



DM SCREEN AND MODULE
FOR ANY FANTASY CAMPAIGN



Dungeon Crawl Classics #39

The Ruins of Castle Churo

DM Screen and Adventure

by Todd Rooks and Alex Anderegg



Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics adventures don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you remember, and the secret doors you know are there somewhere.

This 8-panel DM screen, designed especially for 3.5 rules, includes all the reference panels a DM needs during his game. It is illustrated with gorgeous art from the Dungeon Crawl Classics line, and comes packaged with *The Ruins of Castle Churo*, a new adventure for character levels 1-3. The heroes have to bring justice to marauding bandits who have taken refuge in castle ruins – but this castle was long ago destroyed by a magical accident whose effects still linger!

If you enjoy this adventure, look for the rest of the Dungeon Crawl Classics series!

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“Roll for initiative!”



ARMOR & SHIELDS

| Armor | Cost | Armor / Shield Bonus | Maximum Dex Bonus | Armor Check Penalty | Arcane Spell Failure Chance | Speed (30 ft.) (20 ft.) | | Weight ¹ |
|----------------------|----------|-------------------------|----------------------|------------------------|--------------------------------|----------------------------|---------------------|---------------------|
| Light armor | | | | | | | | |
| Padded | 5 gp | +1 | +8 | 0 | 5% | 30 ft. | 20 ft. | 10 lb. |
| Leather | 10 gp | +2 | +6 | 0 | 10% | 30 ft. | 20 ft. | 15 lb. |
| Studded leather | 25 gp | +3 | +5 | -1 | 15% | 30 ft. | 20 ft. | 20 lb. |
| Chain shirt | 100 gp | +4 | +4 | -2 | 20% | 30 ft. | 20 ft. | 25 lb. |
| Medium armor | | | | | | | | |
| Hide | 15 gp | +3 | +4 | -3 | 20% | 20 ft. | 15 ft. | 25 lb. |
| Scale mail | 50 gp | +4 | +3 | -4 | 25% | 20 ft. | 15 ft. | 30 lb. |
| Chainmail | 150 gp | +5 | +2 | -5 | 30% | 20 ft. | 15 ft. | 40 lb. |
| Breastplate | 200 gp | +5 | +3 | -4 | 25% | 20 ft. | 15 ft. | 30 lb. |
| Heavy armor | | | | | | | | |
| Splint mail | 200 gp | +6 | +0 | -7 | 40% | 20 ft. ² | 15 ft. ² | 45 lb. |
| Banded mail | 250 gp | +6 | +1 | -6 | 35% | 20 ft. ² | 15 ft. ² | 35 lb. |
| Half-plate | 600 gp | +7 | +0 | -7 | 40% | 20 ft. ² | 15 ft. ² | 50 lb. |
| Full plate | 1,500 gp | +8 | +1 | -6 | 35% | 20 ft. ² | 15 ft. ² | 50 lb. |
| Shields | | | | | | | | |
| Buckler | 15 gp | +1 | -- | -1 | 5% | -- | -- | 5 lb. |
| Shield, light wooden | 3 gp | +1 | -- | -1 | 5% | -- | -- | 5 lb. |
| Shield, light steel | 9 gp | +1 | -- | -1 | 5% | -- | -- | 6 lb. |
| Shield, heavy wooden | 7 gp | +2 | -- | -2 | 15% | -- | -- | 10 lb. |
| Shield, heavy steel | 20 gp | +2 | -- | -2 | 15% | -- | -- | 15 lb. |
| Shield, tower | 30 gp | +4 ³ | +2 | -10 | 50% | -- | -- | 45 lb. |
| Extras | | | | | | | | |
| Armor spikes | +50 gp | -- | -- | -- | -- | -- | -- | +10 lb. |
| Gauntlet, locked | 8 gp | -- | -- | Special | ⁴ | -- | -- | +5 lb. |
| Shield spikes | +10 gp | -- | -- | -- | -- | -- | -- | +5 lb. |

¹ Weight figures are for armor sized to fit Medium characters.

Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

² When running in heavy armor, you move only triple your speed, not quadruple.

³ A tower shield can instead grant you cover. See the description.

⁴ Hand not free to cast spells.

POISONS

| Poison | Type | Initial Damage | Secondary Damage | Price |
|------------------------|----------------|-----------------|-------------------------------|----------|
| Crawler brain juice | Contact DC 13 | Paralysis | 0 | 200 gp |
| Nitharit | Contact DC 13 | 0 | 3d6 Con | 650 gp |
| Sassone leaf residue | Contact DC 16 | 2d12 hp | 1d6 Con | 300 gp |
| Malyss root paste | Contact DC 16 | 1 Dex | 2d4 Dex | 500 gp |
| Terinav root | Contact DC 16 | 1d6 Dex | 2d6 Dex | 750 gp |
| Black lotus extract | Contact DC 20 | 3d6 Con | 3d6 Con | 4,500 gp |
| Dragon bile | Contact DC 26 | 3d6 Str | 0 | 1,500 gp |
| Striped toadstool | Ingested DC 11 | 1 Wis | 2d6 Wis + 1d4 Int | 180 gp |
| Arsenic | Ingested DC 13 | 1 Con | 1d8 Con | 120 gp |
| Id moss | Ingested DC 14 | 1d4 Int | 2d6 Int | 125 gp |
| Oil of taggit | Ingested DC 15 | 0 | Unconsciousness | 90 gp |
| Lich dust | Ingested DC 17 | 2d6 Str | 1d6 Str | 250 gp |
| Dark reaver powder | Ingested DC 18 | 2d6 Con | 1d6 Con + 1d6 Str | 300 gp |
| Ungol dust | Inhaled DC 15 | 1 Cha | 1d6 Cha + 1 Cha* | 1,000 gp |
| Insanity mist | Inhaled DC 15 | 1d4 Wis | 2d6 Wis | 1,500 gp |
| Burnt othur fumes | Inhaled DC 18 | 1 Con* | 3d6 Con | 2,100 gp |
| Black adder venom | Injury DC 11 | 1d6 Con | 1d6 Con | 120 gp |
| Small centipede poison | Injury DC 11 | 1d2 Dex | 1d2 Dex | 90 gp |
| Bloodroot | Injury DC 12 | 0 | 1d4 Con + 1d3 Wis | 100 gp |
| Drow poison | Injury DC 13 | Unconsciousness | Unconsciousness for 2d4 hours | 75 gp |
| Greenblood oil | Injury DC 13 | 1 Con | 1d2 Con | 100 gp |
| Blue whinnis | Injury DC 14 | 1 Con | Unconsciousness | 120 gp |
| Medium spider venom | Injury DC 14 | 1d4 Str | 1d4 Str | 150 gp |
| Shadow essence | Injury DC 17 | 1 Str* | 2d6 Str | 250 gp |
| Wyvern poison | Injury DC 17 | 2d6 Con | 2d6 Con | 3,000 gp |
| Large scorpion venom | Injury DC 18 | 1d6 Str | 1d6 Str | 200 gp |
| Giant wasp poison | Injury DC 18 | 1d6 Dex | 1d6 Dex | 210 gp |
| Deathblade | Injury DC 20 | 1d6 Con | 2d6 Con | 1,800 gp |
| Purple worm poison | Injury DC 24 | 1d6 Str | 2d6 Str | 700 gp |

* Permanent drain, not temporary damage.

WEAPONS

| Weapon | Cost | Dmg (S) | Dmg (M) | Critical | Range Increment | Weight | Size / Proficiency / Type |
|---------------------------|---------|---------------|---------------|------------|-----------------|---------|---------------------------|
| Axe, orc double | 60 gp | 1d6 / 1d6 | 1d8 / 1d8 | x3 | -- | 15 lb. | 2H / E / S |
| Axe, throwing | 8 gp | 1d4 | 1d6 | x2 | 10 ft. | 2 lb. | L / M / S |
| Battleaxe | 10 gp | 1d6 | 1d8 | x3 | -- | 6 lb. | 1H / M / S |
| Bolas | 5 gp | 1d3 nonlethal | 1d4 nonlethal | x2 | 10 ft. | 2 lb. | R / E / B |
| Chain, spiked | 25 gp | 1d6 | 2d4 | x2 | -- | 10 lb. | 2H / E / P |
| Club | -- | 1d4 | 1d6 | x2 | 10 ft. | 3 lb. | 1H / S / B |
| Crossbow, hand | 100 gp | 1d3 | 1d4 | 19-20 / x2 | 30 ft. | 2 lb. | R / E / P |
| Crossbow, heavy | 50 gp | 1d8 | 1d10 | 19-20 / x2 | 120 ft. | 8 lb. | R / S / P |
| Crossbow, light | 35 gp | 1d6 | 1d8 | 19-20 / x2 | 80 ft. | 4 lb. | R / S / P |
| Crossbow, repeating heavy | 400 gp | 1d8 | 1d10 | 19-20 / x2 | 120 ft. | 12 lb. | R / E / P |
| Crossbow, repeating light | 250 gp | 1d6 | 1d8 | 19-20 / x2 | 80 ft. | 6 lb. | R / E / P |
| Dagger | 2 gp | 1d3 | 1d4 | 19-20 / x2 | 10 ft. | 1 lb. | L / S / (P or S) |
| Dagger, punching | 2 gp | 1d3 | 1d4 | x3 | -- | 1 lb. | L / S / P |
| Dart | 5 sp | 1d3 | 1d4 | x2 | 20 ft. | 1/2 lb. | R / S / P |
| Falchion | 75 gp | 1d6 | 2d4 | 18-20 / x2 | -- | 8 lb. | 2H / M / S |
| Flail | 8 gp | 1d6 | 1d8 | x2 | -- | 5 lb. | 1H / M / B |
| Flail, dire | 90 gp | 1d6 / 1d6 | 1d8 / 1d8 | x2 | -- | 10 lb. | 2H / E / B |
| Flail, heavy | 15 gp | 1d8 | 1d10 | 19-20 / x2 | -- | 10 lb. | 2H / M / B |
| Gauntlet | 2 gp | 1d2 | 1d3 | x2 | -- | 1lb | UA / S / B |
| Gauntlet, spiked | 5 gp | 1d3 | 1d4 | x2 | -- | 1 lb. | L / S / P |
| Glaive | 8 gp | 1d8 | 1d10 | x3 | -- | 10 lb. | 2H / M / S |
| Greataxe | 20 gp | 1d10 | 1d12 | x3 | -- | 12 lb. | 2H / M / S |
| Greatclub | 5 gp | 1d8 | 1d10 | x2 | -- | 8 lb. | 2H / M / B |
| Greatsword | 50 gp | 1d10 | 2d6 | 19-20 / x2 | -- | 8 lb. | 2H / M / S |
| Guisarme | 9 gp | 1d6 | 2d4 | x3 | -- | 12 lb. | 2H / M / S |
| Halberd | 10 gp | 1d8 | 1d10 | x3 | -- | 12 lb. | 2H / M / (P or S) |
| Hammer, gnome hooked | 20 gp | 1d6 / 1d4 | 1d8 / 1d6 | x3 / x4 | -- | 6 lb. | 2H / E / BP |
| Hammer, light | 1 gp | 1d3 | 1d4 | x2 | 20 ft. | 2 lb. | L / M / B |
| Handaxe | 6 gp | 1d4 | 1d6 | X3 | -- | 3 lb. | L / M / S |
| Javelin | 1 gp | 1d4 | 1d6 | x2 | 30 ft. | 2 lb. | R / S / P |
| Kama | 2 gp | 1d4 | 1d6 | x2 | -- | 2 lb. | L / E / S |
| Kukri | 8 gp | 1d3 | 1d4 | 18-20 / x2 | -- | 2 lb. | L / M / S |
| Lance | 10 gp | 1d6 | 1d8 | x3 | -- | 10 lb. | 2H / M / P |
| Longbow | 75 gp | 1d6 | 1d8 | x3 | 100 ft. | 3 lb. | R / M / P |
| Longbow, composite | 100 gp | 1d6 | 1d8 | x3 | 110 ft. | 3 lb. | R / M / P |
| Longspear | 5 gp | 1d6 | 1d8 | x3 | -- | 9 lb. | 2H / S / P |
| Longsword | 15 gp | 1d6 | 1d8 | 19-20 / x2 | -- | 4 lb. | 1H / M / S |
| Mace, heavy | 12 gp | 1d6 | 1d8 | x2 | -- | 8 lb. | 1H / S / B |
| Mace, light | 5 gp | 1d4 | 1d6 | x2 | -- | 4 lb. | L / S / B |
| Morningstar | 8 gp | 1d6 | 1d8 | x2 | -- | 6 lb. | 1H / S / BP |
| Net | 20 gp | -- | -- | | 10 ft. | 6 lb. | -- |
| Nunchaku | 2 gp | 1d4 | 1d6 | x2 | -- | 2 lb. | L / E / B |
| Pick, heavy | 8 gp | 1d4 | 1d6 | x4 | -- | 6 lb. | 1H / M / P |
| Pick, light | 4 gp | 1d3 | 1d4 | x4 | -- | 3 lb. | L / M / P |
| Quarterstaff | -- | 1d4 / 1d4 | 1d6 / 1d6 | x2 | -- | 4 lb. | 2H / S / B |
| Ranseur | 10 gp | 1d6 | 2d4 | x3 | -- | 12 lb. | 2H / M / P |
| Rapier | 20 gp | 1d4 | 1d6 | 18-20 / x2 | -- | 2 lb. | 1H / M / P |
| Sai | 1 gp | 1d3 | 1d4 | x2 | 10 ft. | 1 lb. | L / E / B |
| Sap | 1 gp | 1d4 nonlethal | 1d6 nonlethal | x2 | -- | 2 lb. | L / M / B |
| Scimitar | 15 gp | 1d4 | 1d6 | 18-20 / x2 | -- | 4 lb. | 1H / M / S |
| Scythe | 18 gp | 1d6 | 2d4 | x4 | -- | 10 lb. | 2H / M / (P or S) |
| Shield, heavy | special | 1d3 | 1d4 | x2 | -- | special | 1H / M / B |
| Shield, light | special | 1d2 | 1d3 | x2 | -- | special | L / M / B |
| Shortbow | 30 gp | 1d4 | 1d6 | x3 | 60 ft. | 2 lb. | R / M / P |
| Shortbow, composite | 75 gp | 1d4 | 1d6 | x3 | 70 ft. | 2 lb. | R / M / P |
| Shortspear | 1 gp | 1d4 | 1d6 | x2 | 20 ft. | 3 lb. | 1H / S / P |
| Shuriken | 1 gp | 1 | 1d2 | x2 | 10 ft. | 1/2 lb. | R / E / P |
| Siangham | 3 gp | 1d4 | 1d6 | x2 | -- | 1 lb. | L / E / P |
| Sickle | 6 gp | 1d4 | 1d6 | x2 | -- | 2 lb. | L / S / S |
| Sling | -- | 1d3 | 1d4 | x2 | 50 ft. | 0 lb. | R / S / B |
| Spear | 2 gp | 1d6 | 1d8 | x3 | 20 ft. | 6 lb. | 2H / S / P |
| Spiked armor | special | 1d4 | 1d6 | x2 | -- | special | L / M / P |
| Spiked shield, heavy | special | 1d4 | 1d6 | x2 | -- | special | 1H / M / P |
| Spiked shield, light | special | 1d3 | 1d4 | x2 | -- | special | L / M / P |
| Sword, bastard | 35 gp | 1d8 | 1d10 | 19-20 / x2 | -- | 6 lb. | 1H / E / S |
| Sword, short | 10 gp | 1d4 | 1d6 | 19-20 / x2 | -- | 2 lb. | L / M / P |
| Sword, two-bladed | 100 gp | 1d6 / 1d6 | 1d8 / 1d8 | 19-20 / x2 | -- | 10 lb. | 2H / E / S |
| Trident | 15 gp | 1d6 | 1d8 | x2 | 10 ft. | 4 lb. | 1H / M / P |
| Unarmed strike | -- | 1d2 nonlethal | 1d3 nonlethal | x2 | -- | -- | UA / S / B |
| Urgrosh, dwarven | 50 gp | 1d6 / 1d4 | 1d8 / 1d6 | x3 | -- | 12 lb. | 2H / E / (P or S) |
| Waraxe, dwarven | 30 gp | 1d8 | 1d10 | x3 | -- | 8 lb. | 1H / E / S |
| Warhammer | 12 gp | 1d6 | 1d8 | x3 | -- | 5 lb. | 1H / M / B |
| Whip | 1 gp | 1d2 nonlethal | 1d3 nonlethal | x2 | -- | 2 lb. | 1H / E / S |

ACTIONS

*provokes an attack of opportunity , * may provoke an AoO*

Move Actions

- Move, control frightened mount, direct/redirect spell, draw weapon, load hand/light crossbow, open/close door, mount/dismount horse, move heavy object, pick up item, sheath weapon, stand up from prone, ready/loose shield, retrieve stored item
- Draw weapon or ready/loose shield can be combined with a regular move if your base attack bonus is at least +1

Standard Actions

- Melee attack, ranged/unarmed attack, activate magic item other than potion or oil, aid another*, bull rush, cast a spell, concentrate to maintain spell, dismiss spell, draw hidden weapon, drink potion/apply oil, escape grapple, feint, light torch w/tindertwig, lower spell resistance, make dying friend stable, overrun, read scroll, ready action, sunder weapon, sunder object*, total defense, turn/rebuke undead, use extraordinary ability, use 1-action skill, use spell-like ability, use supernatural ability

Full-Round Actions

- Full attack, charge, deliver coup de grace, escape from net, extinguish flames, light torch, load heavy/repeating crossbow, lock/unlock weapon in gauntlet, prepare to throw splash weapon, run, use 1-round skill, use touch spell w/up to 6 friends, withdraw

Free Actions

- Cast quickened spell, cease concentration, drop item, drop to floor, prepare spell components to cast a spell, speak



FIGHTING DEFENSIVELY AS A STANDARD ACTION

- -4 on all attacks, +2 dodge bonus to AC for the round

TOTAL DEFENSE

- Defend yourself as a standard action, +4 dodge bonus to AC for 1 round, cannot make attacks of opportunity

DEALING NONLETHAL DAMAGE

- -4 attack to deal nonlethal damage w/normal weapon (or to deal lethal damage with a non-lethal weapon)

AID ANOTHER

- Help ally attack or defend
- Must be in position to melee attack opponent
- Make attack roll against AC 10
- *Success*: ally gains +2 on next attack against opponent or +2 AC bonus against opponent's next attack
- Attack must occur before your next turn
- May also be used to assist an ally's skill check

BULL RUSH

- Move into defender's square, defender gets AoO
- Make opposed Strength checks (± 4 for each size above / below Medium, +2 for charging, +4 if more than 2 legs / stable / dwarf)
- *Success*: defender moves back 5 ft., plus 5 ft. per 5 points by which the attacker's check is greater than the defender's
- *Failure*: attacker moves back 5 ft., falls prone if occupied



CHARGE

- Must move at least 10 ft. (up to double move), have clear path & move to closest space from which an attack can be made; +2 to attack, -2 to AC for 1 round

DISARM

- Defender gets AoO
- Make opposed attack rolls with weapons (+4 for 2-handed, -4 for light, larger opponent gets +4 per size difference, defender gets -4 if target is not melee weapon)
- *Success*: defender is disarmed
- *Failure*: defender may attempt disarm (no AoO)



FEINT

- Make Bluff check vs. target's Sense Motive + base attack
- *Success*: defender loses Dexterity bonus to AC on your next attack
- Bluff -4 check vs. non-humanoids, -8 vs. Intelligence of 1 or 2
- Not allowed vs. nonintelligent creatures

GRAPPLE

- *Grab*: Make a melee touch attack (defender gets AoO)
- *Success*: Make opposed grapple check as free action
 - *Success*: grappling, deal unarmed damage
 - *Failure*: fail to start grapple
 - *Tie*: opponent with highest grapple modifier wins ties
- Automatic failure if opponent is 2 sizes larger than you
- Move into target's space as free action (provokes AoO's)
- Others may join grapple w/opposed grapple check (no AoO)
- When grappling, you may take the following actions:
 - Activate a magic item that doesn't need completion component
 - Attack w/unarmed strike, natural or light weapon (-4 to attack)
 - Cast a spell: 1 standard action casting time, no somatic components, components / focus in hand, requires Concentration check (DC 20 + spell level)
 - Damage opponent: make opposed grapple check in place of an attack, deal unarmed damage if successful (attack at -4 penalty to deal lethal damage)
 - Draw light weapon as move action w/successful grapple check
 - Escape from grapple: make opposed grapple check in place of attack or make an Escape Artist check as standard action. If successful, you may move to an adjacent square.
 - Move: opposed grapple check to move grapplers at half speed as a standard action (+4 if opponent pinned & no one else is involved in the grapple)
 - Retrieve a spell component: requires a full-round action
 - Pin your opponent: hold opponent immobile for 1 round with a successful opposed grapple check
 - Break another's pin: opposed grapple check in place of attack
 - Use opponent's weapon: light weapons only, opposed grapple check in place of attack, if successful make attack roll with weapon at -4 penalty

OVERRUN

- Move into defender's square, defender gets AoO
- Defender blocks: make Strength check vs. target's Strength / Dexterity check (± 4 for each size above / below Medium, +4 if more than 2 legs / stable / dwarf)
- *Success*: knock defender prone
- *Failure*: defender may make Strength check vs. attacker's Strength / Dexterity check to push back 5 ft. & knock prone (± 4 for each size above / below Medium). If attacker is not knocked prone, he must move back 5 ft. & fall prone if square is occupied.

SUNDER

- Defender gets AoO
- Make opposed attack rolls with weapons (+4 for 2-handed, -4 for light, larger opponent gets +4 per size difference)
- Success*: roll damage & deal to weapon or shield
- Sundering a carried or worn object* - attack roll vs. object's AC (10 + size mod + Dexterity mod of carrying character)
- Cannot sunder armor worn by an opponent

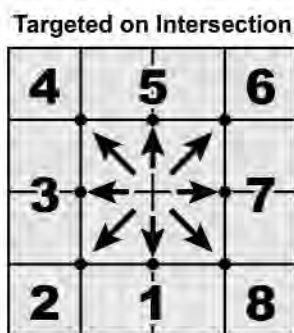
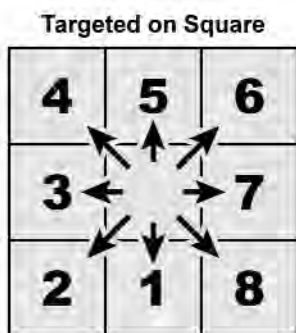
| Weapon or Shield | Hardness | HP ¹ |
|--------------------------------|--------------------|-----------------|
| Light blade | 10 | 2 |
| One-handed blade | 10 | 5 |
| Two-handed blade | 10 | 10 |
| Light metal-hafted weapon | 10 | 10 |
| One-handed metal-hafted weapon | 10 | 20 |
| Light hafted weapon | 5 | 2 |
| One-handed hafted weapon | 5 | 5 |
| Two-handed hafted weapon | 5 | 10 |
| Projectile weapon | 5 | 5 |
| Armor | see PHB, table 9-9 | armor bonus x 5 |
| Buckler | 10 | 5 |
| Light wooden shield | 5 | 7 |
| Heavy wooden shield | 5 | 15 |
| Light steel shield | 10 | 10 |
| Heavy steel shield | 10 | 20 |
| Tower shield | 5 | 20 |

¹ HP is for Medium items. Divide by 2 per size category smaller than Medium, or multiply by 2 per size larger than Medium

THROW SPLASH WEAPON

(PHB, chapter 8)

- Make ranged touch attack (no proficiency penalty)
- Targeting a square*: Hit deals direct damage to target square & splash damage to adjacent squares
- Targeting a grid intersection*: AC 5, hit deals splash damage to adjacent squares only, no direct damage
- Miss*:
 - Direction - Roll d8 and consult diagram below
 - Distance - 5 ft. × range increment thrown



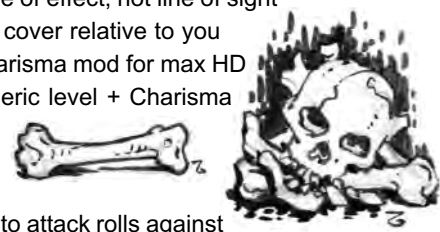
TRIP

- Defender gets AoO
- Make unarmed melee touch attack against target
- If successful, make Strength check vs. target's Strength / Dexterity check (±4 for each size above / below Medium, +4 if more than 2 legs / stable / dwarf)
- Success*: defender is tripped
- Failure*: defender may make Strength check vs. attacker's Strength / Dexterity check to trip attacker (no AoO)

TURN OR REBUKE UNDEAD

(PHB, chapter 8)

- Range 60 ft., must have line of effect, not line of sight
- Target must not have total cover relative to you
- Turning Check*: 1d20 + Charisma mod for max HD
- Turning Damage*: 2d6 + cleric level + Charisma mod
- Turned undead*:
 - Flee for 10 rounds
 - Cower if cornered (+2 to attack rolls against them)
 - Overcome effect if cleric approaches within 10 ft.
 - Do not overcome turning effect if attacked by others



| Turning Check Result | Most Powerful Undead Affected (Maximum Hit Dice) |
|----------------------|--|
| 0 or lower | Cleric's level - 4 |
| 1 - 3 | Cleric's level - 3 |
| 4 - 6 | Cleric's level - 2 |
| 7 - 9 | Cleric's level - 1 |
| 10 - 12 | Cleric's level |
| 13 - 15 | Cleric's level + 1 |
| 16 - 18 | Cleric's level + 2 |
| 19 - 21 | Cleric's level + 3 |
| 22 or higher | Cleric's level + 4 |

ATTACK ROLL MODIFIERS

(PHB, Table 8-5)

| Attacker is . . . | Melee | Ranged |
|---------------------------|-----------------|-----------------|
| Dazzled | -1 | -1 |
| Entangled | -2 ¹ | -2 ¹ |
| Flanking defender | +2 | -- |
| Invisible | +2 ² | +2 ² |
| On higher ground | +1 | +0 |
| Prone | -4 | -- ³ |
| Shaken or frightened | -2 | -2 |
| Squeezing through a space | -4 | -4 |

¹ Also -4 to attacker's Dexterity, which may affect attack roll

² Defender loses Dex bonus to AC, no + if target is blinded

³ Most ranged weapons cannot be used prone, but you can use a crossbow or shuriken while prone at no penalty

ARMOR CLASS MODIFIERS

(PHB, Table 8-6)

| Defender is . . . | Melee | Ranged |
|---------------------------------|-----------------|-------------------|
| Behind cover | +4 | +4 |
| Blinded | -2 ¹ | -2 ¹ |
| Concealment | 20% Miss Chance | |
| Invisible or total concealment | 50% Miss Chance | |
| Cowering | -2 ¹ | -2 ¹ |
| Entangled | +0 ² | +0 ² |
| Flat-footed | +0 ¹ | +0 ¹ |
| Grappling (but attacker is not) | -0 ¹ | +0 ^{1,3} |
| Helpless (paralyzed, sleeping) | -4 ⁴ | +0 ⁴ |
| Kneeling or sitting | -2 | +2 |
| Pinned | -4 ⁴ | +0 ⁴ |
| Prone | -4 | +4 |
| Squeezing through a space | -4 | -4 |
| Stunned | -2 ¹ | -2 ¹ |

¹ Defender loses any Dexterity bonus to AC

² An entangled character takes a -4 penalty to Dexterity

³ Roll randomly to see which grappling combatant you strike

⁴ Treat defender's Dexterity as 0 (-5 mod); rogues can sneak attack helpless / pinned defenders