

Random Rules	Bk Pg	Description
Aberration Type	MM 305	Bizarre anatomy, strange abilities, or alien mindset.
Ability Drain	DMG 300	Lost ability points are permanent until regained by magic.
Ability Score Loss	DMG 289	0 Str = prone & helpless, 0 Dex = paralyzed, 0 Con = dead (HP adjustment = -1 HP per HD every Con mod lost), 0 Int/Wis/Chr = unconscious & helpless.
Aid Another	PHB 154	Make attack vs AC 10, success gives friend +2 attack or +2 AC (your choice). Stacks if more friends "aiding".
Blinded	DMG 300	50% miss chance, -2 AC, no Dex AC bonus, move 1/2 speed, -4 Search & Str/Dex checks. Vision checks automatically fail. Can't do AoOs.
Blindsense	DMG 291	Partially sense creatures it can't see. Doesn't need Spot/Listen checks. 50% miss chance vs enemy it can't see. Denied Dex AC from enemy it can't see.
Blindsight	DMG 290	Sense creature without seeing it. Gaze/Blind effects don't penalize you & negates displacement/blur effects. Deafening attacks are still effective.
Blown Away	DMG 300	(chart pg 95), Grounded creature knocked down & rolls 1d4x10 ft taking 1d4 nonlethal dmg per 10-ft. Flying creature blown back 2d6x10 ft taking 2d6 battering nonlethal dmg.
Bull Rush	PHB 154	Provoke AoO, opposed Str checks (+4 each size larger than medium, -4 each size smaller than medium), win = push back 5ft per 5 points higher than check result.
Catching on fire	DMG 303	DC 15 Ref saves. If failed take 1d6 fire dmg. Rolling on ground or smothering grants another save with +4 bonus. Make save each rnd until extinguished.
Charge	PHB 154	Move 2x speed at least 10-ft, gain +2 attack & -2 AC until next rnd (only 1 attack allowed).
Concentration (casting in danger)	PHB 170	If hit DC 10+ damage dealt + spell lvl. If spell effect DC spells Save Throw DC + lvl of spell you're casting. If grappled DC 20 + spell lvl. If entangled DC 15
Confused	DMG 300	Roll 01-10 = attack caster, 11-20 = act normal, 21-50 = do nothing but babble, 51-70 = flee from caster full speed, 71-100 = attack nearest creature. If attacked, attacks back.
Copy Spells to Spellbook	PHB 179	Decipher spell = Spellcraft DC 20 + spell lvl or read magic spell. Understand spell & copy it = DC 15 + spell lvl.
Counterspell	PHB 170	Hold action until enemy tries to cast. Spellcraft check DC 15 + spell lvl to ID spell, then cast same spell to counter.
Coup De Grace	PHB 153	Can only do if defender is helpless. Full round action, automatic hit & critical (& sneak attack dmg). If enemy lives, make DC 10 + dmg dealt Fort save.
Covering	DMG 300	Takes no action. -2 AC & no Dex bonus.
Damage Reduction	DMG 291	5/silver means first 5 damage ignored unless hit by a silver weapon which does full damage.
Darkvision	DMG 292	See with no light source at all. Vision looks black & white. Presence of light does not spoil darkvision.
Dazed	DMG 300	Takes no action. Has no AC penalty.
Dazzled	DMG 300	Unable to see well. -1 attack, search & spot checks.
Deafened	DMG 300	Can't hear. -4 initiative, automatically fails listen checks, 20% chance of spell failure using verbal components.
Defense		
- Casting Defensively	PHB 140	Cast spell without AoO, Concentration check DC15 + spell lvl.
- Fighting Defensively	PHB 140	Gain +2 AC but take -4 on all attacks.
- Total Defense	PHB 142	Make no attacks & gain +4 AC. Can't make any AoO.
Delay Action	PHB 160	Hold your initiative until you want to make an action. You can't wait to see what a person does & go right before them.
Disarm	PHB 155	Provoke AoO (if damaged, disarm fails). Make opposed attacks (2-handed wielder gain +4, light weapon -4, ranged weapon -4, larger size gain +4 per size). Fail = free attempt from enemy.
Drowning	DMG 304	Hold breath x2 Con score/rnd. Then make DC 10 Con every rnd (+1 each rnd). If failed: first rnd = unconscious (0 HP), 2nd rnd = -1 (dying), 3rd rnd = dead.
Dying/Disabled/Stable	PHB 145	0 HP = Disabled: take 1 move (1/2 speed) or standard action (standard = -1 HP). If neg. HP: 10% chance stop bleeding (stable) a rnd or lose 1 HP. If stable: 10% chance/hr = disabled (even if below 0 HP).
Entangled	DMG 300	Move 1/2 speed, can't run/charge, -2 attack, -4 Dex. Casting spells requires Concentration check DC 15 + spells lvl.
Etherealness	DMG 293	Can see, hear, & move on material plane in any direction but is actually on Ethereal Plane. Can't interact with anything on material plane.
Evasion	DMG 293	If attack allows a Ref save for 1/2 dmg, take no damage on successful save. If immobile, can't use evasion.
Exhausted	DMG 300	Move 1/2 speed, -6 Str & Dex. After 1 hour rest you become fatigued.
Extraplanar Subtype	MM 309	Creature on a plane other than it's native plane.
Falling Damage	DMG 303	1d6 dmg per 10-ft (max 20d6). If falling on purpose: first 1d6 dmg is nonlethal. DC 15 Jump/Tumble check avoids 1st 10-ft dmg. Soft ground: first 1d6 dmg is nonlethal.
Fascinated	DMG 300	Entranced, making no action besides paying attention to effect. -4 skill checks. Potential threats give new save attempt, obvious threats break effect, being shaken breaks effect.
Fast Healing	DMG 293	On each turn heals # of HP as defined. Heals nonlethal first then lethal. Can't heal starvation/thirst/suffocation loss.
Fatigued	DMG 301	Can't run/charge, -2 Str & Dex. After 8 hours rest you are no longer fatigued. If already fatigued & do something else that causes fatigue = become exhausted.
Frightened	DMG 294	-2 attack, saving throws, skill checks, & ability checks. Also runs away at top speed (can choose where to run) until out of site. Can fight (still shaken) if unable to flee.
Feint	PHB 155	Standard action, Bluff opposed by Sense Motive check (target adds BaB to check, -4 vs nonhumanoid, -8 vs Int 1 or 2, impossible vs Int 0). Target denied Dex AC bonus.
Fey Type	MM 309	Has supernatural abilities/connections to nature or other force or place.
Flanking	PHB 153	Gain +2 attack vs target that is fighting an ally. You must be straight across from ally.
Grab	PHB 156	Melee touch attack grabs target.
Grabbing Items	PHB 155	Provoke AoO (if damaged, grab fails). Make opposed attacks (attacker gains +4 vs loose item). Must pin target to grab secured item (ring, bracelet, ect), defender gains +4.
Grapple	PHB 155	Provoke AoO. Make grab check (melee touch attack). Make Hold check (opposed grapple check). Success deals unarmed dmg. Escape with opposed grapple or Escape Artist check.
Hardness	PHB 165	Subtract hardness # from damage dealt, result is the adjusted damage dealt.
Healing Naturally	PHB 146	8 hr night rest heals 1 hp lvl, 24 hr bedrest heals 2 hp lvls.
Healing Ability Damage	PHB 146	8 hr night rest heals 1 point for each affected ability score, 24 hr bedrest heals 2 points for each affected ability score.
Heat Dangers	DMG 303	Every 10 min (140° = 5 min) make Fort save DC 15 +1 per check (heavy armor -4). Fail = 1d4 nonlethal dmg & fatigued (+140° = 1d6 inhale dmg). If reach neg. HP: 1d4 dmg/10 min. Boiling = 1d6 dmg, in boiling = 10d6 dmg.
Helpless (held/bound/sleep/KOed)	DMG 301	Dex 0 (-5 modifier), enemy gains +4 melee attack, enemy can coup de grace.
Identify Magic Item	DMG 212	Identify spell or Knowledge (arcane) or Spellcraft skill check (DC 30)
Identify Potion	PHB 82	Identify spell or Alchemy skill check (DC 25)
Improved Evasion	DMG 293	If attack allows a Ref save for 1/2 dmg, take no damage on successful save, take 1/2 dmg on a failed save. If immobile, can't use evasion.
Incorporeal Subtype	MM 310	Has no physical body. Can pass through solid objects. Movements can't be heard unless it wants to.
Level Loss	DMG 296	-1 HD (entire HP of die), base attack/save/special abilities/skill ranks/ability score reduced to new lvl. XP drops midpoint of previous lvl.
Low Light Vision	DMG 296	See twice as far as normal in the dark if there is at least some type of light. Can see under moonlight as good as daylight.
Native Subtype	MM 312	Applied only to outsiders. Has strong connections to Material Plane & can be raised/reincarnated/resurrected. Need to eat/sleep.
Natural 20 or Natural 1 Rolls	PHB 63	Automatic success or failure on attack rolls & saving throws only. There is no automatic success or failure on skill checks or Spell Resistance checks.
Nauseated	DMG 301	Stomach pain. Can't attack, cast, concentrate, or anything requiring attention. Can only take 1 move action.
Negative Level	DMG 293	Stacks, -1 on all skill/ability checks/attacks/saves, -5 HP, -1 on lvl based checks, -1 highest lvl spell & slot. After 24 hrs make Fort save per neg. lvl, fail = neg. lvl gone but take -1 lvl loss. If neg. lvl = real lvl or below: dead.
Outsider Type	MM 313	Partially composed of essence of some plane other than Material Plane. No soul, can't be raised/reincarnated/resurrected. Don't need to eat/sleep.
Overrun	PHB 157	Provoke AoO. Enemy avoids = no effects. Enemy blocks = Str check vs his Str or Dex (+4 every size +medium, -4 every size -medium, dwarf or 3+ legged enemy gain +4). Win = enemy prone. Fail = free try from enemy to trip.
Panicked	DMG 294	-2 attack, saving throws, skill checks, & ability checks. Also runs away at top speed (can't choose where to run) until out of site. Cover if prevented from fleeing.
Poison Damage	DMG 296	Ability damage first round if DC failed & possible ability damage 10 rnds later even if succeeded on first attempt.
Prone	DMG 301	On ground. -4 melee attack & AC, +4 AC vs ranged, can't use ranged weapons except xbow. Standing = move action & AoO.
Range Increments	PHB 114	Within range = no penalty. Farther than range = -2 attack per full range difference (example: 80-ft x-bow shot at 240-ft takes -6 penalty).
Ready Action	PHB 160	Standard action, announce what action needs to happen so you can make an action right before it.
Regeneration	DMG 298	Dmg dealt = nonlethal, cures it at # rate per rnd. Dmg from specific source does normal dmg. Can regrow lost body parts.
Resist Energy Type	DMG 298	Ignore amount of dmg type equal to resist #, take only remaining damage.
Running long distances	PHB 144	Full round action. Move x4 speed (x3 in heavy armor). Lose Dex AC. Run # rnds = to Con score, after that DC 10 Con check. DC increases 1 each rnd. Rest 10 rnds before next run.
Scent	DMG 298	Smell a creature within 30ft. Can track odor with Track feat DC 10 Wis check. Masked odors raise DC to 20. Can pinpoint target within 5 ft.
Shaken	DMG 294	-2 attack, saving throws, skill checks, & ability checks.
Sickened	DMG 301	-2 attack, damage, saving throws, skill checks, & ability checks.
Smite	PHB 44	Once per day adds Cha bonus to attack roll and deals 1 extra point of damage per lvl to evil creatures only.
Sneak Attack	PHB 50	Extra 1d6 dmg every other lvl to enemy with denied Dex or flanked living creature with discernible anatomy. Does not multiply on critical hit. Ranged attacks count only within 30-ft.
Spell Resistance	DMG 298	Caster rolls 1d20 + caster lvl vs targets resist #. Success = spell affects target each rnd until spell runs out. Failure = spell doesn't affect target each rnd until spell runs out.
Spell Saving Throws DC	PHB 177	DC = 10 + spell lvl + int/wis/chr bonus
Staggered	DMG 301	If nonlethal HP dmg = lethal HP dmg: can only take 1 move or standard action.
Starvation & Thirst	DMG 304	No food for 3 days. No water for 1 day + hrs = Con score. Make Con check per day (thirst = per hr) DC 10 +1 per check. Fail = 1d6 nonlethal dmg, fatigued. Magic can't heal.
Stunned	DMG 301	Drop everything held, take no action, -2 AC, lose Dex bonus.
Suffocation	DMG 304	Hold breath 2 rnds per Con score. Then make DC 10 Con every rnd (+1 each rnd). If failed: first rnd = unconscious (0 HP), 2nd rnd = -1 (dying), 3rd rnd = dead.
Sunder	PHB 158	Provoke AoO. Make opposed attacks (2-handed wielder gains +4, light weapon -4, larger size gains +4 per size). Roll dmg to deal vs weapon/shields Hardness & HP.
Throw Splash Weapon	PHB 158	Ranged touch attack vs target. If aiming at ground = AC 5. If miss: roll 1d6 or 1d8 (diff battle mats) for direction (#1 starts towards thrower), add range increments for distance.
Tremorsense	DMG 299	Automatically sense location of source by detecting movement from ground vibrations even if source is moving in place.
Trip	PHB 158	Provoke AoO if unarmed. Make melee attack. Make Str check vs enemy Dex or Str (+4 every size +medium, -4 every size -medium, dwarf or 3+ legged enemy gain +4). Trip = prone. Fail = free try from enemy.
Turn Resistance	DMG 299	Add resist # to creatures HD count for determining turn results.
Turn/Rebuke Undead	PHB 159	Turn check: 1d20 + Cha mod = (chart pg 159) HD max turned. Turn dmg: 2d6 + lvl + Cha mod = closest total HD turned. Flee/cower 10 rnds (moving within 10-ft stops turn), if x2 lvl more than enemy HD = destroy.
Vulnerability to Energy Type	MM 317	Takes +50% more damage from energy effect even if save throw is saved.
Withdraw from Combat	PHB 143	Full round action. Move x2 speed for no AoO against you (except vs invisible enemy). Can't withdraw if blinded.
House Rules		Description
Critical Hits		If you roll 20 for threat and then roll another 20 for crit = maximum damage PC could possibly do from that attack.
Resurrection		Lose 2 Constitution points instead of an XP loss. Con points are permanently lost.
Unconsciousness		Constitution score determines how far below 0 you can be unconscious before dying instead of just -10
Lvl gain XP Chart		Gaining lvls takes longer to reflect 1e & 2e slow lvl progression. XP from encounters is halved.
Craft Arrows		Cost = 2cp per arrow for days work (4sp for 20 arrows for weeks work), DC12, multiply 12 x die roll,

Gambling Games:

Zhuno

Each player uses 2d6 & 1d8 dice, dealer gets to roll 2d6 & 1d10 for house advantage.

Everyone rolls 1d6, highest # goes first, ties are rerolled, play proceeds to the right.

Player 1 decides on first bet (minimum bet is 1 gold) & everyone throws their coins at the wall to place bets.

Player 1 rolls all 3 dice. If no 2-of-a-kinds or 3-of-a-kinds are rolled, it's a "dud" & the player rolls again until he does not roll a dud.

3-of-a-kind with 3 ones = "Rolling the Dragon" an instant win & he collects the pot.

3-of-a-kind with anything other than 3 ones = "Zhuno" an instant loss, he steps out of game & next player rolls.

2-of-a-kind = pair ignored & player gets the point from remaining die, player's turn ends & next player rolls.

Game ends when everyone rolls & gains a point (player with highest point wins the pot) or when a player rolls a Dragon.

If player's tie with a point, other players step out of game and tied players throw another bet into the pot and proceed with the game as normal.

If last player wins by default (everyone before him rolled a Zhuno), it's good to wave-off his winnings & add it to next game's pot or he'll get beaten.

Dice Race

Each player uses 1d6 & 1d20 dice, dealer always adds +1 to their rolls for house advantage.

Everyone places bets with the dealer (minimum bet is 1 gold), double or nothing.

Everyone rolls 1d6 at the same time each round & gets point (they flip their d20 to their point #), dealer always adds +1 to rolls.

Highest roll in each round also adds +1 point to their score (house may get +2 points, +1 from house advantage & +1 for highest point in round).

Game ends when players get to 20 before the dealer and they win the bet they placed, players who didn't reach 20 before dealer lose.

If players reach 20 the same round as dealer, players with higher point than dealer win, & players with lower point than dealer lose.

Players who tie with dealer after reaching 20 loses the bet.

Spottle Dice

A fat yellow toad with purple spots sits in the middle of a table & a sign posted on the table reads "Do not throw dice at the Spottle Frog".

Players buy special metal (plated) d10 dice from the dealer. Copper dice = 1 gp, Silver dice = 3 gp, Gold dice = 6 gp, Platinum dice = 1 pp.

Players place bets in the pot, everyone has to place the same bet including dealer.

Players roll their metal d10 die & dealer rolls an ivory d12 die.

20% chance Spottle Frog eats a copper die, 18% chance silver die, 16% chance gold die, 14% chance platinum die.

Person with highest score & still has his die wins the pot.

Tied scores with the dealer lose and dealer wins.

Tied scores between players are rerolled with those players adding more to the pot if remaining players agree.

Rules for Mounted Combat (PHB pg 80 & pg 157)

Riding bareback = -5 Ride checks.

Don't dismount = DC 20 Ride check each round as a move action to control mount. Fail = lost turn. Success = perform a standard action.

Mount acts on PC's initiative.

PC moves at mounts speed.

Fight while riding mount = DC 5 Ride check as free action to guide mount with knees & fight with both hands. Fail = fight with 1 hand & control mount with other hand.

If hit while on mount = DC 5 Ride check as free action. Fail = fall off mount and take 1d6 damage.

Ranged weapons while mount makes full move = -4 attack, or -8 if mount runs. Make attack when mount has completed half its movement.

+1 attack for high ground.

Cast spell while mount makes full move = Concentration check (DC 10 + spell level), or (DC 15 + spell level) if mount runs.

Mount falls in battle = DC 15 Ride check. Fail = 1d6 damage.

PC unconscious on mount = 50% chance to fall and take 1d6 damage.

Mounted Archery feat = -2 penalty instead of -4, or -4 instead of -8 if mount runs.

Mounted Combat feat = 1x/round, if mount is attacked, make Ride check vs opponent's attack roll. Higher check = no damage to mount (Ride check becomes mount's AC instead).

Ride by Attack feat = if charging, can move & attack and move again as if mount made a full move action with no AC penalty.

Rules for determining Effective Character Level (ECL)

1. Add the amount of racial HD, any Level Adjustments, and class levels to determine ECL. This ECL determines how many XP you have. If a DM gives 'x' amount of XP to be a certain level and the race you want would give an ECL amount of XP higher than the DM is giving, you can't be that race.
2. *To determine when to gain levels:* Use the ECL from step #1
3. *To determine starting gold:* Use the ECL from step #1
4. *To determine when to gain character max skill ranks, feats, and ability score increases:* Add racial HD & class levels (no Level Adjustments) for ECL
5. Add your racial & class BAB & Save Bonuses together to get their totals (total BAB of +6 & higher gets additional attacks).
6. If race has more than one HD, give max HP +Con bonus for first HD & roll for the other HDs, giving +Con bonus per HD. Once a class is taken, begin using the class HD instead (it does not get max HP).
7. If race has skill points, use 'skill points for first level' only for race, not again for class.

Tiefling Options

Because of their varied backgrounds, tiefling appearance can be quite varied. It is also possible, and even likely that not all tieflings will have the same innate powers. Because of this, the following tables were created to add variety to tieflings, and should be used at the time of character creation.

The tiefling ability table should be rolled on five times, the results used in place of the standard *Darvision 60-ft*, *Darkness* ability, and *resistances to cold 5*, *fire 5*, & *electricity 5*. Note, however, that all of these abilities occur on the table.

Tiefling Appearance

- 01-02 Small horns on forehead
- 03-04 Small horns on temples
- 05-06 Single horn on forehead
- 07-08 Long, thin face
- 09-10 Fangs in mouth
- 11-12 All teeth are pointed
- 13-14 Forked tongue
- 15-16 Pointed ears
- 17-18 Fan-like ears
- 19-20 Very small (almost unnoticeable) nose
- 21-22 Eyes with no pupils
- 23-24 Red eyes
- 25-26 Black eyes
- 27-28 Feline eyes
- 29-30 Extremely deep-set eyes
- 31-32 Green hair
- 33-34 Blue hair
- 35-36 Multi-colored hair
- 37-38 Quill-like hair
- 39-40 Four fingers (including thumb)
- 41-42 Three fingers (including thumb)
- 43-44 Black fingernails
- 45-46 Red fingernails
- 47-48 Fingers one inch longer than normal
- 49-50 Horse-like legs
- 51-52 Goat-like legs
- 53-54 Goat-like hooves
- 55-56 Long, thin tail
- 57-58 Horse-like tail
- 59-60 Lizardlike tail
- 61-62 2 long, thin tails
- 63-64 Spiny ridge on back
- 65-66 Spiny ridges all over body
- 67-68 Hairless body
- 69-70 Body covered in short fur or long hair
- 71-72 Body covered in striped markings
- 73-74 Extremely greasy skin
- 75-76 Scaly skin
- 77-78 Leathery skin
- 79-80 Small feathers rather than hair on 10-100% of body
- 81-82 Green-tinted skin
- 83-84 Blue-tinted skin
- 85-86 Red-tinted skin
- 87-89 Special side effect (roll on table below)
- 90-94 Roll twice again, ignoring rolls above 89
- 95-00 Roll three times again, ignoring rolls above 89

Tiefling special side effects

- 01-10 Ashy odor surrounds body
- 11-15 Sulfurous odor surrounds body
- 16-20 Rotting odor surrounds body
- 21-25 Skin exudes ashy grit
- 26-30 Body casts no shadow
- 31-33 Body has no reflection in mirror
- 34-40 Voice echoes slightly
- 41-45 Guttural voice
- 46-50 Tanar'ri react toward tiefling as though baatezu
- 51-60 Baatezu react toward tiefling as though tanar'ri
- 61-65 Presence causes unease in animals. Initial Attitude is usually "unfriendly".
- 66-70 Presence causes unease in NPCs. Initial Attitude is usually "unfriendly".
- 71-75 Prolonged touch withers normal plants
- 76-80 Fingers treated as claws (1d4 lethal damage)
- 81-85 Touch inflicts 1 point of damage due to high body heat
- 86-90 Touch inflicts 1 point of damage due to cold body temperature
- 91-95 Cannot reproduce
- 96-00 Intuitively can speak the language of one fiendish race

Tiefling Abilities

- 01-04 Resistance to acid 5
- 05-08 Resistance to cold 5
- 09-12 Resistance to electricity 5
- 13-16 Resistance to fire 5
- 17-20 Darvision 60-ft
- 21-24 *Dancing lights* 1/day
- 25-28 *Ghost sound* 1/day
- 29-32 *Mending* 1/day
- 33-36 *Prestidigitation* 1/day
- 37-40 *Protection from chaos/law*, as appropriate, 1/day
- 41-44 *Obscuring mist* 3/week
- 45-48 *Comprehend languages* 1/day
- 49-52 *True strike* 3/week
- 53-56 *Disguise self* 3/week
- 57-60 *Cause fear* 3/week
- 61-64 *Protection from arrows* 2/week
- 65-68 *Detect thoughts* 3/week
- 69-72 *Darkness* 1/day
- 73-76 *Hypnotic pattern* 2/week
- 77-80 *Invisibility* 2/week
- 81-84 *Spectral hand* 2/week
- 85-88 *Tongues* 2/week
- 89-91 *Suggestion* 2/week
- 92-93 *Lightning bolt* 1/week
- 94-95 *Blink* 1/week
- 96-97 *Gaseous form* 1/week
- 98 Spell resistance 5 + HD
- 99 Roll twice, rerolling results above 98
- 100 Roll three times, rerolling results above 98