

D&D 3.5 – ADVENTURING

This is a summary of Chapter 9 (*Adventuring*) in the *D&D 3.5 Player's Handbook* (PHB). I have compared it with the corresponding chapter in the 3.0 PHB (second printing, with the official errata applied), and highlighted the significant changes in blue text. Only sections and subsections with significant changes are noted here.

CARRYING CAPACITY

Bigger and Smaller Creatures (p. 162)

- Quadrupeds, such as horses, can carry heavier loads than characters can. Instead of the usual multipliers, multiply the value corresponding to the creature's STR score from table 9–1 by the appropriate modifier, as follows: Fine $\times \frac{1}{4}$, Diminutive $\times \frac{1}{2}$, Tiny $\times \frac{3}{4}$, Small $\times 1$, Medium $\times 1\frac{1}{2}$, Large $\times 3$, Huge $\times 6$, Gargantuan $\times 12$, Colossal $\times 24$.

MOVEMENT

Tactical Movement (p. 163)

- Hampered Movement
 - Difficult terrain, obstacles, or poor visibility (*see table 9–4*) can hamper movement. When movement is hampered, each square moved into usually counts as 2 squares, effectively reducing the distance that a character can cover in a move.
 - If more than one condition applies, multiply together all additional costs that apply. (This is a specific exception to the normal rules for doubling.)
 - In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (1 square). In such a case, you may use a full-round action to move 5 feet (1 square) in any direction, even diagonally. Even though this looks like a 5-foot step, it's not, and thus it provokes attacks of opportunity normally. (You can't take advantage of this rule to move through impassable terrain or to move when all movement is prohibited to you, such as while paralyzed.)
 - You can't run or charge through any square that would hamper your movement.

Overland Movement (p. 164)

- Hustle
 - A character who takes any nonlethal damage from hustling becomes fatigued. A fatigued character can't run or charge and takes a –2 penalty to STR and DEX. Eliminating the nonlethal damage also eliminates the fatigue.
- Terrain
 - The terrain through which a character travels affects how much distance he or she can cover in an hour or a day (see table at right).
- Forced March
 - A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, a CON check (DC 10, +2 per extra hour) is required. If the check fails, the character takes 1d6 points of nonlethal damage. You can't recover this subdual damage normally until you halt and rest for at least 4 hours. A character who takes any nonlethal damage from a forced march becomes fatigued. Eliminating the nonlethal damage also eliminates the fatigue.
- Mounted Movement
 - A mount bearing a rider can move at a hustle. The damage it takes when doing so, however, is lethal damage, not nonlethal damage. The creature can also be ridden in a forced march, but its CON checks automatically fail, and, again, the damage it takes is lethal damage. Mounts also become fatigued when they take any damage from hustling or forced marches.
- Table 9–6: Mounts and Vehicles
 - A heavy horse or heavy warhorse, while carrying a load, can travel at $3\frac{1}{2}$ miles per hour (28 miles per day).
 - A donkey or mule, while carrying a load, can travel at 2 miles per hour (16 miles per day).
 - A riding dog can travel at 4 miles per hour (32 miles per day). While carrying a load, it can travel at 2 miles per hour (16 miles per day).
 - Rafts, barges, keelboats, and rowboats are used on lakes and rivers.

Terrain	Highway	Road/Trail	Trackless
Desert, sandy	$\times 1$	$\times \frac{1}{2}$	$\times \frac{1}{2}$
Forest	$\times 1$	$\times 1$	$\times \frac{1}{2}$
Hills	$\times 1$	$\times \frac{3}{4}$	$\times \frac{1}{2}$
Jungle	$\times 1$	$\times \frac{3}{4}$	$\times \frac{1}{4}$
Moor (rough scrub)	$\times 1$	$\times 1$	$\times \frac{3}{4}$
Mountains	$\times \frac{3}{4}$	$\times \frac{3}{4}$	$\times \frac{1}{2}$
Plains	$\times 1$	$\times 1$	$\times \frac{3}{4}$
Swamp	$\times 1$	$\times \frac{3}{4}$	$\times \frac{1}{2}$
Tundra, frozen	$\times 1$	$\times \frac{3}{4}$	$\times \frac{3}{4}$

EXPLORATION

Vision and Light (p. 164)

- Table 9–7: Light Sources
 - The table (right) shows the radius that a light source illuminates and how long it lasts. A candle does not provide bright illumination, only shadowy illumination. A bullseye lantern illuminates a cone (20-feet-wide-at-the-far-end), not a radius.
 - In an area of bright light, all characters can see clearly. A creature can't hide in an area of bright light unless it is invisible or has cover.
 - In an area of shadowy illumination, a character can see dimly. Creatures within this area have concealment relative to that character. A creature in an area of shadowy illumination can make a Hide check to conceal itself.
 - In an area of darkness, creatures without darkvision are effectively blinded. In addition to the obvious effects, a blinded creature has a 50% miss chance in combat (all opponents have total concealment), loses any DEX bonus to AC, takes a –2 penalty to AC, moves at half speed, and takes a –4 penalty on Search checks and most STR- and DEX-based skill checks.
 - Characters with low-light vision (elves, gnomes, and half-elves) can see objects twice as far away as the given radius. Double the effective radius of bright light and shadowy illumination for such characters.
 - Characters with darkvision (dwarves and half-orcs) can see lit areas normally as well as dark areas within 60 feet. A creature can't hide within 60 feet of a character with darkvision unless it is invisible or has cover.

Object/Spell	Bright	Shadowy	Duration
Candle		5 ft.	1 hr.
Everburning torch	20 ft.	40 ft.	Permanent
Lamp, common	15 ft.	30 ft.	6 hr./pint
Lantern, bullseye	60 ft. cone	120 ft. cone	6 hr./pint
Lantern, hooded	30 ft.	60 ft.	6 hr./pint
Sunrod	30 ft.	60 ft.	6 hr.
Torch	20 ft.	40 ft.	1 hr.
Continual flame	20 ft.	40 ft.	Permanent
Dancing lights (torches)	20 ft. (each)	40 ft. (each)	1 min.
Daylight	60 ft.	120 ft.	30 min.
Light	20 ft.	40 ft.	10 min.

Breaking and Entering (p. 165)

Note: This section derives from the "Attack an Object" section in chapter 8 (Combat) of the 3.0 PHB.

- When attempting to break an object, you have two choices: smash it with a weapon or break it with sheer strength.
- Smashing an Object
 - Smashing a weapon or shield with a slashing or bludgeoning weapon is accomplished by the sunder special attack (see Sunder, p. 158). Smashing an object is a lot like sundering a weapon or shield, except that your attack roll is opposed by the object's AC. Generally, you can smash an object only with a bludgeoning or slashing weapon.
 - Armor Class: An object's AC is equal to 10 + its size modifier + its DEX modifier. An inanimate object has a DEX of 0 (–5 penalty to AC) and also an additional –2 penalty to its AC. With a melee weapon, you get a +4 bonus on your attack roll. Furthermore, if you take a full-round action to line up a shot, you get an automatic hit with a melee weapon and a +5 bonus on attack rolls with a ranged weapon.
 - Animated objects count as creatures for purposes of determining their AC (do not treat them as inanimate objects).
 - Hardness: Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points. See tables 9–8, 9–9 and 9–11.
 - Hit Points: An object's hit point total depends on what it's made of and how big it is (see tables 9–8, 9–9 and 9–11). When an object's hit points reach 0, it's ruined. Very large objects have separate hit point totals for different sections.
 - Energy Attacks: Sonic and acid attacks deal damage to most objects just as they do to creatures; roll damage and apply it normally. Electricity, acid and fire attacks deal half damage to most objects; divide the damage dealt by 2 before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage dealt by 4 before applying the hardness.
 - Ranged Weapon Damage: Objects take half damage from ranged weapons (unless the weapon is a siege engine or similar). Divide the damage dealt by 2 before applying the object's hardness.
 - Ineffective Weapons: The DM may determine that certain weapons just can't effectively deal damage to certain objects.

- **Immunities:** Objects (including animated objects) are immune to nonlethal damage and to critical hits.
- **Magic Armor, Shields, and Weapons:** Each +1 of enhancement bonus adds 2 to the hardness of armor, a weapon, or a shield and +10 to the item's hit points.
- **Vulnerability to Certain Attacks:** The DM may rule that certain attacks are especially successful against some objects. In such cases, attacks deal double their normal damage and may (at the DM's discretion) ignore the object's hardness.
- **Damaged Objects:** A damaged object remains fully functional until the item's hit points are reduced to 0, at which point it is destroyed. For instance, the wielder of a damaged weapon takes no penalty due to the weapon's damage, and damaged armor and shields still provide their full armor bonus to AC. Damaged (but not destroyed) objects can be repaired with the Craft skill.
- **Saving throws:** Nonmagical, unattended items never make saving throws. They are considered to have failed their saving throws, so they are always affected by (for instance) a *disintegrate* spell. An item attended by a character (being grasped, touched, or worn) makes saving throws as the character (i.e. using the character's saving throw bonus).
Magic items always get saving throws. A magic item's Fortitude, Reflex and Will save bonuses are equal to 2 + one-half its caster level. An attended magic item either makes saving throws as its owner or uses its own saving throw bonus, whichever is better.
- **Breaking Items**
 - When a character tries to break something with sudden force rather than by dealing damage, use a STR check to see whether he or she succeeds. The DC depends more on the construction of the item than on the material. See table 9–12 for example break DCs.
 - If an item has lost half or more of its hit points, the DC to break it drops by 2.
 - Larger and smaller creatures get size bonuses and size penalties on STR checks to break open doors as follows: Fine –16, Diminutive –12, Tiny –8, Small –4, Large +4, Huge +8, Gargantuan +12, Colossal +16.
 - A crowbar or portable ram improves a character's chance of breaking open a door.

EXPERIENCE AND LEVELS

This section has been moved to Chapter 3 (Classes) in the D&D 3.5 PHB.