeds, the craftsman is able to increase the magical bonus of the item.

Destruction %: This is the chance that a failed Success % results in the inadvertent destruction of the item. The roll is made after a failed Success % roll. The Destruction chance cannot be decreased by the expenditure of additional money, but it can be decreased through the use of powerful spells such as Wish (at the DM's discretion). If the dice indicate that the item is destroyed then there are two possible outcomes - Roll again. If the roll is over the Destruction % then the item is still usable, but it has no magical properties. If the roll is under the Destruction % then the item reverts to an unusable slag form of mineral ore. This slag form of mineral is worth 1d10gp, but it cannot be crafted into anything useful. It will only produce fragile objects of poor durability and quality.

Costs: This column presents the costs that a craftsman will likely charge for any attempt to enhance a previously enchanted item (Magical weapons and or armor). There are two costs listed here, but three costs that a character might have to pay. Each cost is represented as a percentage of the overall (known) value of the item prior to the enhancement. **Evaluation Cost:** The first cost is the cost of an Evaluation/examination. This price must be paid before the examination/evaluation is performed. **Cost to Attempt:** The craftsman will have to purchase certain materials and supplies before they attempt to enhance the item, and some compensation for his/her time and supplies/materials will need to be paid for. This is the cost to attempt the enhancement of the item. A character must pay this amount after a successful evaluation, but before an attempt to enhance the item is completed. The character may delay paying this amount while they consider the consequences, but any subsequent combat with the item (Armor or weapon exposed to combat) will require a new 'evaluation' check. The third cost is the **Success Cost:** If an enhancement attempt succeeds, the character must pay this cost, before he/she receives the newly 'enhanced' magical item. If a character fails to pay this final cost within a reasonable amount of time (set by each craftsman), then the craftsman is allowed to treat the item as 'unclaimed' property and may sell it to recoup any costs.

WEAPON NON-PROFICIENCY PENALTIES:

Each character class has a 'Weapon & Armor proficiency' category/paragraph under that particular classes list of class features. If a character uses a weapon outside that list of permitted weapons, they suffer a combat penalty. That penalty depends on the characters class as follows:

Character class _____ non-prof. penalty

Barbarian, Fighter, Paladin, Ranger, Knight	- 2
Bard, Cleric, Druid, Monk, Rogue, Dragon Shaman, Duskblade	- 4
Wizard, Sorcerer, Beguiler	- 6

(Note: These non-proficiency penalties apply when a character is using a weapon that she/he is not proficient with.)

ARMOR NON-PROFICIENCY PENALTIES:

Each character class has a 'Weapon & Armor proficiency' category/paragraph under that particular classes list of class features. If a character wears armor outside that list of permitted armor, they suffer certain penalties. The character must apply the armor check penalty (see PH pg 122) to attack rolls and to all skill checks that involve moving, including Ride. In addition, if you are a spellcaster, the armor's Arcane Spell Failure chance applies as well.

THROWN WEAPONS CLARIFICATION:

This house rule is designed to clarify and correct discrepancies noted with the official 3.5 rules regarding 'Thrown Weapons'. Can you throw a weapon? What kind of 'weapons' can be thrown? Do you need proficiency to throw a weapon? Is there a minus for throwing the weapon? Do you need to roll a natural 20 in order to hit at all? How much of a penalty is there if you throw a weapon that you don't have proficiency with? All these questions are poorly addressed in the official rules. Hopefully this house rule answers all your questions about 'Thrown Weapons'. In general there are **three types of weapons that can be thrown**.

What is a thrown weapon? A weapon that is hurled from the hand and requires no ammunition is a thrown weapon. The Strength modifier on damage rolls typically applies to damage caused by the impact of the weapon itself (Splash weapons do not typically cause damage from the impact of the vessel) Note that throwing a light or one-handed weapon is a standard action, while throwing a two-handed weapon is a full-round action. *This house rule does not concern itself with Projectile Weapons (unless you intend to throw a projectile weapon) or Ammunition. Keep in mind that Ranged Weapons are Conventional weapons that are not effective/not rated for use in melee combat. Thrown weapons have a maximum range of five range increments, regardless of the 'type' of thrown weapon.*

- **Type A - Conventional weapons:** An object that is intentionally crafted for use in combat (whether for offense, defense or capture). These are listed in various rules references, including our "Rob's World! Weapons Listing" (**RWWL**): <https://www.robsworld.org/weapons.html>.
 - Refer to the **RWWL** first, using that as the authoritative source for the listed weapon's statistics.
 - If a conventional weapon is not listed in the **RWWL** then consult the DM to determine regarding which rules reference should be used for the weapon's statistic/characteristics.
- **Type B - Improvised weapons:** These objects are not crafted to be weapons intended for use in combat. However, they are sometimes used in combat.
 - When conventional weapons aren't available, people have been known to fight with any object available; anything from rocks, chair legs, broken bottles and beer mugs.
- **Type C - Splash weapons:** These are devices (sometimes called grenades) that contain a liquid or other volatile substance. They are primarily designed to be thrown at a target, break on impact and splash a liquid or disperse some substance over an area; possibly afflicting or affecting one or more targets in an area.
 - Such a device may be constructed using alchemical, magical or mechanical devices. Sometimes they incorporate a combination or all three types of construction techniques. Some splash weapons are actually 'grown' or biological in nature.

The official rules are sometimes contradictory, confusing or lacking in details when it comes to whether you need proficiency to throw these types of weapons, and if so, does a non-proficiency penalty apply? This house rule seeks to clarify the circumstances of use and penalties applied if any. We will examine each type of thrown weapon individually.

- **Type A - Conventional weapons:** Proficiency is needed to use any weapon from this category. Regardless of whether you are using it in melee, firing ammunition using a projectile weapon, or throwing the weapon. If the weapon has a range listed, then it's designed/selected to be thrown, and it's range increment will be listed in the weapons listing. If you have proficiency with this type of weapon, a penalty is not applied. If the weapon is not designed to be thrown, it will have no range increment listed, and a range increment of 5' is applied (maximum of 5 range increments).
 - If you are not proficient with this conventional weapon (individually per weapon, by weapon type/group, due to racial expertise, character class feature or some other reason), then you must apply a weapon non-proficiency penalty when you use the weapon (whether you're wielding it in melee, throwing it at a target or attempting to fire it (for projectile weapons that use ammunition). See RWHR '[ILLEGAL USE OF WEAPONS AND ARMOR](#)').
 - If you are not proficient with this conventional weapon and the weapon does not have a range listed, then you must apply both penalties. An illegal use penalty, and a non-proficiency penalty.
 - One exception - Rock: While the common 'Rock' is listed in our [RWWL](#), it is not considered a 'Conventional weapon' because it is not crafted for intentional use in combat. It is actually considered an 'Improvised Weapon' see Type B. It is listed in our [RWWL](#) because I got tired of repeating statistics for it, and I wanted to make sure that the statistics provided were consistent from instance to instance. A common rock should not be confused with a 'Skiprock', as Skiprocks are specifically selected for their characteristics. They are designed or specially selected based on weight, balance, shape and aerodynamic properties. They are considered 'Conventional weapons'.
- **Type B - Improvised weapons:** These objects require no proficiency to throw (or otherwise use in combat), but a -4 penalty is applied to an attacker's 'To Hit' roll when they are used in combat. This penalty is applied irrespective of the Character's class. If the range increment is not specified otherwise, a range increment of 10' is applied to improvised weapons (maximum of 5 range increments). To determine the size category and appropriate damage for an improvised weapon, the DM should compare its relative size and damage potential to actual conventional weapons to find a reasonable match.
 - Improvised weapons are not designed/selected to be used in combat. They are not generally balanced properly, or aerodynamically designed/selected to be thrown.
 - While a table leg resembles a club, and a broken bottle is similar to a dagger, they have not been designed, selected, crafted, or modified in a way that makes them Conventional weapons. The DM should be consulted in order to determine size category, appropriate damage, and other relevant statistics. The DM may use the [RWWL](#) (or other rules references to find a reasonable match).
 - A normal 'To Hit' roll is required (with the -4 penalty applied) when an Improvised Weapon is thrown. A skilled combatant is better at the art of attack and defense than an unskilled character, and a natural roll of 20 isn't necessarily required in order to hit an opponent when an improvised weapon is used in combat.
 - An improvised weapon scores a 'threat' (a possible critical hit) on a natural roll of 20, and it deals double damage on a critical hit.
 - Yes, critical success is possible and the house rules regarding the roll of a natural 1 or 20 are also applicable.
- **Type C - Splash weapons:** Like an improvised weapon, these objects/devices do not require proficiency to use/throw. These types of weapons are not designed/selected in a manner consistent with the principles of conventional weapons. They are designed using different fundamentals than those used when designing conventional weapons. Unlike Improvised weapons, these devices are intentionally designed/selected to be thrown at a creature or object as part of an attack. Unlike Conventional weapons, proficiency is not required to use them in combat. No special penalties are incurred (non-proficiency or otherwise) when this type of weapon is thrown (used in the intended manner). Most splash weapons consist of breakable containers such as vials, glass flasks or clay pots filled with some sort of liquid, such as acid or holy water (See Special Substances and Items, PH pages 128-129, for particulars about several different splash weapons). Unless specified otherwise in the items description, splash weapons have a range increment of 10' (maximum of 5 range increments).
 - This special type of device typically breaks upon impact. It may or may not cause damage to the target when it impacts the target, depending on the construction of the device/vessel.
 - The creature/character throwing a splash weapon may target a creature or object. Objects typically have lower AC (and are subsequently easier to hit) than conscious creatures.
 - A 'To Hit' roll is required in order to hit a target using a Splash weapon.
 - A Splash weapon scores a 'threat' (a possible critical hit) on a natural roll of 20, and it deals double damage on a critical hit.
 - Yes, critical success is possible and the house rules regarding the roll of a natural 1 or 20 are also applicable.

- Under most conditions, the construction of a Splash weapon is designed to break when it impacts with an object or creature. Roll 1d20 to determine whether the vessel breaks. On a roll of 20, no damage is dealt to the target, and the vessel survives the impact (regardless of whether the thrower hits or misses its target). Only after the saving throw is attempted will any damage be assessed.
 - Yes, critical success is possible and the house rules regarding the roll of a natural 1 or 20 are also applicable.
- The contents of the splash weapon inflicts some sort of additional damage or effect, depending on the content.
- This special type of device typically effects one or more creatures when its contents are dispersed over an area occupied by creatures.
- For additional rules/information regarding attacks with a Splash weapon see RWHR '[THROW SPLASH WEAPON](#)'.

THROW SPLASH WEAPON:

This house rule was introduced because the Official rules for throwing splash weapons contain confusing and contradictory information with regard to the adjudication of a miss with a splash weapon. As noted in our '[THROWN WEAPONS CLARIFICATION](#)' house rule, 'Splash weapons' (sometimes called 'grenades') are devices that contain a liquid or other volatile substance. They are primarily designed to break on impact and splash a liquid or disperse some substance over an area; possibly afflicting or affecting one or more targets in an area. Most splash weapons consist of breakable containers such as vials, glass flasks or clay pots filled with some sort of liquid, such as acid or holy water (See Special Substances and Items, PH page 128, for particulars about several different splash weapons. There are references to other splash weapon in other Official rule books).

Selecting a target: To attack with a splash weapon, the attacker makes a ranged touch attack against the target. Targets may be objects or creatures. Only creatures that occupy a single 5' x 5' square may be targeted. If the target is a creature, then the attack roll will be made against that creature's AC as if it were a ranged touch attack, disregarding shields, armor and natural armor bonuses to AC (Ref PH page 136). If a creature is larger than one square, then you may only target one of the squares that it occupies. If you target a square, instead of a creature, the attack is treated as a ranged attack against an AC 5, and the direct hit damage (if any) is not dealt to any creature. Keep in mind that a splash weapon has a range increment of 10' (unless indicated otherwise in the devices/weapons description) and may be thrown up to a maximum of 5 range increments.

Making attack roll: Once a target is selected, a d20 attack roll is made. The roll of the d20 is subject to our '[AUTOMATIC/CRITICAL SUCCESS/FAILURE](#)' house rules. A splash weapon scores a 'Threat' (a possible critical hit) on a natural roll of 20, and it deals double damage on a critical hit. Since there is only one 'To Hit' roll made when a splash weapon is used to attack a target, the double damage from a critical hit is applicable to damage caused by a direct impact (if any is caused) and the damage caused by the dispersed content or secondary damage caused when the device/vessel breaks (if it breaks). Unlike Improvised weapons, these devices are intentionally designed/selected to be thrown at an opponent or object as part of an attack, but unlike Conventional weapons, proficiency is not required to use them in combat. **No special penalties are incurred** (non-proficiency or otherwise) when this type of weapon is thrown (used in the intended manner). See our RWHR, '[THROWN WEAPONS CLARIFICATION](#)' for more information regarding thrown weapons.

A successful attack with a splash weapon may cause damage to the target, depending on the construction of the device/vessel. For example, the vessel itself may be covered with spikes which cause damage to the target when it is successfully used in a thrown weapon attack against a specific creature. The damage caused by the impact may be followed by additional damage when the vessel breaks and it's content(s) dispersed.

Missed the target: If you miss the target (whether aiming at a creature or a square), roll 1d8. This determines the misdirection of the throw, with 1 being back towards the creature that threw the splash weapon, and 2 through 8 counting clockwise around the center of the square that was targeted or contained the creature that was targeted. Then, count a number of squares in the indicated direction equal to the number of range increments of the throw.

Example: If the attacker missed the intended target, and rolled a 1 on the misdirection diagram, the splash weapon bounces back towards the attacker. If the attacker were throwing the splash weapon 20' that's two range increments, so the splash weapon lands 2 squares away from the target in the direction directly back towards the attacker.

After you determine where the weapon landed, a 1d20 item saving throw must be made to determine whether the splash weapon/vessel breaks. If it breaks, it deals splash damage to all creatures in adjacent squares.

Does it break? The construction of a splash weapon is such that it is designed to break when it impacts with an object or creature. After a successful attack against a target (a creature of Medium or Small size or a 5'x5' square), roll 1d20 to determine whether the vessel breaks.



The roll of the d20 is subject to '[AUTOMATIC/CRITICAL SUCCESS/FAILURE](#)' house rules. On a roll of 20, no damage is dealt to the target, the vessel survives the impact and may be retrieved. Only after the saving throw (to avoid breaking the vessel) is attempted will any damage from the content(s) be assessed. If the vessel breaks upon contact with the target or it missed the target and lands a few squares away, the contents within are dispersed and will typically (unless otherwise indicated in the devices description/write-up) effect all other creatures and/or objects within 5 feet of the target. That means a 3x3 cubic area of 5' x 5' squares. Dispersal can/will be blocked by solid objects floors, walls, doors etc. Anything that prohibits normal movement will block dispersal of the splash weapons contents.

ILLEGAL USE OF WEAPONS AND ARMOR:

If your character uses a weapon, or wears armor, which has a minimum STR, or DEX requirement that is higher than that characters rated abilities, then the standard non-proficiency penalties for the particular class are assessed (See [WEAPON NON-PROFICIENCY PENALTIES](#) above). Additionally, if the character is not proficient with the weapon, then the non-proficiency penalties are assessed twice. Additional situations where application of the illegal use penalty will be applied are: Using a two-handed weapon with one hand; Throwing a weapon that is not designed to be thrown; Performing a melee attack with a weapon designed to be fired (i.e. bow), and in some situations thrown (i.e. boomerang). Other situations may also incur the illegal use penalty. Application of the illegal use penalty is ultimately left up to the DM. If a character is attempting to use a weapon, or armor; In a manner which is not consistent with it's intended usage; then the illegal use penalty may be applied.

LANGUAGES:

The player may select any languages for the character based on Race, Intelligence score, and Skill points expended. There are no alignment languages in this Campaign. Additionally, all characters (with a few exceptions in the Barbarian kits/prestige classes) begin the game with one language (possibly two) for free, depending on the race and intelligence of the characters. The character will be able to speak and comprehend this language. All literate characters (anyone but a Barbarian who has not spent skill points to become literate) can read and write any language she speaks. Each language has an alphabet, though sometimes several spoken languages share a single alphabet. No 'Monster Manuals' may be used when selecting a language. It is assumed that a character may learn any of the character languages with no great difficulty (in locating instruction that is).

However, if a character wished to learn the language of the Xorn; an appropriate source of instruction must be sought. Either a knowledgeable sage, or possibly a Xorn willing to teach.

FEATS, TRAITS, FLAWS:

Aside from standard PH/PH2 rules regarding feats, the following stipulations/modifications are enforced (see below). These variations (noted below) predate the creation/maintenance of a more extensive 'new feats' document. For more detailed info regarding feats used in this campaign, the password protected document: 3enewfeats.pdf can be viewed/downloaded from: <<https://www.robsworld.org/3enewfeats.pdf>> This document also contains player contributed Character Traits and Flaws (and other rules material). See Unearthed Arcana for rules regarding Character Traits and Flaws (See the CM for password).

- At 1st level, all characters gain a bonus feat. The bonus feat selected must meet all prerequisites (this is **not** documented in the 3enewfeats document).
- All characters gain the Parry feat for free. Characters may only use the parry feat if they meet the prerequisites (this is documented in the 3enewfeats document).
- The Cleave & Great Cleave feats only deal 1/2 damage on any follow through attacks (this is **not** documented in the 3enewfeats document).
- All feats that double a weapons threat range will instead increase threat range by 2 (this is **not** documented in the 3enewfeats document).
- The Precise Shot feat includes the option of taking a -4 penalty in order to fire into a Grapple w/out the chance of hitting an ally (Note that the Precise Shot feat has been modified for our campaign. Ref Rob's World! New Feats, pages 15-16: <<https://www.robsworld.org/3enewfeats.pdf>>).

ABSENTEE PLAYERS:

Under ideal situations, each player will run a single character. If for some reason you cannot make a scheduled D&D meeting, please make an effort to contact the DM or one of the other players (A player's contact sheet is available). In this campaign absence of a player does not equal absence of a character. Your character will be played by someone. Without specific direction, your character will be played by another player, a drop-in player, or possibly the DM, depending on circumstances. Players who play another's character (due to absence), should do so to the best of their ability and without prejudice or malice. The DM will not permit blatantly out-of-character or suicidal actions on your characters behalf. However, if your character should happen to die when you are not present, you are afforded no 're-play' or special consideration in regards to that character's death.

It is in your best interest to be present during the game, or provide play instructions if you cannot attend the session.

ROLLING FOR INITIATIVE:

At the beginning of each combat round, initiative rolls are made using a d20 IAW PH pgs 136-137. Rolls for initiative should be made simultaneously by the DM and the players. Characters using weapons must modify their initiative score according to the rules below. After the initiative rolls have been made, the results are recorded (if you are carrying an action over from a previous round be sure to let the DM know), and attacks are resolved in order from highest initiative score to lowest. Ties are resolved by highest initiative modifier first (total modifier to initiative for this round), then DEX score (in the event of DEX score ties, a d20 roll-off determines the order of initiative). Players may not 'defer' to another player/character on determination of initiative order.

When animal companions, pets, familiars, summoned creatures and even summoned magic forces (such as a spiritual weapon, magical vortex, etc) are involved in combat, initiative for these combatants is handled as follows (unless otherwise specified in the item, spell or creatures description):

- **For intelligent creatures/companions** (INT > 2): Roll initiative separately. This would be the case for intelligent familiars, powerful summoned creatures, or celestial companions.
- **For animals/creatures/forces with low intelligence** (INT < 3): Creature/combatant acts on the same initiative as the character 'controlling' them. The creature acts just before or just after the character (not before and after (exception: mounts (see below))). This would be the case for most 'mundane' animal companions, some summoned animals, and most magical forces.
- **For mounts, regardless of intelligence:** When a rider is controlling a mount, the mount acts on the same initiative as the character controlling it (before, after or at the same time as the character controlling the mount). If the rider isn't in control of the mount (possibly unconscious or letting the mount take the lead), then an initiative roll must be made for the mount. When the mount isn't being ridden, it acts in accordance with the previous two dictums.

Note that an initiative roll is not necessary for mounts, companions, familiars, magical forces, etc, that do not enter combat. If your mundane dog (INT < 3) sits out the combat by cowering under the bed, there is no need to roll initiative for it. If the DM determines that an initiative roll is necessary (for instance the dog is attacked despite the fact that it's hiding under the bed), you will be informed, and directed to roll initiative if necessary.

DELAY/READY AN ACTION:

As indicated above ("At the beginning of each combat round"), we use the 'Roll initiative each round' variant from the DMG, pg 22. Not only does this mean that we roll for initiative each round, it also has an effect on Delayed and Readied actions. Characters may carry their delayed (see PH, pg 160) or readied actions (see PH, pg 160) over into subsequent rounds. However, characters who do so should still roll for initiative each round. This is done in the event that the DM needs to resolve unplanned, simultaneous, or other special situations (attacks of opportunity is one example). Each time that a character completes a readied/delayed action in the same round (before their characters next initiative) that the action was initially readied/delayed, they incur a cumulative -2 penalty (an additional -2 for each use of a readied/delayed action) on all subsequent initiative rolls (for that encounter/combat).

In accordance with PH, page 160; characters who delay their actions (Using Delay or Readied actions) may complete their actions after another character (PC, monster, or NPC) has completed their action (A character with a readied action may even interrupt another character's action(s)). The DM will make an effort to inquire as to whether they wish to perform their action as the round progresses, but players need not wait/rely on the DM's inquiry in order to complete their action. They may indicate their desire to complete their delayed/readied action at any (appropriate) time during the combat/encounter.

INITIATIVE AND WEAPON SPEED MODIFIERS:

A character's initiative is modified by the weapon(s) they wield in combat. The modification is based on the weight of the weapon. The heavier the weapon, the slower the weapon, and the greater the penalty to initiative. The base modifier is 0 (no penalty). Any character, NPC, or monster that acts or attacks without an artificial weapon (i.e. Unarmed attacks or casting a spell) is considered to be wielding the fastest type of weapon. All other weapons slow down the characters reaction time and thus result in a negative modifier to the character's initiative roll.

Weapon Speed Modifiers:

An attacker's Weapon Speed Modifier is based on the weight (in pounds) of the base/medium sized weapon(s). This calculation is made irrespective of the weapons actual size. In other words; A pixie long sword, despite it's weight, is still a long sword. Its weapon speed modifier (WSM) is based on the weight of a medium sized long sword, not on the weight of a Pixie sized long sword.

<u>Weapon weight</u>	<u>Weapon speed category</u>	<u>WSM/Initiative modifier</u>
0	Fastest/unarmed	+/- 0

0 - 2	Very fast	- 1
> 2 - 6	Fast	- 2
> 6 - 10	Average	- 3
> 10 - 15	Slow	- 4
> 15	Very slow	- 5

Unarmed attacks:

Keep in mind that all unarmed attacks are considered to use the fastest type of weapon (without magical enhancement), regardless of the size of the creature. Attackers using fists, claws, and teeth react faster than any opponent wielding an artificial (non-enchanted/magical) weapon.

Attacker size:

The size of a creature does not necessarily influence its Initiative modifier. Purple Worms (Gargantuan Creatures) have a -2 to initiative (6 Dex), while a Kraken (Gargantuan creature) has a +4 to initiative (with a 10 Dex, and the improved initiative feat). For monsters, use Initiative modifiers from the appropriate Monster Manual; as all skills, feats and special abilities are factored into this listing. For traditional NPC's, use Initiative modifiers based on DEX and any other modifiers. Any opponent who chooses to use an artificial weapon must apply the weapon's WSM to their initiative.

Attacks of opportunity:

Monsters who attack unarmed **are** usually susceptible to attacks of opportunity. Unarmed attacks (in general) always provoke an attack of opportunity when the opponent is armed, unless otherwise noted. Some creatures / characters (for example Monks) have improved unarmed strike, or are considered to have improved unarmed attack, and are therefore **not** susceptible to attacks of opportunity.

Magic weapons:

The use of a magic weapon in combat may have an effect on the wielder's initiative. Magic weapons are granted modifiers to their Speed category/WSM based on magical bonus/combat pluses. Only magical pluses 'to-hit' (not other enchantment bonuses) are used while calculating the WSM/Initiative modifiers of an enchanted weapon. Magical weapons that have a + 'to-hit' also have a WSM/Initiative modifier equal to their + 'to-hit'. A magical weapons WSM (due to + 'to-hit') will counter the WSM based on the weapons weight. For example: A +3 (to-hit/damage) longsword that weighs 4 lbs. would have a WSM of +1. Its -2 weight modifier would be offset by its +3 enchantment, resulting in a +1 WSM.

- Cursed weapons may likewise reduce a characters WSM/Initiative. This is not always the case however, as a decreased Weapon speed category would be an easy giveaway that a weapon is cursed.
- Non encumbering weapons. Any weapon enchanted to be non-encumbering is also assumed to have a WSM/Initiative modifier of +/- 0. A non-encumbering weapon with a +3 'to-hit' enchantment would thus have a +3 WSM. Non encumbering doesn't mean something has no weight (it would levitate!), it means that it doesn't 'slow you down' (the item's weight doesn't incur weight based penalties or trigger various limitations).
- Considered + 'to-hit' for purposes of what it can hit. Some weapons and creatures/attacks are considered to be rated as + 'X' 'to-hit' for purposes of what type of opponent the attack can affect. These types of attacks; whether magical weapon or creature/character attack form, do not gain a WSM bonus as if they were normal + 'to-hit' attacks.

Prepared projectile weapons:

If a character wishes, they can walk around with a bow or sling (projectile weapons) already loaded, in preparation for a combat encounter. Carrying a prepared projectile weapon improves the speed category for the prepared weapon by one category (From average to fast (from -3 to a -2 modifier)). However, while doing so, the character's movement rate is reduced by half, and they cannot perform any other skill or task that requires the use of hands. The speed improvement is only for the first shot taken with that weapon in that encounter (unless/until the character has time to prepare another projectile weapon). This is a declared action. It is not assumed. If you don't state that your character is preparing a projectile weapon for combat, then they are not entitled to the benefit, and they do not suffer the penalties (reduced movement/speed and prohibition on the use of their hands). If a character opts to ignore the movement restriction (rate reduced by half), they become more likely to fumble (ref house rules for [FUMBLES:](#)). The DC to avoid a fumble increases from 10 to 20, and they still can't perform any other skill or task that requires the use of their hands.

INITIATIVE AND DRAWING A WEAPON:

If a weapon is drawn in order to attack, the attacker suffers a -1 to initiative in the round the weapon is drawn. If the weapon is drawn but no attack is planned/performed, the -1 penalty is not incurred. Characters with the 'Quick Draw' feat ignore the -1.

INITIATIVE AND CHANGING YOUR ATTACK:

A character who starts the round using one weapon (For example: A 2 lb javelin with a -1 WSM), and then switches to a different weapon (For example: A 6 lb battle-axe with a -3 WSM) is penalized for his/her miscalculation. The character will attack last in the round. If more than one character/creature is thus penalized, characters/creatures attack in DEX order at the end of the round. The penalty occurs regardless of WSM or other circumstances. A character/creature who simply drops a weapon, or opts not to attack, may still act in their original initiative order. Only characters/creatures who switch weapons/attack modes on their action are penalized. The remainder of their action is effectively delayed until the end of the round.

INITIATIVE AND MULTIPLE ATTACKS:

When a character/creature performs an attack using multiple weapon types, the weapon type which incurs the greatest initiative penalty (See [INITIATIVE AND WEAPON SPEED MODIFIERS](#) above) is used when determining the initiative modifier. All the character's/creature's attacks then occur according to the resulting initiative score.

OUT OF TURN DODGE:

This house rules variant (modified for clarity and better integration into the "Rob's World!" D&D Campaign) is based upon the 'House Rule: Out-of-turn dodge' published in the 3.5 version of *Unearthed Arcana* (pg 118): The out of turn dodge is a special type of action. It is a standard or full-round action (executed within a combat round) depending on circumstances. When a character is aware of an incoming attack (and not flat-footed or denied a DEX bonus to his/her AC), but before the attack roll is made, the character may opt to execute an out of turn dodge. The out of turn dodge is similar to a Total Defense action (ref PH page 142), but executed out of turn (like a readied action/even if you've already taken other actions during the round). There are three caveats to the execution of this action:

1. The character must declare this action before the results of the attack roll are known/announced. The character gives up his/her next turn in order to gain a +4 dodge bonus to their AC (against all opponents); continuing to dodge for the remainder of the round, and all of their next round (if they've already taken their turn this round). The character's initiative doesn't change; they simply take no other actions during their turn.
2. The dodging character may benefit from other dodge bonuses (dodge bonuses stack (ref DM page 21)) to his/her AC while executing the out of turn dodge; such as those offered by the tumble skill (ref PH page 85) or the two-weapon

defense feat (ref PH102), but not the dodge bonus offered by the combat expertise feat (ref PH page 92), as that feat only applies during an attack action.

3. While executing the out of turn dodge, the character doesn't threaten surrounding squares (the character still threatens enemies that try to enter his/her square), the dodging character cannot attack (including attacks of opportunity) or move (including a free 5 foot step) while dodging. While executing the out of turn dodge, the character may not execute any other actions. Like a delay or a readied action, the character executing an out of turn dodge incurs a cumulative -2 penalty on all subsequent initiative rolls (for that encounter/combat).

This rule provides character's with the option of defending themselves using a powerful undeclared readied action. The out of turn dodge also adds an additional element to combat tactics; providing characters with additional tactical options, such as a "wolf pack" tactic: When a group attacks a single target, whoever the target retaliates against can use the out-of-turn dodge to aid his/her AC, while each of the other wolf pack participants attacks the opponent on his or her turn. This special action grants a generous AC bonus, balanced with restrictions on the characters actions, and an initiative penalty to deter overuse/abuse.

LIFT, PUSH OR PULL SOMEONE OUT OF THE WAY:

Sometimes, during combat, the situation arises where an ally is 'in the way'. The character might be in danger, they might be unconscious, paralyzed, stunned, asleep, dead or simply unable to act for the remainder of the round. As the target might be in danger, there are often times when another character member might want to lend a hand and move that character out of danger. They might want to lift, push, or pull the target creature. This rule address lifting/carrying, pushing, or pulling a willing or disabled character. Disabled includes (but is not limited to) dead or unconscious characters. A sleeping character introduces a different situation, as attempting to move (push or pull) a sleeping character would likely wake them up (see House Rules for ['WAKING UP'](#)), at which point they don't know what is going on. Although a character that has just been woken doesn't typically get to act until their next action, it is possible (under certain circumstances) that they may be able to act after you wake them up.

One important thing to remember about all these actions – They are part of a move action. Some are multiple move actions (i.e. two move actions), while others are full-round move actions. If you attempt to lift, push, or pull another willing or disabled character, the action is resolved in the following manner:

- Declare which action you are attempting to perform: Lift, Push or Pull.
 - **Lift** - A character can lift as much as 2x his/her maximum load off the ground. See PH pages 161-162 for carrying capacities. While doing so, he/she can only move 5' per round, as a full-round action.
 - **Push** - A character can push as much as 5x his/her maximum load. See PH page 162 for carrying capacities. Favorable conditions (such as being on smooth ground or dragging a willing or disabled target) can double these numbers. Bad circumstances (such as broken ground, or dragging an unconscious target) can reduce them to one-half or less.
 - **Pull** - A character can pull as much as 5x his/her maximum load. See PH page 162 for carrying capacities. Favorable conditions (such as being on smooth ground or pushing a willing or disabled target) can double these numbers. Bad circumstances (such as broken ground, or pushing an unconscious target) can reduce them to one-half or less.
- **Lift/Carry** - If you decide to lift a willing or disabled participant and carry him/her out of the way.
 - Move into (or adjacent to (provided there is no obstruction between you and the target)) the same square as the willing or disabled participant (move action). While you lift/carry the willing or disabled target, you both occupy the same square (the square of the person doing the lifting/carrying) and movement is counted from the origination square of the person doing the lifting/carrying.
 - Grasp and lift the willing or disabled participant, thus carrying him/her out of harms way.
 - If the total weight of the acting parties load is up to 2x his/her max load limit, he/she may carry the target with varying degrees of difficulty. The lighter the load, the less severe the penalties.

- Once you begin the lift/carry procedure, you are provoking an attack of opportunity. If you leave a threatened square you provoke attacks of opportunity. Opponents in range may attack the person doing the lifting or the person being carried.
 - Calculate the load of all your gear, the weight of the target character and any gear he or she may be carrying. Calculate your total 'Load'.
 - If your load is still '*Light*' (see PH Table 9-1, page 162) you may continue your movement at no penalty. i.e. If your move is 30' and you moved 30' in order to reach the willing or disabled target, you may now move an additional 30' while carrying the 'Light load' (i.e. two move actions of 30' each). The character you are carrying is simply considered to be additional gear.
 - If your load is considered '*Medium*' (see PH Table 9-1, page 162), your movement is reduced as shown in PH Table 9-2, page 162. You may continue your movement, but there are additional penalties.
 - Your maximum DEX bonus to AC is a +3.
 - You incur a skill check penalty of -3 (this applies to skill and ability checks).
 - Your movement rate is reduced (see PH Table 9-2, page 162).
 - If your load is considered '*Heavy*' (see PH Table 9-2, page 162), your movement is reduced as shown in PH Table 9-2, page 162. You may continue your movement, but there are additional penalties.
 - Your maximum DEX bonus to AC is a +1.
 - You incur a skill check penalty of -6 (this applies to skill and ability checks).
 - Your movement rate is reduced (see PH Table 9-2, page 162).
 - If your load is considered '*Over Max*' by up to 2x your max load, you may still lift and carry the willing or disabled participant, with considerable penalties.
 - You lose all DEX bonus to AC.
 - Your movement rate is reduced to 5 feet. You may only move 5 feet per round, and this movement is considered to be a full-round action.
- **Push** - If you decide to push a willing or disabled participant out of the way.
 - Move into (or adjacent to (provided there is no obstruction between you and the target)) the same square as the willing or disabled participant (move action). While you are pushing a willing or disabled target, the pushers movement is counted from his/her origination square. The target must proceed your character as you push the target.
 - Grasp and push the willing or disabled participant out of harms way.
 - If the willing or disabled participant is under the pushers max load limit, he/she may push the target, provided the character is within the 5x max load limit.
 - Once you begin to push another character along with you, you are provoking an attack of opportunity. If you or the person you are pushing leaves a threatened square you provoke attacks of opportunity. Opponents in range may attack the person doing the pushing or the person being pushed.
 - Calculate the load of all your gear, the weight of the target character and any gear he or she may be pushing. Calculate your total 'Load'.
 - If your load is still '*Light*' (see PH Table 9-1, page 162) you may continue your movement at no penalty. i.e. If your move is 30' and you moved 30' in order to reach the willing or disabled target, you may now move an additional 30' while pushing the 'Light load'. The character you are pushing is simply considered to be additional gear.
 - If your load is considered '*Medium*' (see PH Table 9-1, page 162), your movement is reduced as shown in PH Table 9-2, page 162. You may continue your movement, but there are additional penalties.
 - Your maximum DEX bonus to AC is a +3.

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 - Your movement rate is reduced (see PH Table 9-2, page 162).
- If your load is considered '*Heavy*' (see PH Table 9-2, page 162), your movement is reduced as shown in PH Table 9-2, page 162. You may continue your movement, but there are additional penalties.
 - Your maximum DEX bonus to AC is a +1.
 - You incur a skill check penalty of -6 (this applies to skill and ability checks).
 - Your movement rate is reduced (see PH Table 9-2, page 162).
- If your load is considered '*Over Max*' by up to 5x your max load, you may still push the willing or disabled participant out of harms way, with considerable penalties.
 - You lose all DEX bonus to AC.
 - Your movement rate is reduced to 5 feet. You may only move 5 feet per round, and this movement is considered to be a full-round action.
- Favorable conditions (such as being on smooth ground or dragging a conscious target) can double these numbers. Bad circumstances (such as broken ground, or dragging an unconscious target) can reduce them to one-half or less. It is up to the DM to apply and/or adjudicate any such modifiers.
- **Pull** - If you decide to pull a willing or disabled participant out of the way.
 - Move into (or adjacent to (provided there is no obstruction between you and the target)) the same square as the willing or disabled participant (move action). While you are pulling a willing or disabled target, the pullers movement is counted from his/her origination square. Grasp and pull the willing or disabled participant out of harms way. The target must follow behind your character as you pull the target.
 - If the willing or disabled participant is under the lifters max load limit, he/she may pull the target, provided the character is within the 5x max load limit.
 - Once you begin to pull another character along with you, you are provoking an attack of opportunity. If you (or the person you are pulling leaves a threatened square you provoke attacks of opportunity. Opponents in range may attack the person doing the pulling or the person being pulled.
 - Calculate the load of all your gear, the target character and any gear he or she may be carrying. Calculate your total 'Load'.
 - If your load is still '*Light*' (see PH Table 9-1, page 162) you may continue your movement at no penalty. i.e. If your move is 30' and you moved 30' in order to reach the willing or disabled target, you may now move an additional 30' while pushing the '*Light* load'. The character you are pushing is simply considered to be additional gear.
 - If your load is considered '*Medium*' (see PH Table 9-1, page 162), your movement is reduced as shown in PH Table 9-2, page 162. You may continue your movement, but there are additional penalties.
 - Your maximum DEX bonus to AC is a +3.
 - You incur a skill check penalty of -3 (this applies to skill and ability checks).
 - Your movement rate is reduced (see PH Table 9-2, page 162).
 - If your load is considered '*Heavy*' (see PH Table 9-2, page 162), your movement is reduced as shown in PH Table 9-2, page 162. You may continue your movement, but there are additional penalties.
 - Your maximum DEX bonus to AC is a +1.
 - You incur a skill check penalty of -6 (this applies to skill and ability checks).
 - Your movement rate is reduced (see PH Table 9-2, page 162).
 - If your load is considered '*Over Max*' by up to 5x your max load, you may still push the willing or disabled participant out of harms way, with considerable penalties.
 - You lose all DEX bonus to AC.

- Your movement rate is reduced to 5 feet. You may only move 5 feet per round, and this movement is considered to be a full-round action.
- Favorable conditions (such as being on smooth ground or dragging a conscious target) can double these numbers. Bad circumstances (such as broken ground, or dragging an unconscious target) can reduce them to one-half or less. It is up to the DM to apply and/or adjudicate any such modifiers.
- **Ending the Lift, Push or Pull:** At the end of the Lift, Push or Pull action, you need to decide whether to continue the same type of action, or change the type of action you are performing. If you decide to stop performing a Lift, Push or Pull action you terminate the series/action in a different manner, depending on the type of action you were performing.
 - **Lift/Carry** - At the end of a lift/carry action(s) you must decide whether you wish to 'drop' the character.
 - You may end the carry action in one of three ways:
 - Drop the person you are carrying - No damage is likely to occur; unless you drop the person into a square containing a hazard. Dropping the character is a free action. You may select which square the person is deposited in. Select your square, or any square adjacent to your square.
 - Set the character down gently - No damage is likely to occur; unless you drop the person into a square containing a hazard. Setting the character down is a standard action. You may select which square the person is deposited in. Select your square, or any square adjacent to your square.
 - The character gets down on their own - If the person you are carrying is conscious and able, they may get down (from the carry maneuver) on their own. This is a free action for the person doing the lifting/carrying and the person being carried; provided they get down in the same square as the lifter/carrier, or an adjacent square.
 - **Push** - At the end of a push action(s) you would be adjacent to the character you were pushing, and the placement would be such that the target character (the one you were pushing) would be 'in front' of your character (in front of you could include any of three squares).
 - **Pull** - At the end of a pull action(s) you would be adjacent to the character you were pulling, and the placement would be such that the target character (the one you were pulling) would be 'behind' your character (behind you could include any one of three squares).

If there is any ambiguity regarding 'in front' or 'behind' the DM will arbitrate and decide the proper placement, or offer appropriate options. Note: In accordance with 3.5 version of D&D, there are no actual rules regarding 'facing' (ref Unearthed Arcane pages 124-128 for variant which re-introduces rules for character facing). Facing rules were removed when D&D introduced the 3.0 rules/version of the game.

Bigger and Smaller Creatures: The figures on Table 9–1 (see PH page 162): Carrying Capacity is for Medium bipedal creatures. A larger bipedal creature can carry more weight depending on its size category, as follows: Large $\times 2$, Huge $\times 4$, Gargantuan $\times 8$, Colossal $\times 16$. A smaller creature can carry less weight depending on its size category, as follows: Small $\times 3/4$, Tiny $\times 1/2$, Diminutive $\times 1/4$, Fine $\times 1/8$. Thus, a human with a Strength score magically boosted to equal that of a giant would still have a harder time lifting, say, a horse or a boulder than a giant would.

The Lift, Push, Pull rules are consolidated from movement rules in the Player's Handbook (see pages 161-162) and a Wizards of The Coast 'Rules of the Game' article entitled: "All About Movement" (see Part Two, "Move a Heavy Object", online at: <http://archive.wizards.com/default.asp?x=dnd/rg/20040618a>)

AUTOMATIC/CRITICAL SUCCESS OR FAILURE:

Automatic Success/Failure: During any in-game d20 roll, a natural (unmodified) roll of 20 is considered to be success. During any in-game d20 roll, a natural (unmodified) roll of 1 is considered to be failure. This maxim applies for all in-game d20

rolls: To-Hit, Initiative*, Save Throw, Skill check, Ability check, Search for secret doors, Turning checks, etc. (This rule does not apply to d20 rolls made before, after, or outside the play of the game. For example: Luck of the Day determination (see [HEROIC LUCK](#) above), during character generation, or rolls made to determine random effects such as weather, magic item generation, or encounter rolls.

Critical Success/Failure: When a player rolls a natural (unmodified) 20 on a check, he/she must make another check. If the second check is successful, the character has achieved a 'Critical Success' with the use of that skill or ability, and something particularly good happens. If the second/confirming roll (after an initial roll of a natural 20) is a natural (unmodified) 20, the critical success is automatic (regardless of the score needed). Likewise, if a player rolls a natural 1, he rolls again. If the second check is a failure, the character has achieved a 'Critical Failure' (made a critical blunder), and something particularly bad happens. If the second/confirming roll (after an initial roll of a natural 1) is a natural (unmodified) 1, the critical failure is automatic (regardless of the score needed to achieve success).

It's up to the DM to determine the specific result of a critical success or failure. Some examples follow.

Critical Successes

- On a Climb check or Swim check, the character moves twice as far as she would on a normal success.
- When using Diplomacy, the character makes a good, trusted friend for long-term play.
- When using a Knowledge skill, the character comes to an important conclusion related to the task at hand.
- When using Search, the character discovers something that she otherwise could not have found (if anything is present to be found).
- When using Survival to track, the character determines some amazing minutiae about her prey. For instance, she realizes that the three subjects she's tracking aren't happy with one another because they occasionally stop and apparently argue, based on where they stand in relation to one another.
- When using Heal to give first aid, the character heals 1 point of damage dealt to the subject.
- Your Turn attempt has a chance to succeed, despite the fact that you normally wouldn't have affected a creature this powerful.

Critical Failures

- When using a Perform skill, the character displeases his audience so greatly that they wish to do him harm.
- On a Climb check, the character falls so badly that he takes an additional 1d6 points of damage, or he falls and tears away a few good handholds, making it more difficult to climb (+5 to the DC) on the next try.
- When using Disguise, the character not only doesn't look like the intended target, but actually looks like something/someone offensive or hateful to the viewer(s).
- When using Escape Artist, the character actually gets himself more entangled or pinned, adding +5 to the DC on the next try.
- On a Use Rope check, the character breaks the rope.
- When using Open Lock, the character breaks off his pick in the lock, making it impossible to open.
- When using and kind of tool, the character destroys the tool.
- Your Turn attempt has failed, and you are unable to turn this type of creature for the remainder of this encounter.

Sometimes there's nothing more that can be achieved with a critical success, or there's nothing worse than a normal failure. In such a case, do not attempt to make the result better or worse. Critical success does not have to mean that a character slays an opponent with a single blow. It doesn't have to mean that a character dies instantly upon tripping. Adjudication of critical success or failure results is entirely up to the DM.

***Initiative** - Since one cannot 'fail' or 'succeed' on an initiative roll, the roll of a 1 or 20 only provides for the opportunity of a 'Critical Success or Failure' result (see 'Critical Success/Failure' above). When a 1 or 20 is rolled, the 'Critical Success/Failure' provisions are followed (see 'Critical Success/Failure' above). If a 'Critical Success or Failure' result is NOT indicated, then the original roll is counted as normal, and any applicable adjustments are applied, in order to determine the character's initiative score. All other d20 rolls that would NOT result in a 'Success or Failure' determination should be handled in a similar manner.

For additional information regarding this rule, see the rules covering [TO HIT ROLLS. AUTOMATIC HITS AND MISSES](#), [CRITICALS](#) and [FUMBLES](#) (see below). All these rules are affected by the Critical Success/Failure roll.

TAKING 10 / TAKING 20:

The official rules (see PH pg. 65) contain two rules - Taking 10, and Taking 20, where a character can assume a d20 roll of 10 or 20 while performing a skill check without actually rolling for success or failure. These rules are modified for use in our campaign (see below). Our campaign makes use of the Automatic and Critical Success / Critical failure rules, and I believe that automatic success (as granted under the Take 10 / Take 20 rules) or failure (without a die roll) are undesirable events in a game based on skill 'and' luck. The Take 10 / Take 20 rules reduce the 'Skill' in skill checks to near certainty. This puts anyone with one rank in a skill at the same level as someone with 20 rank in that same skill category. In addition to eliminating the benefit of high rank, the Take 10 / Take 20 rules (as specified in the PH) eliminate the chances for critical success or failure (see [AUTOMATIC/CRITICAL SUCCESS OR FAILURE](#) in the House Rules).

In order to use a skill, the result should always have to be rolled for (see [DM'S PREROGATIVE AND DICE ROLLING RULES](#) in the House Rules). This does not mean that a character can't take their time when performing a skill. This doesn't mean they shouldn't gain a bonus when they have no distractions. What it does mean - A d20 roll is performed for all skill checks.

In all situations that require a skill, ability, etc. check, (where success or failure is a possibility) a d20 roll must be made and checked against the listed/calculated DC. A character can never completely remove chance from the equation, no matter how favorable the conditions. Even the most careful alchemist could slip up and drop a flask of "Concentrated Fireball".

Taking 10:

When your character is not being threatened or distracted, you will receive a +3 circumstance bonus on the check. Distractions or threats (such as nearby combat) make it impossible for a character to gain this bonus.

Taking 20:

When you have plenty of time (generally 2 minutes for a skill check that can normally be checked in one round, one full-round action, or one standard action), you are faced with no threats or distractions, and the skill being attempted carries no penalties, you will receive a +5 circumstance bonus on the check. Under these circumstances, it takes ten times as long to perform the skill check/activity. (generally 1 minute for a skill that can normally be checked in 1 round, one full-round action, or one standard action).

(Note: There are some racial and class abilities that allow a character to always Take 10 on a particular skill check, even when distracted or endangered. Under these House Rules, characters with such an ability would be granted a permanent +3 bonus to that skill.)

TO HIT ROLLS. AUTOMATIC HITS AND MISSES:

Whenever a natural 'To hit' roll (unmodified) of 20 is made, it is considered an automatic hit surpassing all defenses and causing damage to the subject of the attack. Likewise any natural 'To hit' roll (unmodified) of 1 is considered an automatic miss regardless of any bonuses applied to the roll. When a natural 20 or 1 is rolled on a 'To hit' check, it should be followed by a second d20 roll (see [AUTOMATIC/CRITICAL SUCCESS OR FAILURE](#) rules above). This second roll serves multiple purposes. In

the case of a natural 20, the second d20 roll serves as a check for threat/critical hit (see [CRITICALS](#) below) and a critical success/failure check (see [AUTOMATIC/CRITICAL SUCCESS OR FAILURE](#) rules above). In the case of a natural 1, the second d20 roll serves as a check for fumble (see [FUMBLES](#) below) and a critical success/failure check (see [AUTOMATIC/CRITICAL SUCCESS OR FAILURE](#) rules above).

FIRING INTO MELEE:

Firing into melee (or a grapple) has the potential to cause 'friendly fire' damage. Given that combat rounds last only 6 seconds, characters have very little time to pick and choose their shots. The dynamic nature of a fluid melee battle makes it difficult to determine where a target will be by the time your projectile arrives in the midst of the melee. A character firing into melee (where allies are engaged with enemies) has two options.

Definition of melee: According to the Player's Handbook (ref PH page 140) - "Two characters are engaged in melee if they are enemies of each other and either threatens the other. (An unconscious or otherwise immobilized character is not considered engaged unless he is actually being attacked.)" Note that characters/creatures cannot 'threaten' anyone/any squares until they have attacked and/or entered initiative order.

A character firing into a melee can opt to take a minus -4 on the 'to-hit' roll, and avoid any chance of hitting an ally, or they may forgo the -4 and hope that the target turns out to be an enemy. If the character opts for the second choice, each combatant of equal size is given an equal chance (based on size) of being the target. Assign values to combatants based on their size. Assign a value of 1 to the smallest combatant(s) size, doubling the value for each successive size combatant.

If a character is firing into a Grapple, they may NOT opt to take the -4 penalty to avoid the chance of hitting an ally. Unless, the character has the Precise Shot feat (Note that the Precise Shot feat has been modified for our campaign. Ref Rob's World! New Feats, pages 15-16: <<https://www.robsworld.org/3enewfeats.pdf>>).

For example: In a melee consisting of one Ogre (large), four Orcs (medium), an Elve (medium), two Humans (medium), a Dwarve (medium), and a Halfling (small) would be assigned values as follows:

Ogre = 4 pts (1-4)	Orc 1 = 2 pts (5-6)	Orc 2 = 2 pts (7-8)
Orc 3 = 2 pts (9-10)	Orc 4 = 2 pts (11-12)	Elve = 2 pts (13-14)
Human 1 = 2 pts (15-16)	Dwarve = 2 pts (17-18)	Halfling = 1 pt (19).

Once values are assigned, roll a die which includes the highest value assigned. In the example above, a d20 would suffice. Ignore any results above the maximum value assigned, and note the result (reroll if necessary). The result of the roll dictates the target of the missile/projectile attack. Once the target is assigned make a 'to-hit' roll/check as usual.

Size categories (from smallest to largest): Fine, Tiny, Diminutive, Small, Medium, Large, Huge, Gargantuan, Colossal (See Monster Manual for size descriptions/dimensions)

RANGE INCREMENT:

Missile range/Range increment. Listed in feet. Keep in mind that combat squares are 5' across. Any attack at less than this distance is not penalized for range, so an arrow from a shortbow (with range increment 100 feet) can strike at enemies at up to 100 feet away with no penalty. However, each time a full range increment is exceeded causes a cumulative -2 penalty to the attack roll. A shortbow archer firing at a target 310 feet away suffers a -6 attack penalty (because 310 feet is at least three range increments but not four increments). Thrown weapons, such as throwing axes, have a maximum range of five range increments. Projectile weapons, such as bows, can shoot up to ten increments. Short range is any range up to the weapon's

listed range increment. Medium range is any range from listed range increment, to twice the listed range increment. Long range is any range beyond twice the listed range increment.

RANGE INCREMENT AND CREATURE SIZE:

The range increments listed in the weapons tables are for weapons sized to be used by Medium creatures. Larger and smaller versions of ranged weapons have correspondingly longer or shorter range increments as follows:

If a weapon is sized to be used by a creature larger than Medium, increase its range increment by 25% for each size increment above Medium, and then round to the nearest multiple of 5 if necessary. For example, a shortbow sized for a Large creature has a range increment of 75 ft. (25% of 60 is 15, 60 + 15 = 75), and a maximum range of 750 ft.

If a weapon is sized to be used by a creature smaller than Medium, decrease its range increment by 25% for each size increment below Medium, and then round to the nearest multiple of 5 if necessary. The minimum range increment is 5 ft. A shortbow sized for a Small creature has a range increment of 45 ft. (25% of 60 is 15, 60 - 15 = 45), and a maximum range of 450 ft.

Examples:

1. A Storm Giant is using a throwing axe: The listed range increment for a throwing axe is 10 ft. 25% of 10 is 2.5. As a Huge creature, a Storm Giant is two size categories larger than Medium, so a throwing axe sized for it has a range increment that is 5 ft. longer (2 x 2.5 = 5). 10 ft. + 5 ft. = 15 ft. The Storm Giant can throw the axe to attack a target a maximum of 75 ft. away.

2. A Grig (a type of Sprite) with the Far Shot Feat is using a longbow: The listed range increment for a longbow is 100 ft. 25% of 100 is 25. As a Tiny creature, a Grig is two size categories smaller than Medium, so a longbow sized for it has a range increment that is 50 ft. shorter (2 x 25 = 50). 100 ft. - 50 ft. = 50 ft. The Far Shot Feat increases the range increment to 75 ft. (1.5 x 50 = 75). The Grig can attack a target with the longbow at a maximum range of 750 ft.

SHIELD BASH:

You can bash an opponent with a heavy or light shield (but not with a tower shield). Used this way, a shield is a martial bludgeoning weapon. For the purpose of attack penalties, treat a heavy shield as a one-handed weapon, and a light shield as a light weapon. If attacking with a weapon and a shield, you get one extra attack per round with the shield. There are penalties! (See the weapons list for damage and other statistics when using the shield for bash attacks)

Heavy Shield	Primary weapon	Shield hand	Light Shield	Primary weapon	Shield hand
Normal penalty	- 6	- 10	Normal penalty	- 4	- 8
w/two wpn ft. feat	- 4	- 4	w/two wpn ftg. feat	- 2	- 2

If you use your shield as a weapon, you lose its AC bonus until your next action (Usually until the next round). An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it; Unless it is specifically enchanted for use as a magic weapon in its own right.

(Note: There are other feats which affect the 'Shield Bash' attack technique. This table presents the standard attack penalties for using the technique.)

CHARGE:

From Player's Handbook (pages 154-155): Charging is a special full-round action that allows you to move up to twice your speed and attack during the action. However, it carries tight restrictions on how you can move. According to the Player's Handbook (see page 154), in order to conduct a charge, "you must move to the closest space from which you can attack the opponent. (If this space is occupied or otherwise blocked, you can't charge.)" - Our house rules modify this rule in the following manner: "you must move to a space from which you can melee attack the opponent. (If all such spaces are occupied or otherwise blocked, you can't charge.)" So, you may charge to any valid space, not necessarily 'the closest' space.

ATTACKING AN UNATTENDED OBJECT:

This house rule is extrapolated from and crafted in accordance with the 'Sunder' and 'Breaking and Entering' rules from PH pages 158, 165-167. It incorporates some of the wording from those rules, includes some slight modifications, extends the rules, and provides examples to help clarify the rules.

***Definition: Unattended Object** - An unattended object is any inanimate corporeal object that is not held, carried, controlled or worn by a character or creature. If a character/creature is touching an object that object is considered to be 'attended'. Examples: The rug that a character is standing on is attended. That chest in the middle of the room (with no one touching it) is unattended. The Paladin's armor is attended while he's wearing it. A spell book sitting on a night stand is unattended. The spell pouch attached to a Wizard's belt pouch is attended (because it moves when he/she moves). A bunch of bananas hanging from a tree is unattended. The Fighter's sword is attended while he's wielding it. A serving tray being carried by a Wizard's unseen servant is attended because the Wizard is controlling the unseen servant, thus the Wizard is 'controlling' the serving tray and by extension 'holding' the serving tray. The lantern hanging from a beam in the center of a barn is an unattended object. An arrow in flight is unattended (the person who fired the arrow is no longer holding, carrying, controlling or touching it).*

You can attack an unattended object in one of two ways: By targeting it with a melee or ranged weapon, or by sheer strength. If a character/creature attempts to break an unattended object with sheer strength, refer to the 'Breaking Items' rules in PH page 167. Both of these types of attacks are standard action (Note that some characters/creatures are permitted multiple attacks as part of a standard action, and they could make multiple attempts to attack an unattended object in any given round). Attacks against attended objects can be conducted in accordance with the PH 'Sunder' rule. Ref PH page 158. What follows are rules for attacking an unattended object with melee or ranged weapons.

Unlike the rules governing a 'Sunder' attack (used when you target an attended object (which may include weapons, shields and armor)), you do not provoke an attack of opportunity, and you do not use an opposed attack roll to damage the unattended weapon or shield. Instead, the object's AC is determined primarily by its size*. If you attack a carried or worn object with a melee weapon, you provoke an attack of opportunity (just as you would if you attacked a held object). See PH page 158.

Generally, you can smash unattended objects using a bludgeoning or slashing weapon (weapon type B or S (ref RWWL)). If you attack with a piercing weapon you incur an ILLEGAL USE penalty.

Armor Class of unattended objects:

Unattended objects are usually easier to hit than creatures or held objects because they don't move on their own, but many are tough enough to shrug off some damage from each blow. **Unattended objects have a default AC of 3 + size modifier + magic enhancement bonus.** If an unattended object is attacked with a ranged weapon, a range increment penalty may need to be applied to the attacker's 'To Hit' roll. See 'Range Increment' rule (ref PH page 114)/Consult Rob's World! House Rules on RANGE INCREMENT and RANGE INCREMENT AND CREATURE SIZE.

Object AC/with size modifier applied (for melee attacks against unattended objects)				
Object Size	Example Object	Space / appx size	Object AC	Example Creatures
Fine	A glove designed for a medium sized character.	1/2 ft.	11	Leech (ref Leech swarm in Stormwrack book), Cinder (ref Cinder swarm from MMIII)
Diminutive	Unattended helmet designed for a medium sized character.	1 ft.	7	Mundane bat or toad
Tiny	A toolbox or smaller treasure chest made for medium creatures.	2-1/2 ft.	5	Imp, Sprite
Small	A kitchen style chair designed for a medium sized character	5 ft.	4	Giant rat, Goblin
Medium	Human sized door (3'x7')	5 ft.	3	Orc, Human, Werewolf
Large	A piano designed for medium sized creatures.	10 ft.	2	Fire Giant, Treant
Huge	A large gazebo designed for medium sized creatures.	15 ft.	1	Kraken, Purple Worm
Gargantuan	A small vacation cottage designed for medium creatures.	20 ft.	-1	Roc, Baleen Whale
Colossal	The broad side of a barn!	30 ft.	-5	Tarrasque, Great Wyrms, Red Dragon

Note that these are only the ACs of the unattended objects. Aside from hitting the object, there are still hardness and hit point considerations, ref PH pages 165-167, tables 9-8 through 9-12.

***Size modifiers (to AC) for unattended objects:**

Colossal -8, Gargantuan -4, Huge -2, Large -1, Medium 0, Small +1, Tiny +2, Diminutive +4, Fine +8. Ref PH page 134, Table 8-1: Size Modifiers.

Taking your time when attacking unattended objects:

If you take your time and line up your shot on an unattended object, you receive further bonuses. Whether you're in combat (in initiative order) or not, you can take a full-round action to line up your shot. **When you do so, you get a +7 on attack rolls with a melee weapon and a +5 bonus on attack rolls with a ranged weapon.** You cannot execute a 'Coup de Grace' against unattended objects. Ref PH pages 153-154.

The remaining rules, for: Hardness, Hit Points, Energy Attacks, Ranged Weapon Damage, Ineffective Weapons, Immunities, Magic Items, Vulnerability to Certain Attacks, Damaged Objects, Saving Throws and Breaking Items all apply in accordance with the Player's Handbook. Ref PH pages 165-167.

DISARMING AND SHIELDS:

The rules for disarming an opponent are documented in PH, page 155. While this tactic is generally used to target an opponents melee weapon, other items may be targeted with a disarm attack. If the item you are attempting to disarm isn't a melee weapon (for instance, a bow or wand), the defender may still oppose you with an attack roll, but takes a penalty and

can't attempt to disarm you in return if your attempt fails. In general*, when the target of a disarm attempt is something other than a melee weapon, the defender takes a -4 penalty on their opposed roll. Note that a defender wearing spiked gauntlets (PH 118) can't have his/her spiked gauntlets disarmed. A defender using a weapon attached to a locked gauntlet (PH 124) gets a +10 bonus to resist having the locked gauntlet or attached weapon disarmed.

Shields are an exception to the general rule stated above*. Shields (other than improvised shields) are constructed with a strap to hold the shield in place and assist the defender in using it as a protective device. This strap makes a shield very difficult to disarm. When an opponent attempts to disarm such a shield, the defender is allowed a +8 bonus to resist being disarmed.

The wielder of a buckler, light or heavy shield may attempt to disarm an opponent if the attacker's attempt to disarm fails, but any attempt to disarm using a shield suffers a -4 penalty to the opposed roll. Improvised shields and tower shields may not be used in order to attempt a disarm.

SAPPING ATTACK:

Sapping is an attempt to knock out an opponent by striking with the flat of the blade, slugging someone from behind with a sturdy sword-hilt, or using a weapon specifically designed for a sapping attack. It doesn't work very well against characters or monsters that are expecting it. Any character attempting to sap a creature that threatens him/her provokes an attack of opportunity from the defender. Light, one-handed melee weapons may be used in melee sap attempts. Characters with the 'point-blank-shot' feat may make ranged sapping attacks with blunt projectiles, provided they are within 30' of their target.

Anyone attempting to perform a sap attack has a -1 penalty on their initiative for the round in which they attempt the sap attack. The sapper also has a -4 'to hit' on the attack roll. The penalty increases to -8 if the defender is wearing some type of helmet. Only creatures that are equal to the sappers size or one category smaller, may be targeted in a melee sap attack.

If the sapper scores a hit, she may knock out her opponent. The chance is 5% per point of damage caused, up to a maximum of 40%. Thus, if the sapper inflicts 5 points of damage, she has a 25% chance of knocking out her opponent. Sapping damage is like unarmed combat damage; 25% is real and the rest is temporary. Naturally, if her damage roll exceeds the victim's hit points, he's knocked out anyway.

The knockout chance increases to 10% per point of damage (max. 80%) if the victim is surprised, asleep, restrained, or magically held in some way. Sapped characters remain unconscious for up to 30 minutes. Starting in the first round after being struck unconscious, the target may make a fortitude save vs DC 30 in order to become conscious. The DC is reduced by one each round thereafter.

KNOCKDOWNS:

Some creatures can smash their opponents to the ground with raw strength or heavy weaponry. Knockdowns are based on the damage dealt by the attackers damage die (weapon or natural attack).

Every weapon (including natural attacks) has a chance of producing a knockdown. The size of the target determines what die roll/score is required for a knockdown. No extra dice are rolled for the knockdown chance. The normal damage die/dice are rolled. If the damage roll (without modifiers) equals (or exceeds) the Knockdown Roll, then there is a chance for knockdown. For example: A Bastard sword wielded by a human (medium sized creature) has a damage die of d10. If the damage score rolled (after a successful 'to hit' roll) on the d10 is 7 or higher against a Medium sized opponent, then there is a chance for knockdown.

<u>Target Size</u>	<u>Knockdown Roll</u>	<u>Target size</u>	<u>Knockdown Roll</u>	<u>Target size</u>	<u>Knockdown Roll</u>
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Fine	2	Small	5	Huge	11
Tiny	3	Medium	7	Gargantuan	15
Diminutive	4	Large	9	Colossal	20

Obviously, some creatures are immune to knockdowns. An Ochre jelly, black pudding, or fire elemental can't really be knocked down. Swimming or flying creatures that are 'knocked-down' suffer a -4 on their 'to-hit' rolls/and a halved movement for one round as a result of a 'knockdown'. In addition some monsters may be unusually resistant to knockdown effects. Creatures with 4 legs are more difficult to knock down. The chance to knock down a 4 legged creature is one size category more difficult than it would be otherwise. For example. You would need a 9 to knock down a 4 legged creature with size M.

Knockdown Effects:

Creatures who suffer a knockdown must roll a successful saving throw vs. fortitude or be knocked prone. The DC for the check will be equal to 10 plus the amount that the 'to hit' roll exceeded the number needed to hit. The victim can stand up (on their turn) by using a move action or attack from the prone position. While prone, a character/creature suffers a -4 penalty on melee attack rolls, and the only ranged weapon they can effectively use is a crossbow or shuriken, which may be used without penalty. Other ranged weapons may be used at the DM's discretion, but such attacks may be subject to an [ILLEGAL USE](#) penalty. Opponents receive a +4 bonus on all melee attacks against the prone character/creature, and a -4 on missile or ranged attacks against prone opponents. Standing up is a move-equivalent action (which provokes an Attack Of Opportunity). A trained character may attempt to stand up from prone (this also provokes) as a free action if they succeed on a DC 35 Tumble Skill check. Swimming or flying creatures that are 'knocked-down' suffer a -4 on their 'to-hit' rolls/and a halved movement for one round as a result of a 'knockdown'.

Note: The only movement possible while prone is crawling. You may crawl 5 feet as a move action, and crawling provokes AOOs from any opponents that threaten you at any point of your crawl. (ref PH page 142).

Any character/creature armed with a loaded and cocked weapon, such as a crossbow, that is knocked down must make a successful DEX save against a DC equal to the amount needed for the knockdown check (the fortitude save that the character/creature just failed). Failure to make this second save should be treated as a fumble (as if the character/creature had rolled a natural 1). See [FUMBLE](#) rules in Rob's World! House Rules for additional info. This accidental discharge is different from an actual fumble in two ways:

- Since this isn't an actual 'fumble', there is an even chance that any 'damage to' (see DM's Fumble chart) result might affect friends or enemies. For targets (including self) within the first range increment (Short range), assign weighted values (see [FIRING INTO MELEE](#) rule for weighting rules/example) and determine target randomly. Since this isn't an actual fumble a 'To Hit' roll (without any DEX modifier) must then be made to determine whether there is damage to the unintended target.
- Since this isn't an actual 'fumble', the character/creature knocked prone doesn't 'lose all further actions'.

Monsters and Knockdowns:

Monsters who wield weapons can use the knockdown die size listed for that weapon (and weapon size). For monsters with natural attacks, use the Die Type listed for the attack employed. Monsters may resist knockdowns better if they have four legs, are exceptionally dense, or low-built, or seem generally tougher than normal. Creatures with 4 legs are more difficult to knock down. The chance to knock down a 4 legged creature is one size category more difficult than it would be otherwise. For example. You would need a 9 to knock down a 4 legged creature with size M.

Resolving Knockdowns and Trip Attacks during aerial combat:

Rules adjudication on this matter is based upon a Wizards of the Coast published article: "All about movement" - A seven part series of articles published on the WotC website from 2001-2004. This article contained excerpts from / derived from a Dragon magazine column written by Skip Williams. The column and article were authored as a means to clarify some of the rather complex rules in the 3.5 D&D game.

From 'All About Movement (Part Five)':

Note: Part four introduced basic rules regarding flight, and part five built upon those basics by covering some of the outlier issues/questions regarding flight and aerial combat

Trip: Most creatures using wings or other appendages to fly can be tripped. Incorporeal creatures with perfect maneuverability, and creatures that don't rely on their limbs to fly cannot be tripped when in flight.

Resolving the Trip Attempt: The attacker makes a STR check. The defender can oppose the attempt with a STR check or a DEX check. Each creature gets a bonus based on its maneuverability rating, as follows: perfect +12, good maneuverability +8, average +4, poor +0, clumsy -4. Stability bonuses do not apply in aerial overruns.

Trip Results: A successful trip forces the defender to stall (even if the tripped creature doesn't have a minimum forward speed) rather than knocking the defender prone.

DM's adjudication regarding knockdowns. While knockdown is primarily/principally a house-rule, it is evident in official rules. For most current reference to knockdown (as a Feat), see 3.0 rules reference 'Deities and Demigods' page 51 (note that our house rule on knockdowns supersedes the Deities and Demigod feat, and anyone can execute knock-down in accordance with the house rules).

Knockdowns shall be handled as trip attacks with regards to the 'prone' condition. Most creatures using wings or other appendages to fly can be knocked down. Incorporeal creatures with perfect maneuverability, and creatures that don't rely on their limbs to fly/move cannot be knocked down.

CRITICALS:

When you make an attack roll and get a natural 20 (the d20 shows 20), you hit regardless of your target's Armor Class (see [TO HIT ROLLS, AUTOMATIC HITS AND MISSES](#) above), and you have scored a threat. You might also score a threat without rolling a natural 20. If you make an attack roll that hits, and that roll is within the weapons rated 'threat range' (For example: 18-20/x2), then you have still scored a threat. The hit might be a critical hit (or "Crit"). To find out if it's a critical hit, you immediately make a critical roll—another attack roll with all the same modifiers as the attack roll you just made.

(Note: This second roll serves two purposes. It is also used to assess the result of a Critical Success/Failure roll (See rules for [AUTOMATIC/CRITICAL SUCCESS OR FAILURE](#) above)).

If the critical roll also results in a hit against the target's AC, your original hit is a critical hit. (the critical roll just needs to hit to give you a crit. It doesn't have to come up 20 again, or be in the weapons threat range. If the critical roll is a miss, then your hit is just a regular hit.

Multiplying damage:

A critical hit means that you multiply your weapons damage by a multiplier specified in the weapons listing. If the weapons threat range is unknown, it is assumed to be 20. If the weapons damage multiplier is unknown, it is assumed to be x2. When multiplying your weapons damage (due to a critical), only the weapons damage is multiplied. You add all bonuses; due to strength, proficiencies, magic, etc., after the damage is multiplied.

Increased Threat Range:

Sometimes your threat range is better than 20. That is, you can score a threat on a lower number. Longswords, for instance, give you a threat on a natural attack roll of 19 or 20. In such a cases, a roll of lower than 20 is not an automatic hit. Any attack roll that doesn't result in a hit is not a threat.

Increased Critical Multiplier:

Some weapons, such as battleaxes and arrows, deal better than double damage on a critical hit. See the Rob's World! weapons listing.

Spells and Critical Hits:

A damaging spell that requires an attack roll (Ranged or Melee attack roll), such as Bigby's Clenched Fist, Shocking Grasp or Melf's Acid Arrow, can score a critical hit. A spell attack that requires no attack roll, such as Lightning Bolt, or Magic Missile, cannot score a critical hit. A to hit roll score of 20 or better is a threat and critical damage (not recurring/subsequent damage) is dealt if a second to hit roll indicates a hit. Spells which require a to hit roll against a standard/full AC cause 'double damage' on a successful critical. Spells which only require a to hit roll against touch AC cause an additional 'one quarter damage' on a successful critical. Extra damage from a spell's critical hit is of the same type as that dealt by the spell. Some spells require an attack roll but do not cause damage, so they cannot inflict critical hits.

Monsters and Critical Hits:

Unless noted otherwise, creatures using natural weapons deal double damage on critical hits.

ARMOR DETERIORATION DUE TO CRITICAL HITS:

Any time a character/creature inflicts a critical hit, there is a chance that the defenders armor may be damaged to such an extent that its protective rating will be lessened by one or more points. Armor is permitted a saving throw vs DC 10, +1 per point over the amount needed to achieve the critical hit. For example; If Abramo the evil priest of the Dark Naga scores a critical hit on Thalidimar the Cleric, Thalidimar must make a saving throw or have his armor's protective rating reduced. Abramo scored a 24 on his critical hit (on the follow-up critical hit check, not the original 'to hit' roll/threat roll), which was 4 more than he needed. As a result of the critical, Thalidimar must make a save for his armor vs a DC of 14.

Armor receives a bonus to its save equal to its protective value. A suit of padded armor, with a protective value of +1, gains a +1 to its saving throw. A suit of full plate gains a +8 to its save throw (It has a +8 protective/AC value). Magical armors gain +1 for being magical, and +1 for each enchantment/bonus of the armor (not just protective bonuses count. A suit of +1 non-encumbering half-plate would gain a +3 to its save (+1 for being magical, +1 for the non-encumbering enchantment, and a +1 for the protective bonus) If there are any questions as to whether or not a non-protective enchantment counts towards a saving throw bonus, the DM makes the final call. Masterwork armors gain a +1 to their svs critical hits. Any armor can be completely destroyed in this manner. Any time magical armor is damaged in this way (Failing it's saving throw) it's enchantment may be eliminated. It may become mundane armor of its type. A suit of armor can be reduced in protective value only so long as it has protective value left. A natural/unmodified roll of 1 is an automatic failure on the armor saving throw, and a natural/unmodified roll of 20 is automatic success.

Any time magical armor has been damaged a number of times equal to its protective rating, it is considered destroyed, with no further magical properties. Magical armor can have its magical protective value/bonus(es) repaired (provided it hasn't been destroyed) by a qualified armorer. The cost to restore a magical protective bonus to damaged magical armor is equal to the base price listed in the DMG, pg 216. Table 7-2. (For example, restoring +1 armor to its original protective rating of +3 would cost 4,000gp (the cost listed for +2 armor)).

Damaged mundane armor may be repaired in order to restore it to its original protective potential. Sometimes it's best just to replace the armor. Depending on the amount of damage sustained. To repair the armor requires a skilled armorer who will charge twice the original cost of the armor as divided by the number of protections it provides.

For example: If half-plate costs 600 gp, and provides 7 levels of protection (AC +7). Half-plate can take 7 critical hits before it is totally useless as armor. (Personally I'd ditch it way before this. It's only serving as an anchor after a certain point.) Back to our example. $600 / 7 = 85.71$ multiplied by 2 = 171.42 (A kind armorer will round down) or 171 gold pieces to repair one protective rating to this armor. Magical armor on the other hand will cost four times the original cost of the armor. And the magical enchantment cannot be restored by an armorer, It will need a skilled mage's attentions.

(Note: Any armor that is reduced to no protective rating through the effects of critical hits cannot be repaired. Start over.)

FUMBLES:

Characters, NPCs, and Monsters may fumble while in combat. Bad things happen to good characters.

- A fumble occurs when a character rolls a natural "to hit" roll of 1, followed by a failed DC 10 DEX save. You must roll a 10 or greater (Add your base attack bonus, and DEX modifier to the roll for this check) to avoid the fumble completely, and you must exceed the Fumble DC to avoid damaging effects (see below for more information. You could roll a 10 – avoiding 'damaging' effects – but still have other consequences depending on the weapons fumble DC.

(Note: This second roll (the DC 10 DEX save) serves multiple purposes. In addition to a standard Critical Success/Failure roll (See rules for [AUTOMATIC/CRITICAL SUCCESS OR FAILURE](#) above), it is also used to confirm the fumble and determine whether damaging effects (as a result of the fumble) can be avoided.

The results of a fumble are varied and will be determined by the DM consulting a Fumble chart.

- All fumbles, at a minimum, result in the fumbler *losing all further actions (other than free actions) for the remainder of the round during which the fumble occurred*, while he/she recovers his/her weapon and or balance. *Only free actions* are possible for the remainder of the round. While results for natural attacks which fumble are not provided for on charts available to the DM, a fumble can none-the-less occur.

Damaging results from a fumble can be avoided with a successful DEX saving throw.

- Fumblers may avoid fumble damage/damaging effects (not the other effects of the fumble) by making a *DEX save vs the weapons listed Fumble DC* (see weapons list (for natural attacks use DC 15)). You must roll the number (the Fumble DC number) or more to avoid all adverse affects (not including loss of further actions). Add your base attack bonus, and DEX modifier to the roll for this check. If possible damage to a weapon is indicated (as a fumble result), mundane weapons make saves (to avoid damage to the item) against a DC of 10. Masterwork weapons gain a +1 to their saves. Magical weapons gain +1 for being magical, and an additional +1 for each enchantment/power. If there are any questions as to whether or not an enchantment counts towards a saving throw bonus, the DM makes the final call.

Any damage caused by a fumble is unintentional, and as a result, no strength/skill modifiers are added to the damage dealt. If the item adds 3 additional damage due to magical enchantment, that must be added. Do not add +3 due to strength. Do not add +4 due to specialization, do not add +2 due to special proficiencies with the weapon, etc...

SPEAKING DURING COMBAT:

Speaking is defined as a 'Not an action' type of action (ref PH page 139). It is so minor that it is not even considered a free action. It can happen during a character's turn, sometimes outside a character's turn, and it can happen in conjunction with or at the same time along with other traditional actions (Standard, Move, Free, Swift, Immediate). In some cases, under certain

circumstances, its use can be limited (Example: During execution of 'Restricted activities' (ref RC page 7), in zones of silence, underwater).

Normally, during combat (encounters where initiative is used to moderate actions), a character* may only speak when it is their turn, unless they have an Intelligence bonus. If a character has an intelligence bonus, then they may speak during other character's turns as well as their own. All characters get a minimum of one speaking turn per combat round. That minimum/default speaking turn may only be used during that character's turn. Characters with an Intelligence bonus receive (INT modifier -1) additional speaking opportunities during the round.

Intelligence 14-15: +1 speaking opportunity

Intelligence 16-17: +2 speaking opportunities

Intelligence 18-19: +3 speaking opportunities

For INT. above 19. See PH pg 8.

Characters that receive additional speaking opportunities may use the additional speaking opportunities during other character's turns. A character may not speak more times than there are characters involved in the combat. For example: Two player characters are fighting a Troll. Character A. has an 18 Intelligence. He may speak during his turn, during character B's turn and during the Troll's turn (he's counted as a character). Character A. may not speak a 4th time during the combat round.

A character may always refrain from speaking. In addition, a character may refrain from speaking during his/her turn, while still retaining the ability/reserving the right to speak *out-of-turn* (during another character's turn). Provided the character has an appropriate INT modifier/additional speaking opportunities (as indicated above).

When characters speak '*out of turn*', they may do so just before or after another character's turn. They may not speak during another player's turn. They may not interrupt that character's turn with their speech.

Under no conditions does speaking '*out of turn*' create a '*command word*' activation situation. Characters may only use verbal '*commands*' (to trigger/cast spells, magic items, spell like effects, etc.) during their turn or in conjunction with an immediate action.

In order to facilitate this rule; players will not be prompted to speak or not speak during any turn (by the DM). Instead, they should act on their own, prefacing '*in character*' speech with the phrase "*I'm speaking here*". A raised hand may also be appropriate to draw attention to your character's action/speech.

When can't you speak? - You (a player character, an NPC, or a monster) cannot speak out of turn unless you have an INT bonus (see above). You cannot speak if you are surprised, asleep, unconscious or flat-footed. According to the PH (pg 144), some DMs may rule that a character can't speak while flat-footed (and thus can't warn allies of a surprise/threat until that character has a chance to act (i.e. is no longer flat-footed). Unless otherwise noted (perhaps by an alternate DMs ruling), our campaign will adhere to this premise - You can't speak if you're flat-footed.

Note that the prohibitions to speaking indicated here extend to silent forms of speaking as well - A character can't speak telepathically, silently (hand signals/signs such as 'Battle Language' skill from Heroes of Battle page 95) or verbally, when impaired through the conditions listed above (possibly others/as determined by the DM). Clearly there are other factors and environmental conditions which might inhibit a character's speech. For example: Characters can't speak underwater (unless the race is some sort of aquatic native), and a zone of silence would also prevent normal speech.

Keep in mind that a combat round only lasts six seconds. Characters may not use their speaking turns to recite great epics, give long elaborate speeches, or offer intricate instructions/suggestions. The DM may impose a time limit if he/she feels that characters are abusing this rule.

*Character implies player or non-player characters, including monsters.

DEATH OCCURS AT THE END OF THE ROUND:

For the most part, our campaign follows the Player's Handbook (see PH page135) when it comes to death and dying, with one notable difference. As noted in the Player's Handbook, your hit points represent how much damage you can take before being disabled, knocked unconscious, or killed.

1 or More Hit Points: As long as you have 1 or more hit points, you remain fully functional.

0 Hit Points: If your hit points drop to 0, you are disabled. You can only take one move action or standard action per turn, and you take 1 point of damage after completing an action.

-1 to -9 Hit Points: If your hit points drop to from -1 to -9 hit points, you're unconscious and dying, and you lose 1 hit point per round. Each round, before losing that hit point, you have a 10% chance of becoming stable (it's a straight 10% chance each round. It does NOT increase by 10% each round). While stable, you're still unconscious. Each hour you have a 10% chance to regain consciousness, and if you don't, you lose 1 hit point instead. The hit point loss occurs on your initiative. This would be a good time/perfectly good reason to use your [HEROIC LUCK](#) in an attempt to get a natural 1 or a double 20. Which the DM usually adjudicates as 'you get to pick when you go'. Note: An unconscious character cannot ready an action or elect to 'delay' their action.

-10 Hit Points: If your hit points fall to -10 or lower, you're dead. This is where the significant variant comes into play. Your character may drop to -10 hit points, but the round isn't over. It is entirely possible that someone might heal you before the end of the round. Even if you're at -10, you don't actually die until the end of the round. There's always the off chance that someone might heal you and change your hit points from -10 to something less than -10. If your hit points remain at -10 after the round ends, then your character is dead.

Healing: You can stop a dying character's loss of hit points with a DC 15 Heal check or with even 1 point of magical healing. If healing raises a character's hit points to 1 or more, the character can resume acting as normal.

Note: Players should not / are not permitted to 'tell' the other players that their character is 'Dead' or 'Dying'. Another player may have their character 'Observe' to see if a character is dead by conducting a DC 10 Heal check (see PH pages 75-76). Conducting such a heal check is a standard action. Without a heal check, the character may observe that the wounded character "looks really bad", "really, really, bad" or "isn't breathing".

WAKING UP:

(References: PH pages 78-79, 139, 151, 153, 280, 308-309, 313 and DMG page 301 / RC pages 9, 35, 62, 114) Occasionally, a group of adventurers may find themselves attacked during the middle of the night. Out on the trail, sleeping beside a campfire, with a watch set. You can't be awake all the time, and it's bound to happen. "Wake Up! We're under attack!". How easy is it to wake up from a sound sleep? That's the question that this house rule addresses. A sleeping character is considered helpless in game terms (see PH pages 79, 151, 153, 309 and DMG page 301 / RC pages 35, 62). While sleeping, characters have:

- DEX 0 (-5 modifier) for saving throws and or checks
- May not apply any DEX or Dodge bonuses to AC
- Considered helpless with a -4 penalty to AC
 - Prone characters also incur a -4 penalty to their AC against melee attacks
 - Prone character gain a +4 bonus to their AC against ranged attacks

- Ref Conditions in RC pages 34-35: *"If more than one condition affects a creature, apply them all. If certain effects can't combine, apply the most severe one"* Conditions can stack. Effects might not.
- Cannot move, attack, or take any other actions*
 - *Only permitted action is a passive listen check (considered 'Not an action') if permitted by the DM (ref PH pages 78-79), to wake up (see below)).
- Sleeping characters (that are susceptible to precision damage) are vulnerable to attacks that rely on target being denied its DEX bonus to AC; such as Rogue sneak attacks or Scout skirmish damage (ref RC page 42)
- Subject to coup de grace attacks (ref RC page 62)

What is sleeping? Players should note that Sleeping and Unconscious are not the same condition. A sleeping character is considered helpless (see helpless condition in RC page 62). A sleeping character can make passive listen checks (If permitted by the DM/see below) ref PH pages 78-79/RC pages 9 & 114). Unconscious characters (ref PH page 314/RC page 72) cannot make passive listen checks, and they cannot be 'awoken' in accordance with the rules described here. They must be healed, otherwise magically revived, or revived in accordance with the rules applicable to their specific condition. Note that some spells, magical or supernatural effects may cause unconsciousness and sleep. If they purport to cause both conditions, then the affected character is treated as if they are unconscious (the more severe/restrictive condition of the two). The Unconscious condition is officially described in the Player's Handbook and other official rules, while Sleeping as a condition is not.

When do you make a listen check? The DM may allow (depending on circumstances) sleeping characters (engaged in an encounter/combat) to make a passive listen check (considered 'Not an action' ref PH page 139) just before an initiative roll. Note that 'normal' sounds/noises do not cause characters to wake up (ref PH page 280). If this check is permitted, some characters may be awake (but prone) prior to their initiative. If this initial check is not permitted, the sleeping characters may make another such check (if permitted by the DM) during their turn (in initiative order). An unconscious or sleeping character may not delay or ready any actions. The only allowed action while asleep is a passive listen check (if permitted by the DM), and sleeping characters cannot refuse to make such a check. Other things can happen to a character while asleep or unconscious (such as natural healing, taking damage, etc), but the sleeping or unconscious character doesn't initiate any actions for these effects to occur. Here are some listen DC's for waking up:

Sounds of battle (5 or more combatants) 0; Shouting 5; Sounds of combat (less than 5 combatants) 5

(If necessary/the DM may apply distance modifiers to the DC / +1 per 10' distance (20' over water/30' underwater) / ref RC page 114)

See PH listen skill (pgs 78-79) and RC (page 114) for more modifiers. Keep in mind that a roll of natural 1 on a 'd20' is a failure, a natural '20' is automatic success, and a check is not permitted until the DM rules that a condition exists which permits the check (Loud noises, shouting, sounds of combat). Note that 'normal' sounds/noises or light touching does not cause a character to wake up (ref PH page 280). The passive check made by the sleeping character is considered 'Not an action'. It is not an active listen check made by the sleeping character, and it does not count as the execution of an action by the sleeping character. A sleeping character who makes a successful passive listen check does not learn (from the listen check) the direction where the noise came from, is not able to use the information in order to pin-point the source of the noise, and cannot discern the language used, or content of any spoken message(s). The check only serves to determine whether the noise has woken the character. *That doesn't mean that a character who wakes up, does not or cannot hear subsequent sounds, or learn/discern information from any subsequent sounds/spoken conversation(s).*

What does it take to awaken a sleeping character? A slap, shove, forceful nudge, or attack which causes damage (including lethal, non-lethal, ability or level damage), will cause a sleeping character to wake up. Under most circumstances, a character can use a standard action (a non-provoking application of the 'aid another' action (ref RC page 10)) to automatically wake up one other sleeping character (in most cases you will need to be adjacent to the character). Loud noises (Sounds of battle, Shouting or Sounds of combat) may wake a sleeping character. In any round when loud noises occur, each sleeping

character must make (if permitted by the DM) a passive listen check to determine whether the noise wakes them up. Characters wearing 'ear-plugs' (improvised or commercially produced) apply a -10 penalty on their listen check. Keep in mind that a roll of a natural '1' on a d20 skill check is an automatic fail (you do not wake up), and a natural '20' is an automatic success (the character wakes up). See Rob's World! House Rules: [AUTOMATIC/CRITICAL SUCCESS OR FAILURE](#): Note: Only a magical/supernatural area of silence (or the deafness condition) would guarantee that a character does not wake up from the occurrence of 'noises' in the vicinity of the character.

What happens when a character wakes up? While the passive listen check is made when 'loud noises' occur (DM decides that a check may be made), an initial check should be made at the start of the round just before any combat/initiative rounds begin; regardless of whether there are loud noises or not. Additional checks may be made (if the DM permits) at the beginning of a sleeping character's turn (in initiative order) if noises persist. As soon as a character wakes up, they are considered flat-footed (ref RC pages 15, 35, 70 / PH page 137) and staggered. Characters who wake as the result of an initial (beginning of encounter/combat) passive listen check may not act until their initiative comes up (they cannot take any actions that would result in actions outside their turn in initiative order). If sleeping characters are awakened, but their initiative has already passed, then they are considered flat-footed (See PH glossary - pg 308) until their next turn in initiative order.

A flat-footed character isn't able to react normally to most situations; especially combat situations (situations may vary from encounter to encounter, so the DM's adjudication may be required). A flat-footed character is denied its Dex and/or Dodge bonus(es) to AC, can't make attacks of opportunity, and cannot speak (ref RWHR [SPEAKING DURING COMBAT](#) and PH 144). The flat-footed condition persists until a character has taken an action (during their turn (in initiative order)) which is intended to allow them to react normally to the situation (typical situations involve danger in the form of nearby adversaries, but clearly the situation could vary). For example: Waking up, opening one's eyes, speaking, yelling, listening, spotting an opponent, being told about the dangers nearby, dropping an item or weapon, delaying, are not actions that would allow/prepare you to react normally to a combat or hostile encounter situation. Standing up, drawing a weapon, casting a spell, attacking a nearby opponent, tumbling, activating a magic item. These are all examples of actions that a flat-footed character could take (during their turn (in initiative order)) which might allow them to react normally to a situation.

Additionally, in the round that a character wakes, they are considered staggered (see PH glossary - pg 313 and PH pg 139 - Restricted Activity). The character may only take a single move or standard action (including free, swift and immediate actions) while staggered. Staggered characters cannot take any full-round actions. The staggered condition ends after the character/creature has concluded its turn of activity after waking (at the end of their turn).

Note that some characters/creatures (depending on their racial abilities, class (or prestige class) features, feats, magic items or due to other reasons) may be immune to (or less affected by) the conditions or effects of being flat-footed and/or staggered.

SPREADING FIRE:

Occasionally, a group of adventurers may find themselves attacked with, or starting a fire which spreads. When adventurers are confined to a dungeon, there's usually little chance that any such fire will spread (due to a lack of combustible materials). Outdoor adventures however, presents us with an entirely different possibility. In the presence of combustible materials (A forest, reeds, rushes, a weed covered field, a barn, a home, a warehouse, a town, etc), the chances that a fire may spread are relatively higher.

Unlike the rules for Forest Fires (see DMG pages 87-88), this rule covers/applies to small fires that can be more easily controlled or extinguished. These rules are intended primarily for fires that occur during combat or an encounter (in a round-by-round initiative setting). If a fire spreads beyond a character's or group's ability to easily control it (determined by DM), or if the fire occurs outside of an encounter/initiative setting, the DM may use the Forest Fire rules (see DMG pages 87-88).

How does the fire spread? Any fire created by a character (PC or NPC) may spread (in the presence of combustible materials). The chances of a fire spreading are 50% (The DM may modify this base chance depending on environmental conditions and the nature of combustibles). This chance is calculated at the beginning of each round (before any character actions).

- For every square containing fire, there is a base 50% chance that it will spread to an adjacent square containing combustible materials.
- If the roll indicates that the fire spreads, roll a d8 to indicate where the fire spreads to (number squares 1-8 in a clockwise fashion around the original fire square (first square (numbered '1')) is located 'North' of the original square in accordance with the DM's facing (the direction that the DM is facing in relationship to the map in front of him/her).
 - If the selected square is void of combustible materials, then there is a 5% chance that the fire may jump (in a linear fashion) to an adjacent square containing combustible materials. If the next square is one square away then the chance of 'jumping' is 5%. If it's two squares away then two successive 5% rolls must be made. If three squares away, three successive rolls of 5% are needed, etc. No checks are made if the fire would have to jump more squares than the maximum distance of fire's current size. For example: A fire that is 3x3 squares in size cannot jump more than 3 squares distance.
- Once the fire has spread, roll a d6 to indicate how long (a number of rounds) the new fire will burn.
- If possible, place a d6 in the square where the fire spreads. Place it so that the pips represent the number of rounds remaining for the fire to burn.
- At the beginning of the next turn, check each fire to see if it spreads. Decrement the duration of each fire as you check (change the pip/facing of the d6 indicator die).

How to put out a fire? Any fire (a single 5'x5' area of fire) created by a character (that isn't fueled by oils, combustible metals, or extraordinarily combustible materials) can be extinguished by a character expending a standard action to suffocate the fire with a cloak, kicking dirt, or pouring 16 ounces (a flask) or more of water/non-flammable liquid on the fire. Magic means (i.e. Create Water) may be used to extinguish more than one square of fire.

Don't catch on fire! Any character who enters a square containing a fire may catch on fire. See DMG pg 303, for rules on 'Catching on fire'. Additionally, since characters (for the most part) are considered combustible materials, characters adjacent to a fire risk immolation through the spread of a fire.

GUILDS:

The following guilds exist in my campaign. All the guilds listed here are present in the city of Whillip. Note that membership in any guild is voluntary. However, when it comes to the Thieves, or Assassins guild, it's a good idea to join; rather than operate outside the guild. All dues are **annual dues**. Note that there are additional guilds present in Whillip, as well as throughout the Realms. This listing simply presents some of the guilds available in Whillip.

ADVENTURERS guild: Cost: 1 gp / level. Benefits: The Adventurers Guild is an employment placement service, which provides adventurers with opportunities to make money performing various tasks. suited to their individual skills, and talents.

ASSASSINS guild: Cost: 10 gp / level. Benefits: 10% discount on training costs, access to a network of pawn artists, 10% discount on costs of thieving supplies, access to sales of poisons, and acids. Voting member at 7th level. Also learn secret of guild headquarters location. In general the Assassins guild is mainly an NPC institution. Note that there are often strong ties

between the Thieves guild, and the Assassins guild. These ties however are not always for the good. As sometimes the two guilds are at each other's throats. More often though, they cooperate and participate in joint ventures.

BARDS guild: Cost: 15 gp / level. Benefits: 10% discount on training costs, access to the bards library of legendary lore, and the bards repository of musical instruments. Not to mention the bard's musical workshop, where one can craft a fine instrument. 10% discount on all musical instruments. If you present your guild membership at certain participating bars/inns, you can receive a 5% discount on your bill if you entertain the guests. Become voting member at 7th level.

FIGHTERS guild: Anyone considered a 'Fighter' (Warrior Caste/as determined by DM) can join the 'Blood Moon School of Fighting' in Whillip. Cost: 10gp / level. Benefits: 10% discount on training costs arranged through the guild (at the school), 10% discount on the purchase of personal mundane weapons. Those who abuse this service (for personal gain/mercantilism) will be disavowed by the school. No further training/instruction or supplies may be obtained (through the school).

HEALERS guild: Anyone who holds levels in a character class that can cast healing spells (Divine/not Arcane) or practices the healing arts as their primary profession is eligible to join the Healer's guild. The Healer's Guild was established by Zinner Falstaff in Whillip. Zinner spends considerable time/effort arranging for and maintaining the guild and its benefits. Cost: 10 gp / level. Benefits: 10% discount on training costs; arranged discounts are available with several temples, clerics and healers (various different classes/locations) within Whillip (and immediate surroundings), access to a network of healers, 10% discount on costs of healing supplies, access to poison antidotes, and non-magical healing poultices and remedies. Voting member at 7th level, provided you volunteer a minimum of 40 hours per year at a local hospital, orphanage, sanitarium or hospice.

KNIGHTS, CAVALIERS and PALADINS guild: The Order of the Rose & Lance is a 'business' in Whillip. A Chivalric order/outpost in Sembia. In a nation of merchants, someone needs to protect the common man/the workers. The Knights, Cavaliers and Paladins who belong to this order believe it is their duty to protect the common folk of the realms; those who lack institutional protections. This isn't an exclusive belief/code, and one can be a member of other orders while maintaining membership in this guild. Cost: 10gp / level. Benefits: 10% discount on training costs arranged through the guild. Access to a library of Chivalric codes and Heraldic knowledge. 10% discount (for the enrolled member) on lodging in various inns, hostels and lodges throughout Sembia.

MAGE'S guild: Cost: 100 gp / level. Benefits: 10% discount on training costs, access to Mage's Guild research library, 10% discount on costs of identifies, spells cast, and material components shop. Voting member at 7th level. Also learn secret to navigating the Mage's Guild.

RANGERS guild: Cost: 10 gp / level. Benefits: 10% discount on training costs, access to specialists in certain terrains, as well as a complete library of nature, and survival lore. 10% discount on selected outdoor gear. Become voting member at 7th level.

THIEVES guild: Cost: 10 gp / level. Benefits: 10% discount on training costs, access to a network of pawn artists, 10% discount on costs of thieving supplies, access to sales of poisons, and acids. Voting member at 7th level. Also learn secret of guild headquarters location.

The guilds presented here are exclusive private clubs. They may offer or refuse membership to any character at their discretion. They are not required to allow membership, and they may revoke membership at their discretion. This is conducted in accordance with the DM's adjudication. Under Sembian law, a person may quit a guild at any time. Under Sembian law, if a guild revokes membership, or a member quits a guild, the member is entitled to a refund of any remaining portion (numbered by remaining days in the year) of an annual membership. The refund must be paid to the member in the form of a Sembian bank-note (payable to the bearer).

Failure to pay/provide a training discount to a member does not constitute grounds for a discount (in part or in whole) on guild fees. Guilds must provide training discounts if members are in good standing (paid up), and they are able to receive training from a recognized/licensed trainer within Sembia. The guilds themselves are not required to identify trainers for members, but they may do so as part of a membership benefit. Keep in mind that guild members need not require training in order to join a guild, and some guilds offer no training discounts. Legal disputes will be handled by the courts in accordance with Sembian law (i.e. the DM may need to adjudicate).

Multiple guild memberships do not entitle any character to multiple discounts. A membership discount on training costs extended to characters may be paid to a trainer that is not affiliated with the guild, or the training may be conducted by the guild or guild members. Likewise, membership discounts on the purchase of affiliated supplies/materials do not 'Stack'; only the largest relevant discount would be honored. The DM may/shall rule on which guild (if multiple memberships are held) provides any particular discount and to whom the discount is paid.

More rules on guilds: Guilds and official rules on guilds exist in various officially accepted books such as the Dungeon Master's Guide (ref DMG pages 132-133), the Cityscape supplement (ref Ci pages 84-92), and various Forgotten Realms supplements. Under no circumstances are CMs or DMs required to implement, enforce or entertain 'optional' rules regarding guilds or guild membership. The guild rules presented here are used by the Rob's World! CM/DMs to create a more coherent game world.

CLONE INSURANCE:

The following insurance can be purchased by certain wealthy adventurers. This insurance is only available from the Mage's Guild of Whillip (Sembia). Terms of the clone insurance are as follows:

- A. Initial Payment. 60,000 gp
- B. Tissue sample taken at three month intervals with payment of 10,000gp (for a year's worth of sampling/updates). You can provide updates earlier (ahead of the expected/obligated three month interval) if desired.
- C. Failure to pay sample fee (the recurring 10,000gp annual fee noted in B. above) in time required will terminate contract. A refund of remaining funds (if any are available) will be made available for those who return to claim such, or renew their contract within a year's time since termination of contract.
- D. Once every three months your presence will be scryed for (within the prime material plane*). If not detected, the Mage's Guild will register a petition with the Sembian courts to register you (the Clone's source subject) as being 'Deceased'. This begins a 10 day process of probate, during which a public notification is made and 'next of kin' are notified of presumed death and the activation of a cloning clause - per the insurance policy purchased by the source subject. Sembian probate courts have the power to stay this process if proper/compelling evidence is presented. If adequate petitions are not presented, the Mage's Guild will begin the cloning process (after a 10 business day probate processing period).
- E. Despite the description of the Clone spell (ref PH page 210), the cloning process only takes 3 weeks (30 days) to complete (*The cloning laboratory at the Mage's Guild is quite advanced and well equipped*).

** If a character is planning to go plane-hopping, they can pay an advance fee (to the Mage's Guild of Whillip) of 250gp (as a supplement to the annual fee) to cover the cost of scrying across all known realms/planes.*

Note that the clone is the person as they existed at the time at which the last sample was taken. See step B. above. As a result; any clone created using this form of insurance will not have any knowledge of the method or circumstances surrounding their demise. Once the clone is completed however, it will realize that it is a clone. That it did indeed have clone insurance, and that obviously, it is now alive because prior to being cloned, they somehow died. One thing a person would most likely do in an instance like this is try and figure out how they died.

That sounds peculiar, doesn't it? How did I die? Did you see me die? Did you kill me!? As recommended by past players in our campaign; you might want to write letters to your clone (perhaps in the form of a journal?). So that when your character's clone finishes the incubation process, it can catch up on current events.

Something else you should plan for, if you plan on buying clone insurance – A cache. Your clone will be nude, and without resources if you did not prepare for this contingency beforehand. Stash away a suitable amount of money, and or supplies. So that you can carry on with your new life. The wizards at the Mage's Guild will provide your character's clone with a set of modest clothing when the cloning process is complete. So that your character isn't walking around completely naked!

Note that the 'Clone' spell (ref PH page 210) is only supposed to work *"If the original individual has been slain"*, if it has been 'slain' *"the soul immediately transfers to the clone, creating a replacement (provided that the soul is free and willing to return)"*. This indicates that the soul may well have been spirited off to some other realm in order to begin an 'after-life', and the source subject (your character's soul (If the character has one)) of the clone may in fact decline to inhabit the clone (see Bringing Back the Dead, PH page 171).

The legal status of clones: Does the government (of Sembia) recognize a clone as the original being? Is that clone entitled to any moneys, or items, that were formerly owned by the clones originator? The answers to these sorts of questions are of course up to the DM. Sembian law will recognize your clone as the original person, because the source contributor is now considered dead (in accordance with Sembian law/and the writ filed by the Mage's Guild of Whillip). Any legal disputes regarding the 'death' of the source subject will be adjudicated by the Sembian courts (aka the DM), and the clone will be considered to be the legally considered source subject (and as such, the clone is entitled to all belongings and possession of the original source being) until such time as an identity ruling is made by the courts.

ONCE PER DAY EFFECTS:

Some spells, spell like effects, magic items, feats and other abilities allow characters to perform actions, cast spells, or use abilities 'Once Per Day'. When and if this restriction is placed upon an ability, spell, etc, the question ultimately arises; "When do I start counting?" For our campaign, all such effects will have a terminus of midnight. All such effects start and/or end at the stroke of midnight. This provides for easier tracking of such effects by players and Dungeonmaster alike. Yes, it produces the odd situation where you might cast a 'Once Per Day' spell just before midnight, followed by another casting moments later - just after midnight, but it also makes tracking easier for the durations/terminations of such effects.

LEARNING A SPELL AT THE MAGE'S GUILD IN WHILLIP:

Ref Rob's World! House rules regarding [GUILDS](#): Some player characters in our campaign are members of the Mage's Guild of Whillip (building #195). Two of the benefits afforded to members of the guild is training for the next class level, and access to Mage's Guild research library. Note that any PC Wizard is eligible to automatically learn a certain number of spells for free (part of the level advancement training) from his/her trainer (at the Mage's Guild of Whillip (or elsewhere)). According to the Player's Handbook (ref PH pages 178-179): Wizards perform a certain amount of spell research between adventures. Each time a character attains a new wizard level, she gains two spells of his/her choice to add to a spellbook (Ref Rob's World! House rules regarding [SPELL BOOKS](#):). These spells represent the results of her research. The two free spells must be of spell levels she can cast (use the rules below to determine if the spells are available to learn). If she has chosen to specialize in a school of magic, one of the two free spells must be from her specialty school.

As a result of access to the research library at the Mage's Guild of Whillip. Some Arcane casters can learn additional spells and learn about otherwise difficult to find spells. If a PC wants to learn a new spell, the player should make a list of the spells that the PC would like to learn, that list is presented to the DM - When the PC is training for advancement to the next level. The DM then checks (see table below) to determine whether the selected spell(s) are available.

The DM will use the 2nd Edition Wizard's Spell Compendium (published by TSR from 1996-1998). Volume 4 of the Wizard's Spell Compendium contains a General Mage Spell List on pages 1093-1101. This spell list includes numerous spells from various D&D rules sources. While these documents/data is derived from version 2.0 of the game, many of the spells have been carried forward to the 3.0/3.5 version of the game. The General Mage Spell List is organized by level, alphabetically, but each list is also divided by rarity/frequency. This rarity or frequency information is how we determine whether a spell is available to be learned at the Mage's Guild of Whillip. The DM should consult this table, and roll d% to determine whether a specific spell is available or not:

Common (SMALL CAPS): 65%; Uncommon (Normal Type): 20%; Rare (*Italicized Type*): 11%; Very Rare (Screened Type): 4%

Note that some 2nd edition spells carried over to 3rd edition (3.0/3.5) have been renamed. Reference the 3.5 version of the Spell Compendium for a list of 'renamed' spells (ref SpC pages 5-6). When a list is presented with a spell that is not listed in the General Mage Spell List (not all 3.0/3.5 spells are present on this list/some spells are unique to our campaign), the DM must use the spell level as an indicator of rarity or frequency. In that case the formula of $[100 - (\text{level} \times 10)]$ should be used as the rarity/frequency percentage: 9th level = 10% chance of availability to learn; 8th level = 20%; 7th level = 30%; 6th level = 40%; 5th level = 50%; 4th level = 60%; 3rd level = 70%; 2nd level = 80%; 1st level = 90%.

If the rarity/frequency percentage (or less) is achieved on a d% roll, then the spell is available in the research library at the Mage's Guild, and the spellcaster PC may learn the spell in question. If the rarity/frequency roll is failed (rolled too high) then the spell is not available. This doesn't mean the spell will always be unavailable. It means that the spell is unavailable at this time. Depending on the level of the spell, the spellcaster may make another attempt to locate/learn the spell at a later date. For each level of the spell the caster must wait a specific amount of time (which represents additional time conducting research/searching the archives for a copy of the spell) before another attempt may be made: Wait time: 1st level = 5 days, 2nd level = 10 days; 3rd level = 15 days; 4th level = 20 days; 5th level = 25 days; 6th level = 30 days; 7th level = 35 days; 8th level = 40 days; 9th level = 45 days.

The research conducted for a character's two free spells (ref above/PH pages 178-179) per level is conducted concurrent with/during level advancement training. Other research may be conducted outside of level advancement training or during advancement training (possibly extending one's advancement training). The PC must devote three hours per day to the search/research (for any specific spell) in order for any attempt to be successful. An availability check (against the rarity/frequency percentage) may be made multiple times. If the DM determines that any particular spell will never be available, the PC should be notified after the 1st attempt.

There are of course other ways/places where a spellcaster might learn a new spell. One might acquire the spell from a scroll, another spell book (perhaps from another PC or NPC). A friendly NPC spellcaster might instruct a PC. Mystical knowledge might imbue the PC with knowledge. A spell might be learned from use of a magic item. There are many different ways that a PC might acquire a spell in written form. After locating/determining that a spell may be learned, the Spell Caster would then need to follow rules in the Player's Handbook for copying and or writing spells (ref PH pages 178-179)

TIME REQUIRED TO CHANGE A SPELL:

The amount of time it takes one to prepare spells (for the new day) is set according to the PH. See PH pg 177-178 for the preparation of Wizard spells, and PH pg 179-180 for the preparation of Divine spells. Changing a spell during the middle of the day is a different matter all together. If a spellcaster wishes to change spells during the day, it takes (spell level * 2) hours to change any spell. Obviously this restriction places limits on the number and level of spells which may be changed during the day.

This time must be spent meditating/praying, or studying/memorizing. Sleeping or resting will not suffice. Once again this must be performed without interruption and through the appropriate channels depending on class. (prayer/meditation for priests, study/memorization for wizards.)

SPELL COMPONENTS:

According to the equipment section of the Player's Handbook (ref PH pg. 130):

Spell Component Pouch:

(Cost 5gp, Weight: 2#) This small, watertight leather belt pouch has many compartments. A spellcaster with a spell component pouch is assumed to have all the material components and focuses needed for spellcasting, except for those spells where the component(s) have a specific cost, divine focus, and focuses that wouldn't fit in a pouch (such as the natural pool that a druid needs to look into when casting a scrying spell). Characters still need to obtain and keep track of any material components that have listed gp values. So, even if you have a spell component pouch, you still need to acquire and keep track of components for spells when there is a component value listed in the spell description. Use the '[Acquiring spell components](#) rules' below to do this.

With that in mind, it is definitely a good idea for a spellcaster to carry a spell component pouch. Since a 'spell component pouch' is not included in our house rules equipment listing (available online at: <http://www.robsworld.org/equiptable.html>), players wishing to purchase a 'spell component pouch' should use the listing in the Player's Handbook when purchasing a spell component pouch for their character.

Occasionally, a character is without a spell component pouch. There are times when you might need to purchase components without a spell component pouch. The rules below will cover instances when components are required, and a specific price isn't known. In addition, the rules below will also permit the DM to make a ruling regarding availability of any spell component (based on the level of the spell).

Acquiring Spell Components:

When a character is attempting to locate the proper components for any spell requiring material components the following steps must be followed. First, the character must locate a shop where components can be purchased. If the components are purchased from the Mage's Guild by a guild member the cost will usually be 5-10% lower (ref RWHR regarding [GUILDS](#);) but they will have a 20% lower chance of not having the required components; as the Mage's guild uses a lot of components on a daily basis. Second, the chance of any particular store having the required components for that particular spell are as follows: 100 - 10% per level of spell. Thus any shop will have a 90% chance of having the components for the first level Wizards spell; Spider Climb. (100 - 10 (1st level) = 90%). Also, the same shop will have as many prepared packets of that particular spell as possible at the stated percent. For example; If the first roll succeeded, that means the shop has at least 1 prepared packet for the spell in question. The dice are rolled again. This time a 37% is rolled. The shop has another packet. Another roll is made, and a 27% is rolled. The shop has a third packet. Another roll is made, 77%. The shop has a fourth component. Another roll is made. This time the dice come up 91%. Since this number is higher than the chance of the shop having any components of that sort, no further prepared packets of the spell are available. That player must come back another day to try again, or find a different source for components. One must wait at least Level x 3 days (Where level is the level of the spell for which the components are being sought.) before they will have another chance of obtaining the component(s) in question. If a penalty is imposed on the chance of finding the component it is applied separately after the normal chance is diced for. For example; Wazo the necromancer is looking for components to his 9th level spell "Gory Evisceration". The chance of finding them at the Mage's Guild is 10%, (100 - 90 (9th level) = 10%). The dice are rolled and Wazo gets lucky. He rolls a 02, followed by a 08, followed by a 32. So wazo has found enough components for two castings of the spell. However, since Wazo is purchasing spell components at the Mage's Guild

there is a 20% chance that those components are not available; Wazo's' spell is catching on. This chance is checked after determining whether the components are available. The dice are rolled and Wazo rolls a 14, and a 33. One of the components is not available. Wazo will check back in 27 (Level x 3) days to see if the Mage's Guild has gotten a new supply of this component.

The cost of these prepared packets is Level squared GP's

Thus a 1st level spell component costs only 1 GP, and a 9th level component costs 81 GP's. This is a standardized cost, based on average costs of components of various levels.

All prepared spell component packets weigh .01 pounds each.

SPELL BOOKS:

The following rules governing spell books, are adapted with a little variation, from previous editions (pre 3.0) of the DMG, and the Best of Dragon Volume III. I hope this will keep some magic users in-line, and modest.

Physical Properties:

To keep things simple, it is assumed that all spell books come in one of three sizes. **LARGE:** 15" x 12" x 12", weight 30 pounds, encumbrance 90 pounds. Too large to fit in a backpack, must use a large sack. **STANDARD:** 16" x 12" x 6", weight 15 pounds, encumbrance 45 pounds. One will fit in an empty backpack, or 2 in a large sack. **TRAVELING:** 12" X 6" X 1", weight 3 pounds, encumbrance 6 pounds. 5 of these books will fit in an empty backpack, 10 in a large sack.

Cost Of Spell Books:

All spell books are expensive things. The rules regarding minimum spell book costs are as follows; **LARGE:** 2000 gp for materials, plus 100 gp per spell level in the book. **STANDARD:** 1000 gp for materials, plus 100 gp per spell level in book. The first book (A STANDARD size book) a mage acquires is free. Provided the mage has a tutor/master/trainer. Entering a first level spell=100 gp, 2nd level=200 gp, etc. **TRAVELING:** 500 gp for materials, traveling spell books are never provided free. Spell entry costs the same as standard books. Spell books may even be found as part of a treasure.

Contents Of Spell Books:

Each spell in a spell book requires a number of pages equal to its level + 0-5 (1d6-1) additional pages. The actual number of pages a spell takes differs from wizard to wizard. Even if two or more wizards are recording the same spell, the number of pages varies, since there are differences in handwriting and notations. Furthermore, no **LARGE** spell book can have more than 200 pages, a **STANDARD** spell book can have more than 100 pages, no ordinary non-magical **SCROLL** more than 25, and no **TRAVELING** spell book more than 50.

Entering Spells Into Spell Books:

Writing a spell into a spell book for the first time takes considerable time and effort. A mage must spend 1 to 2 days per spell level, when entering a spell into his/her spell book. This is no small task indeed. Once again the cost to enter a spell into a spell book is listed above under [Cost Of Spell Books](#) above.

Casting A Spell Directly From A Spell Book:

Although difficult and costly, a mage (anyone/any class that uses a spell book) may eventually find it imperative that he/she cast a spell directly from his/her spell book. Perhaps the mage has run out of memorized instances of a particular spell, or the spell needed was not memorized to begin with, but the spell is desperately needed. In the event that the mage does cast a spell from a spell book, the following rules apply. The caster must know the spell.

(i.e. if casting a spell from some book other than a personal spell book). There is a 10% chance that the spell will be destroyed, permanently removed from the book. If it is a spell that the mage knows, then it may be rewritten into the book, requiring 1 to 2 days per level of the spell to do so. If the spell is not destroyed then the magic in the writings is gone. To record the spell anew (after reading it directly from the book) the mage may reproduce the spell in one of two ways:

- **Spell known but destroyed:** Cast 'Read Magic' spell (ref PH page 269) or make spell craft check at DC 20 + Spell Level and expenditure of supplies (see [Entering Spells Into Spell Books](#) and [Cost of Spell Books](#) above).
- **Spell known but partially/non-permanently removed:** Cast 'Read Magic' spell (ref PH page 269) or make spell craft check at DC 15 + Spell Level and expenditure of supplies (see [Entering Spells Into Spell Books](#) and [Cost of Spell Books](#) above).
- **Spell is not known/cast from someone else's book:** Spell is gone forever (see [SPELL RESEARCH](#) below).
- **Casting a spell from a scroll:** For arcane and/or divine casters. See Player's Handbook rules for 'Use Magic Device' skill (ref PH pages 85-86).

DIVINE SPELL CASTING - HEALING SPELLS:

Whenever a divine spellcaster casts a healing spell (a spell which heals (or repairs) damage), the player has the option of uttering a brief prayer aloud. A player who role-plays in this fashion may be permitted (by the DM) to re-roll a poor result. In general rolls of 1 or 2 may be re-rolled. Prayers by the player should be appropriate to the situation, extoll the virtues of the character's deity, praise the glory of the patron, highlight the recipient's virtues or devotion, etc. Keep in mind that this 'divine' re-roll is entirely at the discretion of the DM, and he/she may decide to curtail it under certain circumstances (i.e. in a place consecrated to a different faith, for a poorly executed prayer, etc). Non-divine spell casters are not permitted this type of re-roll.

SPELL RESEARCH:

Spell research is handled in accordance with rules in the Dungeon Master's Guide (see DMB page 198) and the 3e accessory Tome and Blood (see pages 81-82). Spell research is conducted in three ways. During the course of the campaign: Also known as 'In-game' research. As a part of a new character's back story: This is also known as 'Retroactive' research. And finally: Spell research conducted by an NPC (possibly as part of research into the creation/use of a 'permanent enchantment' (see PH pages 259-260)). In the first two cases, the spell being researched must be researched by the player (look for a similar spell in various books, online (if available)), and written up using the format laid out in the 'Spell Compendium'. This research and write up must be shared with the DM. Together, the DM and player will work to create a viable original spell appropriate for the campaign. Keep in mind that some classes (such as sorcerers and bards) have a cap on the number of spells that they can know. Members of these classes can never exceed those limits - even through the research of original spells. In the third case (where an NPC conducts the research), the DM alone must make a ruling regarding the suitability, feasibility, usability and game balance of the spell being researched.

For additional information of the conduct of spell research see the Dungeon Master's Guide and Tome and Blood (with DM's permission).

In-game Research:

A spellcaster of any kind can create a new spell. The research to do this requires access to a well-stocked library (membership in a guild may provide this access), typically in a large city (like Whillip) or metropolis favored by arcane casters. Research requires an expenditure of 1,000gp per week, and takes one week per level of the spell being researched. This money goes into fees, consultants, material component experimentation, and other miscellaneous expenditures. At the end of that time, the character must make a spellcraft check (see PH pages 82-83). The DC is set at 10 + spell level (level being researched). If that roll succeeds (yes a player may use [HEROIC LUCK](#) (see RWHR above) to influence this 'skill check'), the character learns the new spell. If the roll fails, the character must go through the research process again if she wants to try again.

Characters may use spell research in order to 'Discover' a currently existing (in the official/accepted rules), but otherwise inaccessible spell. Such characters would spend the money and time, but there is no 'Failure' chance. Any spell researched in this manner retains the original spells name and characteristics.

Retroactive Research:

A player who introduces (rolls up) a spellcaster after the campaign has started - A very common occurrence - may wish to enhance their character background by adding some original spells to their repertoire. For these types of characters, 'Retroactive Research' is used. Such characters are granted a number of weeks worth of research and money in order to conduct this retroactive research.

One week and one thousand gold pieces are granted for each level beyond the campaign's starting level. *For example: If your character came into the campaign at 4th level (and the campaign started at 1st level), you would be permitted retroactive research in the form of four weeks time and money.* A character may split up the weeks as they see fit, but they may only use a number of weeks and gold pieces (1,000 per level) equal to the level difference between campaign start and the character's level at its introduction to the campaign. Once the player has conducted the necessary research, and collaborated with the DM, the skill check will be made during a gaming session (yes a player may use [HEROIC LUCK](#) (see above) to influence this 'skill check').

If your skill check succeeds, your character is assumed to have access to this spell (provided you have room in your spell book (if required), and possess the appropriate focus or component(s)). You may begin using it as soon as you have an opportunity to learn or memorize the spell. You may need to change around your 'learned' spells, or the spells that you currently have access to. If you fail the skill check, or decide not to conduct the research, you may not recoup the cost(s) of research.

In conducting this retroactive research, you do not have the option of spending any current funds in order to conduct additional 'retroactive' research. Any current funds may be applied to 'In-game Research'.

Finally, delaying retroactive research reduces the amount of time and money available for 'retroactive research'. *For example: A character introduced at 7th level (into a campaign that started at first level) normally has access to seven weeks and 7,000gp's worth of retroactive research. If the player puts off the 'retroactive research' until 9th level, the player then has five weeks and 5,000gp's worth of retroactive research remaining.* This is due to the fact that the character had two levels of in-game play during which they could have conducted research. The retroactive research benefit is offered during character creation, and for a short amount of time after the introduction of the character. Access to this benefit is reduced over time.

NPC Spell Research:

Occasionally a player wishes to have an NPC conduct spell research for him/her. This might come about when a PC wishes to have a permanency cast upon him/her. The Player's Handbook (see PH pages 259-260) has a limited selection of spells that may be cast in conjunction with permanency, and a PC may wish to have an NPC conduct research to determine whether a 'new' spell can be cast in conjunction with permanency.

Player characters may commission the Mage's Guild of Whillip (possibly some other city/guild or NPC spellcaster at the DM's discretion) to conduct research into a new spell (or more specifically, a spell which will be used in conjunction with a permanency enchantment). When an NPC is conducting the research, the DM alone must make a ruling regarding the suitability, feasibility, usability and game balance of the spell being researched. Note that this determination (in the case of the use of a spell in conjunction with a permanency enchantment) must be conducted in

a thorough and detailed manner to preserve proper game balance. *Note: Some NPC spell research has been conducted for the permanency spell. See Rob's World! New Feats: <<https://www.robsworld.org/3enewfeats.pdf>> document for details.*

- The cost of NPC spell research is as follows:
 - Cost to conduct the research is 2,000gp per spell level (it's double the cost that a PC would pay if he/she were conducting the research. The amount of time to conduct the research is the same as it would be for a PC. One week per level of the spell being researched.

NPC SPELLCASTING:

Characters need healing. They need curses removed. They need someone to research that 'Fly' spell for a 'Permanency' enchantment. They need to be raised from the dead. They need to be teleported. At some time during the campaign, the PCs will need to find NPCs to cast spells for them. This rule is designed to cover those situations; primarily the costs associated with that exchange. While the PCs are on their own when trying to find an NPC who will raise their friend from the dead or conduct the necessary spell research for their permanency, the financial interaction should remain fairly consistent from instance to instance, and this rule is designed to help the DM to keep those exchanges consistent and fair.

Here are some rules (taken in part from DMG page 107) governing the cost of spellcasting as performed by NPCs in the campaign. These costs serve as a basis for expense for the DM's consideration. They do not constitute an absolute baseline and variations are possible within the course of an adventure. As with all things, the DM's adjudication is required.

Why would the PCs need or want an NPC to cast a spell for them? The spell may be inaccessible to them, they may not be high enough level, they may not have the time to do it themselves or they simply may not want to do it themselves. For information on whether an NPC spellcaster is available in a given community, the DM may wish to consult DMG pages 138-139.

Once the PCs have located a spellcaster of the appropriate level, and he/she is willing to cast a spell(s) for the PCs, the NPC may charge the PCs according to the following formula/components:

- 100gp per caster level (level of the NPC spellcaster)
- 200gp per spell level (level of the spell being cast)
- 5gp per XP cost (some spells have an XP cost - while PCs may expend excess XPs (during advancement) as an offset to training cost, XPs have various other uses. This is the lifeblood of any character (PC or NPC). Expend too many XP and you could end up losing a level!)
- Material or Focus component cost (Unlike material component cost for PCs, there is always a cost for components when NPCs are hired):
 - 1gp per level (If a material component cost is not listed for a spell, then assume this cost)
 - Cost x2 (If a material component cost is listed, simply double the listed cost)
 - 10% cost (if a focus component is required (other than a divine focus) the spellcaster will charge 10% the cost of the focus)
 - 17% more (If the character wants the spell cast upon a scroll, for use at a later time)

These costs are additive/cumulative costs. For example: An 11th level spellcaster who conducts research on the feasibility of casting the Dragonskin spell (see SpC page 73) as a Permanency will charge 2,000gp for the research (see NPC spell research above). The PC then indicates that he would like the wizard to cast Dragonskin on him with Permanency. That's two spells - Permanency and Dragonskin - "Wait a second, Arco (one of the PCs) can cast the Dragonskin spell, we just need you to cast the permanency!" Of course the PC wants the spell cast at 18th level, so it'll better resist any dispelling attempts.

Example: Permanency (for use with Dragonskin personal enchantment) cast at 18th level:

- 100gp per Caster level = 1,800gp (caster is 18th level)
- + 200gp per Spell level = 2,800gp (Permanency is 5th level)
- + 5gp per XP = 15,300gp (Research indicates XP cost = 2,500 for Dragonskin)
- + 0gp for Material Components (no material component cost for Permanency)

Total cost = 15,300gp. That's an expensive Permanency, but the permanent Dragonskin enchantment actually gets you two pretty powerful enchantments - A +5 natural armor bonus and 20% resistance to a 'Color' type of energy attack.

For additional information on 'Researched' Permanency enchantments, see the House Rules document '3enewfeats.pdf' This house rules document includes a listing of previous researched Permanency enchantments and the results of those rulings.

This house rule (NPC Spellcasting) supersedes any 'official' rulings on NPC spellcasters.

AT WILL SPELLS:

Occasionally, older (pre-3rd edition) spells, magic items and monsters may make use of or mention something generally referred to as an 'At Will' spell or spell like ability. When such a circumstance occurs, players and the DM should handle this spell, effect or spell like ability as if it were an 'Immediate Action' (Ref RC page 7). An immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. Unlike a swift action, an immediate action can be performed at any time -- even if it's not your turn. Since the spell can be cast at any time, casting feather fall is an immediate action (instead of a free action, as stated in the spell description in the Player's Handbook (Ref RC page 125)). See [RULES ERRATA](#) and the documented Rule's Errata: <<https://www.robsworld.org/ruleserrata.pdf>> for more information.

The effect is still triggered at the 'Will' of the initiator - Which is the intent of an 'At will' usage. The individual initiating the effect (spell, magic item, spell-like ability, etc) must be conscious and not flat footed, to effect any 'At will' power. There is no preparation, verbal, somatic, material component* involved in the triggering of the effect/power, and there may be no outward indication of the effects originator/origination. **In most cases, the use of an 'at will' magic item requires the presence of the magic item itself.*

Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). Remember, you cannot use an immediate action if you are flat-footed.

The use of an 'At will' ability, magic item, spell, etc, was undefined (in terms of whether it was a standard, move, immediate, swift, or free action) in the pre-3rd edition rules. This ruling categorizes its use as an immediate action. This ruling does not further affect or restrict the frequency of use (aside from limiting it to once per round) of any such skill, ability, spell, magic item, etc. Some 'at will' abilities can be used as many times as you want, some are once per day, some are once every four rounds, etc.

Finally, do not confuse the 'At-Will' usage (i.e. whenever you want, vs per encounter, or per day) of 4th edition, with pre-4.0 uses of the term 'at will'.

TELEPORT "BAMF":

In our campaign the use of any 'Teleport' or instantaneous transport magic, is accompanied by a loud 'Bamf' noise. This noise occurs at both the teleport locations. This short clapping noise is heard at the starting location and destination location. The

level of noise is sufficient that anyone in the immediate vicinity (within 60' of the source of the effect) will always hear the noise (provided they can hear). Those who are further away will need to make a 'listen' check. Silence (created by a spell or other effect) affecting the source or destination will eliminate the noise of the teleport (at the appropriate end of the teleport).

Many intelligent creatures/races are familiar with the distinctive 'Teleport Bamf', and its occurrence may alert them to the arrival of a teleporting character/creature.

DIAMETRICALLY OPPOSED SPELLS AND OVERLAPPING AREAS OF EFFECT:

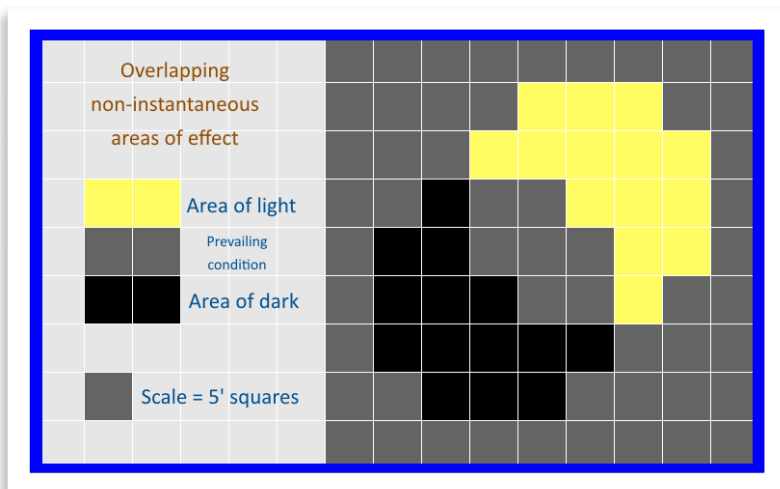
[Applying only to non-instantaneous area effect spells/or spell like effects which specifically counter each other] Occasionally, PCs encounter or initiate areas where spells or spell like effects (possibly generated by a magic item) overlap. When that happens, the more powerful spell will suppress a less powerful spell in the areas where the spells overlap. Each spell would persist for its normal duration. In the areas where the spells do not overlap, each spell will operate independently. In areas where there is overlap, the more powerful spell will function, cancelling out the lower level spell. If the two spells are of equal level (regardless of, but taking into consideration whether the spell was cast by a cleric or wizard), then both spells/spell-like effects are suppressed, and the prevailing conditions would exist within the area of overlap. This result (the suppression of lower level spell effects in overlapping areas of effect) is applicable for any spell where the spell's (or spell like effect) description includes phrasing that references a spell which specifically counters or dispels the spell in the description. For example: Darkness cancels/is countered by any light spell of higher level. Bless counters and dispels Bane. Consecrate counters and dispels Desecrate.

For example: Players enter a room that is mostly dark (the room has windows allowing moonlight into the room - which creates concealment and a 20% miss chance applies to any attacks in the area (due to poor visibility of targets - for some)). In the middle of the room is a small table with magical candle on it. The candle emits a magical darkness (enchanted with a variant of the 3rd level 'Blacklight' spell (from the Spell Compendium)) in a 20' radius. All areas 20' from the candle are completely black (creating conditions of total concealment and a 50% miss chance (no one can see the table or the candle - Even those with darkvision or low-light vision cannot see objects in this magical darkness)). The party cannot see the Imp waiting in ambush with a poisoned dagger, crouched beneath the table. The imp has a readied action to attack anyone who puts out the candle. Note: Our campaign has applied Errata to the 'Darkness' and 'Deeper Darkness' spells. See Rob's World! [RULES ERRATA: https://www.robsworld.org/ruleserrata.pdf](https://www.robsworld.org/ruleserrata.pdf) for details of the variant/errata applied spell.

A party member carrying a magical short-sword approaches the center of the room. The magical sword is emitting bright magical light (enchanted with a variant of the 3rd level 'Daylight' spell (from the Spell Compendium)). This dagger emits light in a 20' radius. As the person approaches the center of the room, the area effects intersect,

cancelling each other out. Two overlapping spells: One of darkness, another of light. Where the two spells overlap, they cancel each other out leaving the prevailing lighting conditions effective in the area where the two spells overlap.

As the party member approaches the table, the area of moonlight become visible to the Imp, and it sees the party member. Realizing that some of the party members will soon see it (when the light overtakes the area at the center of the darkness), the Imp decides to make a run



for it. Luckily for the Imp, it has darkvision. Imps (all Outsiders) can see in the dark, and the other party members cannot. On the next round, the Imp has a high enough initiative that it's able to move before the party. It's able to make its get-away without being injured or killed. A moment later, the party discovers the darkness candle and extinguishes it.

Alternate rule handling:

For the sake of speeding game play, a DM may decide that adjudication of the overlapping effects is not necessary. He or she may simply rule that the more powerful spell (since they explicitly counter each other (per the spell description)) immediately counters and dispels the weaker spell upon contact. The entire area of spell effect is countered and dispelled.

Note that the areas of effect do not need to be matched (i.e. same size) in order to counter and dispel a diametrically opposed spell/spell-like effect. A DM may need to adjudicate the level of a spell or spell-like effect when he/she is trying to determine when/if a spell or spell-like effect is countered and dispelled by another spell/spell-like effect. See 'Counterspells' in PH pages 171-172 and the Dispel Magic spell in PH page 223, for more information.

PSIONICS IN THE CAMPAIGN:

Psionics do not exist in Rob's World! as a viable game mechanism. There are rumors of psionic abilities, and there may in fact be some psionic manifestations at some point throughout the campaign, but they do not exist within the scope of the campaign in an official capacity. No one may become a Psionist. No one may have psionic abilities, and no one may be psionically attacked. Creatures may have 'Psionic like' abilities.

EXPERIENCE POINTS:

Characters will accumulate experience points throughout the game, but totals need only be calculated at the culmination of an adventure/scenario. Experience points are kept track of in two manners. First off the DM will keep track of experience points for each character when such experience points are accumulated based on various encounters, opponents defeated, and adventures completed. Additional experience points (individual character XP) should be kept track of by players. Players will be given a 3 x 5 index card on which they should record events/encounters that their characters perform/participate in, which they believe would warrant additional individual experience points. These cards are to be collected at the end of each gaming session and evaluated by the DM. After the DM makes his ruling and records any additional experience points the cards are retained by the DM until the next meeting (the DM may adjudicate and award XP between sessions).

Here then are some guidelines which the DM may use when awarding experience points:

Dungeon levels:

100pts per level of the dungeon.

Foolhardiness:

As DM judges. It must be something truly unusual and/or dangerous.

Encounters:

Encounters can be characterized in different ways. Some are straight up combat contests, some are skill challenges, and some are a combination of the two. Player characters (including groups which include NPCs, cohorts, hirelings and other associates) might engage monsters, creatures or NPCs in melee, missile or magical combat in order to defeat an enemy or a group of opponents* while other characters might need to exercise a particular skill or ability to overcome a trap, solve a riddle or lift a portcullis. Any such encounter (of any type) will be assigned a challenge rating by the DM. The DM might assign the CR based upon the might of the opponents, the complexity of the puzzle, the difficulty of the trap or some combination of those factors. From the challenge rating, the DM will calculate a number

of experience points available to those who participate in the encounter. The points are then divided amongst those who participated in the encounter/challenge. You need not attack an opponent to be awarded experience points for a particular encounter. If you are attacked, cast spells which aid allies involved in combat, or lift the portcullis that blocks an exit, you deserve a share of the credit for overcoming the obstacle or completing the skill challenge. In all such cases the DM must determine whether each individual character is eligible for an XP share based upon the character's actions or lack of action during the encounter. In most cases the DM will seek to determine whether the PC engaged in the encounter in a meaningful way - Did the character contribute to the defeat of the opponents? Did the PC risk injury or death? Did they heal injured warriors? Did they attempt to solve a puzzle? Warn companions about the monsters gaze attack? Did they anchor a rope, lift a portcullis, or look for the tracks left behind by the escaping assassin? See DMG pages 48-51 for more information about Encounters. **Note: Defeating your enemy or opponents could mean that the opponents are slain, captured or escaped with their lives, only to be encountered at a later date (in a different encounter). All of these encounter outcomes might result in varying awards of experience points.*

Singular Combat:

Single classed warrior caste characters (who have no spellcasting abilities), receive double the normal number of experience points when they defeat an opponent in singular melee or close combat. No other characters (or friendly NPC's) may threaten, injure or hinder the opponent in any way (ranged attacks included) in order for the warrior to receive this bonus. This same reward (double XP) is given to 'Rogues' who single handedly 'defeat' a trap.

Damage:

Characters are awarded one experience point per point of damage taken during a battle. A battle is a situation where the characters life/limb is actually at risk (this could happen during any 'encounter'). Damage taken intentionally does not result in experience points. Two allied characters wrestling with each other do not generate experience points.

Saving throws:

Award experience points equal to the number rolled on the die (Unadjusted). Award opposite if on reverse chart.

Casting spells:

Experience points are awarded for each spell cast during the course of the game (provided the player is using the spells to advance the story line. Provided the spells are cast during an adventure and or encounter. The DM will determine whether an adventure/encounter is underway and whether experience points will be awarded. If the spell afforded no save then a lesser experience point value is awarded (1/3 the standard amount (rounded down).

Here are specific point values by level of spell cast (standard reward/one third award):

0=1/0, 1=4/1, 2=9/3, 3=16/5, 4=25/8, 5=36/12, 6=49/16, 7=64/21, 8=81/27, 9=100/33

The values awarded are the same regardless of the character class.

Magic items:

Award 1/2 the listed EP (Experience Value aka XP). value listed in the D&D 2nd Edition Magic Encyclopedia, if a character determines the item's use/function(s) without resorting to magical methods (i.e. identify, detect magic, or other divination spells) in order to determine its use or function. For magic items that inherently reveal (i.e. they demonstrate their function upon being held or 'tell' the wielder how to use the item) half or more of their function(s), award no more than 1/4 the listed EP.

GOING UP A LEVEL:

Aside from the monetary costs detailed here, characters must also accumulate a certain number of experience points. The amount of experience points required to go up a level (in this campaign) is **twice** that listed in the 3rd/3.5 edition Player's Handbook (ref PH page 22).

Advancement in this campaign is an expensive endeavor costing the character a considerable amount of money. Once a character has accumulated enough experience points to advance a level she/he must seek out a teacher/instructor or school which is willing to school him/her in the skills necessary to advance a level. Under most circumstances the cost of advancement is borne by the character, and the sum can be considerable at higher levels. The cost of training and amount of time required to train is dependent on three factors. The type of character, the players performance in the campaign (i.e. role playing of the character), and the level the character is advancing to. The formula below can be used to calculate these costs and times:

1st - The players game play/role-playing performance is rated on the following scale. With a numerical multiplier list along with the rating:

- E - Excellent, few deviations from norm. Definitive role playing, enhances the game in many ways = 1
- S - Superior, deviations minimal but noted. A role for others to emulate often contributes positively = 2
- F - Fair performance, more norm than deviations. The typical player. unremarkable performance = 3
- P - Poor showing with aberrant behavior. Causes distractions and dissent. Uses player knowledge = 4
- H - Horrible, no worthwhile role playing attributes. Contributes negatively by dragging down others = 5

2nd - Multiply the level the character is attempting to achieve by the performance multiplier. This is the number of 10 day weeks that the character must spend in training. Training is typically carried out on weekdays only. With rest days left for the characters leisure, study, or practice.

3rd - The cost of training is determined by multiplying the LEVEL by CLASS COST by NR of WEEKS. (round down when fractions are involved). The CLASS COST is obtained from table A-1 below. It is possible that a base class exists with class features mixing Cleric and Sorcerer, warranting a CLASS COST of 500gp. When presented with base classes outside the classic ten, the DM must use his/her best judgement when assigning CLASS COST. A character with a Prestige Class is considered to be a character of the basic class type for advancement costs. A multi-class character calculates cost and number of weeks as if they were the class type that they are attempting to advance in.

The cost and time required to train can be **reduced** in the following manner. If a character goes through two adventures in order to accumulate enough experience points to go up a level, then the cost and time associated with training are halved. It is up to the DM to determine the number of adventures that a character has gone through for these purposes. A character who goes on a one day outing has not completed an adventure. A character who succeeds in, and returns from a one year epic adventure may be considered to have completed three adventures. If a character goes through three adventures the cost is reduced again by half. **Under no circumstances** may successive adventures reduce the cost or time associated with training below the base cost - as if the character gained a performance rating of 1.

Table A-1: Cost of training by base class/type

A: Fighter/Barbarian = 200gp	B: Cleric/Monk = 400gp	C: Ranger/Paladin/Knight = 400gp
D: Rogue/Scout/Bard = 400gp	E: Dragon Shaman/Factotum = 500gp	F: Magic User/Sorcerer = 600gp

Note: Combinations are possible

Here then is an example of calculating the cost in time/money for advancement of a character.

Thanghar the brave (A fighter) has completed a year long quest to recover the 'Chalice of Peace and Hope' for the church of Ilmater. Afterwards, the player finds that Thanghar has enough experience points to go up a level. Thanghar contracts with the local fighters guild to train him for advancement to the next level. First we must rate the player performance. Although Vincent has played Thanghar in a superior manner, the DM decides to rate his performance as fair since he was absent for several meetings; choosing to go drinking with his buddies, rather than play his character. Hey! Every one else showed up! But playing the game just wasn't that much of a priority to him. Warren showed up to every meeting even though he doesn't have a clue as to what role playing is. O.k. We've given Thanghar a performance multiplier of 3. He is advancing to 5th level. $5 \times 3 = 15$ weeks. Training will take 15 weeks. And it will cost 5 (level) \times 200 (class cost) \times 3 (performance factor) \times 15 (number of weeks) = $45,000$ gp. Luckily the cost and time are divided by 2, due to the fact that the DM has ruled that Thanghar has gone through two adventures. The quest to recover the 'Chalice of Peace and Hope did take a long time. So: $45,000 / 2 = 22,500$ gp. At the same time, the number of weeks is reduced to 7.5 Weeks. Thanghar packs his things and prepares for the torture he'll have to endure at the hands of those merciless mercenaries at the fighter guild.

Going Up A Level - As A Multi-Class Character:

While most characters are single classed, they are only permitted to advance one level at a time. See 3E PH, pg 58 (Experience and levels - Advancing a level): "A character can only advance one level at a time." The official rules then go on to make a statement regarding Multiclass characters. See 3E PH, pg 60 (Multiclass characters - Advancing a level): "A multiclass character who attains a new level either increases one of his current class levels by one or picks up a new class at 1st level." Our campaign follows that rule (Keep in mind that any Character may only hold levels in a single Prestige Class (see [ALLOWABLE CHARACTER CLASSES AND LEVELS](#) above)).

Going Up A Level - Adding A Level Of Prestige-Class:

At some point, a player in the campaign may wish to add a level of Prestige Class to their character. Unlike the basic classes found in the PH (and other supplements), characters must meet requirements before they can take their first level of a Prestige Class. If a character does not meet the requirements for a Prestige Class, the character cannot take the first level of that Prestige Class. Characters may be adding the first level of a Prestige Class somewhere around their 8th level at the earliest (depending on the prerequisite for the Prestige Class). Adding a level of Prestige Class is not quite the same as adding a level of a standard class. The 1st level of any Prestige Class is usually on par with the skills and abilities one would normally find in the addition of his/her 8th level (depending again on the Prestige Class prerequisites) of a standard class. Because the Prestige Classes are built upon (above) base classes, the gp cost of adding a level (see House Rules - '[GOING UP A LEVEL](#)') of a Prestige Class is equal to the minimum base class level (based on the prerequisite for that Prestige Class) plus the level of the Prestige Class being added. For example, for Adeshayne (the 7th level Rogue) to add the first level of the Divine Seeker Prestige Class (See FR Player's guide to Faerûn - Pg. 52), the number of weeks of training and the gp cost would be the same as if she were advancing to 8th level as a Rogue (7+1st level). For 'singular combat' purposes (see [EXPERIENCE POINTS](#) rules on pages 26 - 27 of the House Rules), a Prestige-class is considered to be the same class as the base class upon which it is based. (Keep in mind that any Character may only hold levels in a single Prestige Class (see [ALLOWABLE CHARACTER CLASSES AND LEVELS](#) above)).

EXCESS EXPERIENCE POINTS:

If at any point a character's total experience points exceeds one and a half times the amount required to attain the next level he/she may apply the excess points towards the cost of training; reducing the cost of training by a number of GP's equal to the

number of experience points over. The minimum cost to go up a level will always be equal to a character's base cost multiplied by the level the character is training to. i.e. as if the character had received a performance multiplier of one.

TRAINING YOURSELF:

Once a character has reached eighth level, they may train themselves (all future levels) in the class that they have reached eighth level in. For example an 8th level Fighter may train him/herself in 9th level Fighter. The cost to do so will be half the normal cost. The amount of time required will remain the same. Once again, the minimum cost will be equal to a character's base cost (as if they were given a performance multiplier of 1).

RETRAINING YOUR CHARACTER:

In accordance with new rules introduced in Player's Handbook II (Ref PH2, pages 191-203), players may use the house rules here (variations of the rules presented in PH2) to revise various aspects of their characters. The Dungeons & Dragons game offers a great deal of flexibility in character creation and advancement. When you make a character, you can choose from a wide variety of feats, skills, and proficiencies. Once you've made those decisions, they cannot easily be changed. Most of the time, those early decisions work out fine, but sometimes you might regret your previous choices. Maybe you didn't fully understand the ramifications of the choice you made. Maybe a house rule has changed the abilities, limitations or capabilities of your character. Maybe you constructed a character around a great concept, but in play, the particular set of circumstances that would let your character shine just never crop up. Even if you built your character to perfection, each new supplement presents new classes, feats, spells and special abilities, many of which might better serve the needs of our character or the campaign than those you previously selected.

The retraining and rebuilding rules in PH2 (Three methods/rules: Retraining, Rebuilding and Rebuilding Quests) introduce various ways for players to adjust or revise their character without the need to abandon a character that just doesn't fit the player's style or the current campaign situation. These rules allow player's to change various aspects of their character during play. You can modify elements of your character to better fit your vision of who your character should be—both to meet the needs of the party and to face the threats presented during the course of an entire campaign.

In order to ensure that these changes remain within reason, and do not upset the campaign's story, our campaign permits the use of two methods to revise your character. The methods presented here are variations on one of the revision methods presented in PH2 (ref PH2 pages 191-195). **The 'Retraining' method forms the basis of the rules we will use.** Retraining involves small-scale changes to your character, such as reallocation of feat slots and skill ranks. Such changes are relatively simple to apply, and they don't usually lead to dramatic changes in the character's capabilities, personality or role in the party.

Seven different Character Aspects:

These are the different aspects of a character that can be changed through retraining. In our campaign we require Player Characters to spend time and money to advance (see House Rules, pgs 63 - 66). There are also costs (time and money) when a character uses the retraining rules presented here (adapted from those listed in PH2). Under most circumstances, all aspects of retraining (whether it is retraining for an established character, reboot retraining for a new player/character, or reboot retraining for an orphaned character) must be accomplished during/in conjunction with (during and/or immediately after) class level advancement (not an advancement period associated with level adjustment 'buy-down'). Apply the time and GP costs presented on the tables below. Any additional GP costs (if any) associated with the retraining must be met by the character (in addition to the normal class level advancement costs). If necessary, the time and costs associated with retraining can be expended outside of (but after) the typical class level advancement activities. When necessary, the DM will allow such activity. **All costs (time and money) are calculated based on the level/ECL your character is advancing towards, not the level/ECL the character is currently at.**

[Table 8-1: Retraining options \(in general\)](#)

Character Aspect	Effect
Class feature	Exchange one class feature option for another; provided they are of equal level (i.e. feature gained at 1st level may be exchanged for another 1st level class feature).
Feat	Exchange one feat for another; provided the character qualifies/meets prerequisites).
Language	Exchange one language for another; provided the acquisition of the language doesn't require the expenditure of skill points/ranks. If so, that would be skill aspect retraining.
Skill	Trade ranks between two different skills. Skill ranks can be decomposed to skill points.
Spell	Exchange one spell known for another; provided they are of equal level.
Substitution level*	Trade a class (or substitution) level for a substitution (or different substitution) level.
Traits and/or Flaws**	See tables 8-1a,b,c. Beyond acquisition of traits or flaws when characters are created (ref UA, pages 86 (Traits) and 91 (flaws)); swapping, dropping or acquiring of traits and flaws must be done in conjunction with retraining as detailed below.

*The Substitution level retraining option is only available to characters who initially created their character using one of the substitution levels presented in one of the 'Races' series of supplements (or other rulebooks). The 'Substitution level' retraining option may not be used as a pretext to completely overhaul a character.

**This is for retraining of traits and flaws. A trait/traits could be acquired outside of retraining/after character creation, if done so in accordance with the UA rules. Acquisition of a flaw/flaws after character creation could also occur, but the corresponding assignment of a feat/feats could not occur until the character has an opportunity to train; whether that be standard class level advancement, or in conjunction with some form of retraining.

We do not allow the changing of **Character Aspects** covered under the 'Rebuilding' or 'Rebuilding Quests' rules introduced in PH2 (i.e. ability scores, race, class level, deity (for clerics/divine spell casters)). If there is some aspect that you would like to change, but it's not covered by the rules presented here (or under the reboot options below), please consult the DM.

RETRAINING FOR ESTABLISHED CHARACTERS:

Seven different **Character Aspects** (see PH2, page 192; Table 8–1) can be changed through retraining for established characters (Where the character or player is not 'new' - i.e. the player has already run a character through an entire adventure within the "Rob's World!" campaign). **Under the retraining for established characters, an established character's retraining options are limited. Each time your character attains a new class level, you can select one (and only one) of the seven different character aspects.** You may then retrain one component of the selected aspect. For instance, under the Established Character 'Retraining' rules, you could retrain a feat. Swapping out one feat for one alternate feat. Or, you could move 4 skill ranks from one skill to another skill. You could not retrain a feat selection and retrain a known spell during the same class level advancement period. Since these options represent two different character aspects, they must be retrained during different sessions of retraining, and they must occur during advancement to different class levels. This character revision option; where one character aspect is revised, shall be used with established characters; they have already had the option to retrain using the reboot options and should only require minor revisions to their character.

Table 8–1a: Retraining costs (for established characters)

Character aspect	Time	GP Cost	Character aspect	Time	GP Cost	Character aspect	Time	GP Cost
Class feature	5 days per 2 levels ¹	500gp and 5 days	Skill (up to 4 ranks)	5 days ²	6gp x ECL ²	Swap or drop a trait	5 days	10gp x ECL
Feat	10 days	20gp x ECL	Spell	1 day per spell level	10gp per spell level	Swap or drop a flaw ³	10 days	100gp x ECL
Language	5 days	10gp x ECL	Substitution level	5 days per 2 levels ¹	500gp	Adopt a trait or flaw	Trait 0 days, Flaw 10 days	Trait 0gp, Flaw 20gp X ECL

Character aspect	Time	GP Cost	Character aspect	Time	GP Cost	Character aspect	Time	GP Cost
<p>1 - Based upon the original level at which the class feature or substitution level is gained (round down). 2 - Per skill rank changed. Note: A week in the "Rob's World!" campaign is 10 days long. 3 - Dropping a flaw would also require the character to drop a feat. ECL = The character's Effective Character Level. Cost of retraining is often based upon the level of the character. Higher level characters require a greater degree of detailed instruction due to the complexities associated with interacting feats and skills as characters progress in level.</p>								

Cost of Character Aspect revisions for established characters:

In our campaign we require PCs to spend time and money to advance (Ref RWHR, pages 63 - 66), there are also costs (time and money) when a character uses the reboot rules presented here (adapted from rules presented in PH2). In general, rebooting is more extensive than the standard training or retraining. The time required to retrain any particular aspect of an established character is conducted concurrently with a character's normal level advancement (not in conjunction with a level adjustment 'buy down' (ref RWHR pages 20-21)). Apply the time and GP costs presented on the table below. The additional GP cost must be met by the character in addition to the normal advancement costs. If necessary, the time and money associated with retraining can be expended outside of (but after) the typical level advancement activities. When this is necessary, the DM will allow for such activity. **All costs (time and money) are calculated based on the level/ECL your character is advancing towards, not the level/ECL the character is currently at.**

NEW PLAYER/CHARACTER REBOOT OPTION:

As the "Rob's World!" campaign contains a large number of rules variations and house rules, and some players are unfamiliar with 3.5 D&D to begin with, a 'New Player/Character' reboot option is permitted for new players to our campaign. A player should endeavor to roll up their character to the best of their ability, and the DM will (whenever possible) do his best to assist the player when rolling up his/her first character in our campaign.

Even if a player does one's best to create a suitable character, he/she may not have fully understood or comprehended all the various rules and house rules applicable to our campaign. As a result, any player in our campaign is afforded the opportunity to retrain their character (see RETRAINING FOR ESTABLISHED CHARACTERS rule above). Sometimes, a new player may need to revise a new character more thoroughly than normally allowed during the standard advancement period, in that case the reboot option is used. The reboot option is not mandatory, and some players will not 'need' a reboot in order to get their character 'straightened out'.

Under normal retraining circumstances, a player is permitted to Retrain his/her character by selecting one (and only one) of seven different character aspects for retraining during a single leveling up period. Normally, a player would not be allowed to change a class feature, swap one feat for another **and** rearrange his/her skill points.

Under the 'reboot option', a New Player (one who's character has completed his/her first adventure, but hasn't advanced to the next level) would be permitted to retrain any/all of the character aspects, but may not retrain any more than two* components of any one aspect. *In the case of traits and flaws, only one trait or flaw may be swapped, dropped or adopted.

Although the new player is allowed to retrain in accordance with each of the character aspects, note that each such retraining option has its own limitations. For example (under the standard retraining option (for established characters): You can only swap one feat for a different feat; you cannot swap more than one feat. You can only transfer 4 skill points from one skill to another, etc. As noted above, the reboot option offers a larger amount of, and more flexibility in, character retraining. Under the reboot option, a character can retrain up to two components of each character aspect.

The reboot option can only be chosen during standard character level advancement, after the character has completed his/her first adventure. The time spent playing through an adventure should give the player sufficient time to familiarize themselves with their character, the campaign, the house rules, and the particulars of 3.5 D&D.

Normally, the amount of time required to revise one character aspect (under the retraining an established character rules) is assumed to be part of the standard leveling up process. The retraining is conducted in conjunction with the normal advancement training (not in conjunction with a level adjustment buy-down). If it would normally take your character six weeks to level up, and you want to retrain one of your skills (In accordance with the retraining options listed in the RETRAINING FOR ESTABLISHED CHARACTERS rules noted in our house rules (see above)), the amount of time it takes to retrain your skill points is assumed to be included in the six weeks of training for your next level.

Under the reboot option, one of the retraining aspects is included in the time required for your overall training requirement. The one aspect included in your standard leveling up period will be the aspect which is most time consuming. If you use the reboot option in order to retrain more than one aspect of your character, the additional aspects (those that require less training time than the aspect requiring the greatest duration) should be trained immediately after the normal leveling up process. This additional retraining occurs after the standard level advancement training, extending the overall training time; even if the total retraining time would fit within the amount of time it takes to conduct standard class level advancement training (If necessary, the time and costs associated with rebooting can be expended outside of (but after) the typical class level advancement activities. When this is necessary, the DM will allow for such activity). If you reboot all aspects of your character (Class Feature, Feat, Language, Trait, Flaw, Skill, Spell, Trait/Flaw, and Substitution level) it could take a long time to complete all your training and rebooting. In addition to the amount of time the reboot will take, there are also GP costs (see table 8-1b below).

Reboot training time(s) example: A character's standard training will take 6 weeks. Under the reboot option, a player modifies one feat and 7 skill points for a total training time of 45 days (see below). Of those 45 days, it will take 35 days to modify the 'Skills' Aspect of the character (20 days to move 4 skill points (from one skill to a new skill), and 15 days to move 3 skill points (from a different skill to a new skill)). The skills aspect takes the most time, and that aspect of the character's reboot training is conduct during the standard 6 week long level advancement training period. The remaining 10 days of training (for the modification of the feat Aspect) will be added to the end of the character's standard class level advancement training time, making for 7 total weeks of training during the character's advancement period. (Note: Weeks in the "Rob's World!" campaign are 10 days long).

Table 8–1b: Retraining costs (under reboot rules)

Character aspect	Time	GP Cost	Character aspect	Time	GP Cost	Character aspect	Time	GP Cost
Class feature	5 days per 2 levels ¹	500gp and 5 days	Skill (up to	5 days ²	6gp x ECL ²	Swap or drop a trait	5 days	10gp x ECL
Feat	10 days	20gp x ECL	Spell	1 day per spell level	10gp per spell level	Swap or drop a flaw ³	10 days	100gp x ECL
Language	5 days	10gp x ECL	Substitution level	5 days per 2 levels ¹	500gp	Adopt a trait of flaw	Trait 0 days, Flaw 10 days	Trait 0gp, Flaw 20gp X ECL

1 - Based upon the original level at which the class feature or substitution level is gained (round down).
 2 - Per skill rank changed. Note: A week in the "Rob's World!" campaign is 10 days long.
 3 - Dropping a flaw would also require the character to drop a feat.
 ECL = The character's Effective Character Level. Cost of retraining is often based upon the level of the character. Higher level characters require a greater degree of detailed instruction due to the complexities associated with interacting feats and skills as characters progress in level.

Cost of Character Aspect revisions for a new player/character:

In our campaign we require PCs to spend time and money to advance (Ref RWHR, pages 63 - 65), there are also costs (time and money) when a character uses the reboot rules presented here (adapted from rules presented in PH2). In general, rebooting is more extensive than the standard training or retraining. The time required to retrain any particular aspect of an established character is conducted concurrently with a character's normal level advancement (not in conjunction with a level adjustment 'buy down' (ref RWHR pages 20-21)). If the amount of time required to retrain a selected character aspect, then this additional time may result in an extension of the standard training period. For example: If a 2nd level character would normally require 3 weeks to complete standard training (to their next class level), but retraining would take 6 weeks, then the standard training would necessarily be extended by two weeks. Apply the time and GP costs presented on the table below. The additional GP cost must be met by the character in addition to the normal advancement costs. If necessary, the time and money associated with retraining can be expended outside of (but after) the typical level advancement activities. When this is necessary, the DM will allow for such activity. **All costs (time and money) are calculated based on the level/ECL your character is advancing towards, not the level/ECL the character is currently at.**

ORPHANED CHARACTER REBOOT OPTION:

As the "Rob's World!" campaign contains a large number of rules variations and house rules, and some players are unfamiliar with 3.5 D&D to begin with, a 'New Player/Character' reboot option is permitted for new players to our campaign. A player should endeavor to roll up their character to the best of their ability, and the DM will (whenever possible) do his best to assist the player when rolling up his/her first character in our campaign.

Even if a player does one's best to create a suitable character, he/she may not have fully understood or comprehended all the various rules and house rules applicable to our campaign. As a result, any player in our campaign is afforded the opportunity to retrain their character (see RETRAINING FOR ESTABLISHED CHARACTERS rule above). Sometimes, a new player may need to revise a new character more thoroughly than normally allowed during the standard advancement period, in that case the reboot option is used. The reboot option is not mandatory, and some players will not 'need' a reboot in order to get their character 'straightened out'.

Note that **players who adopt 'Orphaned' characters*** are afforded discounts on their character's reboot costs (under the reboot rules), and they are allowed greater flexibility in the amount/scope of rebooting they can apply to the adopted character. (**An Orphaned character is a player character who was abandoned when a previous player left our campaign. Such characters are usually run as NPCs by the DM or temporarily run by new players until they have time to roll up and introduce their own new character. Sometimes these Orphaned characters are adopted for permanent play by new players*)

Under the Orphaned Character reboot option, a New Player (one who's character has completed his/her first adventure, but hasn't advanced to the next level) would be permitted to retrain any/all of the character aspects, but may not retrain any more than two* components of any one aspect. *In the case of traits and flaws, only one trait or flaw may be swapped or dropped, but you could adopt up to two traits or flaws.

The orphaned character reboot option offers a way for players who are unfamiliar with D&D and/or the "Rob's World!" campaign to get their character build straightened out, and it provides significant discounts to the associated costs when a player has opted to play an orphaned character. The D&D rules, when combined with our house rules, offer a great deal of flexibility in character creation and advancement. When you create the character, you can choose any race or class combination, select from a wide variety of feats, and buy ranks in any skills you wish. Once you've made these decisions, however, they cannot easily be changed (under the standard D&D rules). Most of the time

those early decisions work out fine, but sometimes you regret those initial choices. When someone else has made those decisions (if you're playing an orphaned character), you may be left with questions and or decisions that can't be easily resolved without some retraining.

Table 8–1c: Retraining costs (under reboot rules) for Orphaned Characters

Character aspect	Time	GP Cost	Character aspect	Time	GP Cost	Character aspect	Time	GP Cost
Class feature	5 days per 2 levels ¹	250gp ⁴ and 5 days	Skill	2 days ²	3gp x ECL ^{2,4}	Swap or drop a trait	5 days	5gp ⁴ x ECL
Feat	10 days	10gp ⁴ x ECL	Spell ⁵	1 day per spell level	5gp ⁴ per spell level	Swap or drop a flaw ³	10 Days	50gp ⁴ x ECL
Language ⁶	5 days	5gp ⁴ x ECL	Substitution level	5 days per 2 levels ¹	250gp ⁴	Adopt up to 2 traits/flaws	0 Days	0 Cost

1 - Based upon the original level at which the class feature or substitution level is gained (round down). Most retraining costs are based on the level you are advancing to. Substitution level swaps are based on the level at which the class feature or substitution level was/is gained. Adding an alternate class feature use cost for level you are advancing to. Removing an alternate class feature cost it according to the level the character was advancing to when it was added. Same for substitution levels.

2 - Per skill rank changed. Players rebooting an orphaned character may trade ranks between six skills (vs two skills as noted above under standard retraining (table 8-1a) and standard reboot (table 8-1b) rules. No more than 4 skill points/ranks may be swapped out of/into any one skill during a retraining period (whether standard, reboot, or reboot of an orphaned character). Note: A week in the "Rob's World!" campaign is 10 days long.

3 - Dropping a flaw would also require the character to drop a feat.

4 - Players who play/adopt an orphaned character only pay half the GP costs associated while retraining under the reboot rules (ref above/including table 8-1b). The gold piece costs presented here are the halved/adjusted costs.

5 - Players rebooting an orphaned character may swap up to two spells per class level (vs one spell per class level as noted under standard retraining (table 8-1a) and standard reboot (table 8-1b)).

6 - Players rebooting an orphaned character may exchange as many as two languages (vs one language as noted under standard retraining (table 8-1a) and standard reboot (table 8-1b)).

ECL = The character's Effective Character Level. Cost of retraining is often based upon the level of the character. Higher level characters require a greater degree of detailed instruction due to the complexities associated with interacting feats and skills as characters progress in level.

Cost of Character Aspect revisions for an orphaned character:

In our campaign we require PCs to spend time and money to advance (Ref RWHR, pages 63 - 65), there are also costs (time and money) when a character uses the reboot rules presented here (adapted from rules presented in PH2). In general, rebooting is more extensive than the standard training or retraining. The time required to retrain any particular aspect of an established character is conducted concurrently with a character's normal level advancement (not in conjunction with a level adjustment 'buy down' (ref RWHR pages 20-21)). If the amount of time required to retrain a selected character aspect, then this additional time may result in an extension of the standard training period. For example: If a 2nd level character would normally require 3 weeks to complete standard training (to their next class level), but retraining would take 6 weeks, then the standard training would necessarily be extended by two weeks. Apply the time and GP costs presented on the table below. The additional GP cost must be met by the character in addition to the normal advancement costs. If necessary, the time and money associated with retraining can be expended outside of (but after) the typical level advancement activities. When this is necessary, the DM will allow for such activity. If you are playing an orphaned character, the GP costs for many aspects of rebooting are halved. **All costs (time and money) are calculated based on the level/ECL your character is advancing towards, not the level/ECL the character is currently at.**

Rebooting costs example: If John decides to continue playing the orphaned character: Chumba the Feral-Gargun (ref RS page 91), Barbarian (Advancing towards Class level 2 + Racial Adjustment of +1 = ECL of 3), he would be permitted to reboot the character during the normal character training/advancement phase following the party's most recently concluded adventure. The costs for the character aspects that are 'rebooted' would be half the normal reboot costs (see table 8-1c). John wishes to reboot Chumba in the following manner:

1. Character aspect: Swap out a feat. He feels that one of the character's feats doesn't fit with the character's background, and there's another feat that would be a better choice for the character and the party as a whole. Drop the Endurance feat and pick up Reckless Rage. Cost is 10 days and 10gp per ECL of the character, for a total of 10 days and 30gp (Chumba will be ECL 3; $10\text{gp} \times 3 = 30\text{gp}$).

2. Character aspect: Adjusting skill points. Take 4 points/rank from Handle Animal, and move them over to Jump at a cost of 8 days and 36gp ($3\text{gp per ECL} = 3 \times 3 = 9\text{gp}$ for each skill point, and $9 \times 4 = 36\text{gp}$). That's not the only skill point adjustment he wants to make. He would also like to take 3 rank from Knowledge local (Whillip) (see [KNOWLEDGE OF WHILLIP](#) above), and move them over to Intimidate at a cost of 6 days and 27gp ($3\text{gp per ECL} = 3 \times 3 = 9\text{gp}$ for each skill point, and $9 \times 3 = 27\text{gp}$). *Note: Costs for training are always calculated based upon the level/ECL the character is training towards.*

Under the reboot option (including reboot for an orphaned character), only one of the retraining aspects is included in the time required for your overall level advancement training. Since the skill point adjustments (Character aspect 2 above) will take 14 days, all the reboot training for skills/ranks will take place within a 14 day training period, which is included in/conducted in conjunction with the standard level advancement training period (not calculated in this example but likely to be more than one week (10 days)). The money cost (for the reboot training) was halved in the example above, because John is playing an orphaned character. Under the Reboot rules, it will take Chumba an additional 10 days and 66gp to retrain one feat and 7 skill points/ranks.

It's true that part of the D&D game's challenge is making smart choices in creating or advancing your character. But a DM who forces someone to play a character he doesn't find enjoyable, isn't making the game fun for that player or the others at the table. In such a situation, the player usually either throws away the character and rolls up a new one, or quits the game. Our campaign values enjoyment of play, as well as character and story continuity, and neither of these aforementioned outcomes is especially attractive.

The reboot options and the the RETRAINING FOR ESTABLISHED CHARACTERS rules (see above) provide a variety of ways to change various aspects of your character during play. With these house rules, you can modify elements of your character to better fit your vision of who your character should be—both to meet the needs of the party and to face the threats presented during the course of an entire campaign. Though character revision does allow you to “rewrite” certain elements of your character, the rules presented here ensure that the changes remain within reason and do not upset the story that has already been created by each character's deeds in the campaign.