

## D&D 3.5 – GLOSSARY

This is a summary of Chapter 8 (*Glossary*) in the *D&D 3.5 Dungeon Master's Guide* (DMG). I have compared it with the corresponding sections in chapter 3 (*Running the Game*) in the 3.0 DMG (with the official errata applied), and highlighted the significant changes in blue text. In general, only sections and subsections with significant changes are noted here.

### SPECIAL ABILITIES (p. 289)

- Supernatural Abilities
  - A supernatural ability's effect ~~can be dispelled if the duration is longer than instantaneous~~ cannot be dispelled and is not subject to counterspells.

### Blindsight and Blindsight

- Blindsight
  - Blindsight negates displacement and blur effects.
- Blindsight
  - Some creatures have blindsense, a lesser ability that lets the creature notice things it cannot see, but without the precision of blindsight. The creature with blindsense usually does not need to make Spot or Listen checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see has total concealment (50% miss chance) against the creature with blindsense, and the blindsensing creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its DEX bonus to AC against attacks from creatures it cannot see.

### Cold Immunity

- A creature with cold immunity (e.g. a frost giant) never takes cold damage. It has vulnerability to fire, which means it take half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

### Damage Reduction

- Usually, a certain type of weapon can overcome this reduction. This information is separated from the damage reduction number by a slash. For example, a werewolf's damage reduction is 10/silver, meaning the werewolf ignores the first 10 points of damage from every normal attack unless the weapon is made with alchemical silver. Other kinds of damage reduction are overcome by magic weapons (any weapon with a +1 or higher enhancement bonus, not counting the enhancement bonus from masterwork quality), certain types of weapons (such as slashing or bludgeoning), and weapons imbued with an alignment (such as that granted by the holy special ability or the *align weapon* spell). If a dash follows the slash (as with the damage reduction that is a class feature of the barbarian), then the damage reduction is effective against any attack that does not ignore damage reduction.
- ~~Any weapon more powerful than the type given after the slash also negates the ability.~~
- Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the purpose of overcoming damage reduction. Similarly, ammunition fired from a projectile weapon with an alignment gains the alignment of that weapon (in addition to any alignment it may already have).
- ~~Magical attacks~~ Spells, spell-like abilities and energy attacks (even nonmagical fire) ignore damage reduction.
- ~~For purposes of harming other creatures with damage reduction, a creature's natural weapons count as weapons of the type that can ignore its own innate damage reduction. The amount of damage reduction is irrelevant.~~
- If a creature has damage reduction from more than one source, the two forms of damage reduction do not stack. Instead, the creature gets the benefit of the best damage reduction in a given situation.

### Energy Drain and Negative Levels

- A creature takes the following penalties for each negative level it has gained: -1 on all skill and ability checks, -1 on attack rolls and saving throws, -5 hit points, and -1 effective level (whenever the creature's level is used in a die roll or calculation, reduce it by 1 for each negative level).

### Fear

- *Shaken*: Characters who are shaken take a -2 morale penalty on attack rolls, saving throws, skill checks, and ability checks.
- *Panicked*: Characters who are panicked are shaken, and in addition they ~~have a 50% chance to~~ drop whatever they are holding, and they run away from the source of their fear as quickly as they can. Other than running away from the source, their path is random. They flee from all other dangers that confront them rather than facing those dangers. Panicked characters cower if they are prevented from fleeing.

### Fire Immunity

- A creature with fire immunity (e.g. a fire giant) never takes fire damage. It has vulnerability to cold, which means it take half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

### Gaseous Form

- Creatures in gaseous form have damage reduction 10/magic. Spells, spell-like abilities and supernatural abilities affect them normally. Creatures in gaseous form lose all benefit of material armor (including natural armor), though size, DEX, deflection bonuses, and armor bonuses from force armor (e.g. *mage armor*) still apply.

### Incorporeality

- Incorporeal creatures are present on the same plane as the characters, and characters have some chance to affect them.
- Incorporeal creatures are immune to critical hits, extra damage from being favored enemies, and from sneak attacks.
- Incorporeal creatures hiding inside solid objects get a +2 circumstance bonus on Listen checks, because solid objects carry sound well. Pinpointing an opponent from inside a solid object uses the same rules as pinpointing invisible opponents.

### Invisibility

- Invisibility does not, by itself, make a creature immune to critical hits, but it does make the creature immune to extra damage from being a ranger's favored enemy and from sneak attacks.

### Poison

- Poisons can be divided into four basic types according to the method by which their effect is delivered, as follows:
  - *Contact*: Merely touching this type of poison necessitates a saving throw. It can be actively delivered via a weapon or a touch attack. Even if a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison can still affect it. A chest or other object can be smeared with contact poison as part of a trap.
  - *Ingested*: Ingested poisons are virtually impossible to utilize in a combat situation. A poisoner could administer a potion to an unconscious creature or attempt to dupe someone into drinking or eating something poisoned. Assassins and other characters tend to use ingested poisons outside of combat.
  - *Inhaled*: Inhaled poisons are usually contained in fragile vials or eggshells. They can be thrown as a ranged attack with a range increment of 10 feet. When it strikes a hard surface (or is struck hard), the container releases its poison. One dose spreads to fill the volume of a 10-foot cube. Each creature within the area must make a saving throw. (Holding one's breath is ineffective against inhaled poisons; they affect the nasal membranes, tear ducts, and other parts of the body.)
  - *Injury*: This poison must be delivered through a wound. If a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison does not affect it. Traps that cause damage from weapons, needles, and the like sometimes contain injury poisons.
- Table 8-3: Poisons
  - Black adder venom: Injury DC 11; initial damage 1d6 CON, secondary damage 1d6 CON; 120 gp.
  - Drow poison: Injury DC 13; initial damage Unconsciousness, secondary damage Unconsciousness for 2d4 hours; 75 gp.
  - Medium spider venom: Injury DC 14; initial damage 1d4 STR, secondary damage 1d4 STR; 150 gp.
  - Purple worm poison: Injury DC 24; initial damage 1d6 STR, secondary damage 2d6 STR; 700 gp.

## Polymorph

- Since creatures do not change types, a slaying or bane weapon designed to kill or harm creatures of a specific type affects those creatures even if they are polymorphed. Likewise, a creature polymorphed into the form of a creature of a different type is not subject to slaying and bane effects directed at that type of creature.
- A ranger's favored enemy bonus is based on knowing what the foe is, so if a creature that is a ranger's favored enemy polymorphs into another form, the ranger is denied his bonus.
- A dwarf's bonus for fighting giants is based on shape and size, so he does not gain a bonus against a giant polymorphed into something else, but does gain the bonus against any creature polymorphed into a giant.
- Unless stated otherwise, creatures can polymorph into forms of the same type or into an aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin form. Most spells and abilities that grant the ability to polymorph place a cap on the Hit Dice of the form taken.
- Polymorphed creatures gain the Strength, Dexterity, and Constitution of their new forms, as well as size, extraordinary special attacks, movement capabilities (to a maximum of 120 ft. for flying and 60 for nonflying movement), natural armor bonus, natural weapons, racial skill bonuses, and other gross physical characteristics such as appearance and number of limbs. They retain their original class and level, Intelligence, Wisdom, Charisma, hit points, base attack bonus, base save bonuses, and alignment.
- Creatures who polymorph keep their worn or held equipment if the new form is capable of wearing or holding it. Otherwise, it melds with the new form and ceases to function for the duration of the polymorph.

## Resistance to Energy

- Each resistance ability is defined by what energy type it resists and how many points of damage are resisted. For example, a janni has resistance to fire 10. A janni can ignore the first 10 points of fire damage it takes each round attack. It doesn't matter whether the damage has a mundane or magical source.
- Count the creature's resistance from the start of its turn to the start of its turn the next round. Its resistance "resets" on its turn.

## Scent

- Noting the direction of the scent is a [standard move](#) action.
- A creature with the [Track feat](#) and the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track.

## CONDITION SUMMARY (p. 300)

- **Blinded**
  - The character cannot see. He takes a [-2 penalty to AC](#), loses his DEX bonus to AC (if any), moves at half speed, and takes a [-4 penalty](#) on Search checks and on most STR- and DEX-based skill checks. All checks and activities that rely on vision (e.g. reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) relative to the blinded character.
- **Confused**
  - A *confused* character's actions are determined by rolling [d%](#) at the beginning of his turn: 01–10, attack caster with melee or ranged weapons (or close with caster if attacking is not possible); 11–20, act normally; 21–50, do nothing but babble incoherently; 51–70, flee away from caster at top possible speed; 71–100, attack nearest creature (for this purpose, a familiar counts as part of the subject's self). A *confused* character who can't carry out the indicated action does nothing but babble incoherently.
  - Attackers are not at any special advantage when attacking a *confused* character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still *confused* when its turn comes.
  - A *confused* character does not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).
- **Cowering**
  - The character is frozen in fear can take no actions. A cowering character takes a [-2 penalty to AC](#) and loses her DEX bonus (if any).
- **Dazed**
  - The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC. A dazed condition typically lasts 1 round.
- **Dazzled**
  - The creature is unable to see well because of overstimulation of the eyes. A dazzled creature takes a [-1 penalty](#) on attack rolls, [Spot checks](#), and [Search checks](#).
- **Disabled**
  - A character with 0 hit points, or one who has negative hit points but has become stable and conscious, is disabled. A disabled character may take a [single move action or standard action](#) each round (but not both, nor can she take full-round actions). She moves at half speed. Taking move actions doesn't risk further injury, but performing [any standard action](#) (or any other action the DM deems strenuous, including some free actions such as casting a [quicken spell](#)) deals 1 point of damage after the completion of the act. Unless the action increased the disabled character's hit points, she is now in negative hit points and dying.
- **Energy Drained**
  - Each negative level gives a creature the following penalties: [-1 competence](#) penalty on attack rolls, saving throws, skill checks and ability checks; [loss of 5 hit points](#); and [-1 to effective level](#) (for determining the power, duration, DC, and other details of spells or special abilities). In addition, a spellcaster loses one spell or spell slot from the highest spell level castable.
- **Fascinated**
  - A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a [-4 penalty](#) on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the effect as a standard action.
- **Flat-Footed**
  - A flat-footed creature loses his DEX bonus to AC (if any) and cannot make attacks of opportunity.
- **Frightened**
  - A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. It takes a [-2 morale](#) penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.
- **Grappling**
  - Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappling character can undertake only a limited number of actions. He does not threaten any squares, and loses his DEX bonus to AC (if any) against opponents he isn't grappling.
- *Held (deleted)*
- *Incapacitated (deleted)*
- **Invisible**
  - Visually undetectable. An invisible creature gains a [+2 bonus](#) on attack rolls against sighted opponents, and ignores its opponents' DEX bonuses to AC (if any).
- **Panicked**
  - A panicked creature has a [50% chance to must](#) drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, it takes a [-2 morale](#) penalty on saving throws, skill checks, and ability checks. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.
- **Paralyzed**
  - Frozen in place and unable to move or act, such as by *hold person*. A paralyzed character has effective STR and DEX scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown. A creature can move through a space occupied by a paralyzed creature – ally or not. Each square occupied by a paralyzed creature, however, counts as 2 squares.

- Petrified
  - Turned to stone. ~~Petrified characters cannot move or take actions of any kind, and they have effect STR and DEX scores of 0. They are completely unaware of what occurs around them, since all of their senses have ceased to operate.~~ Petrified characters are considered unconscious.
  - If a petrified character cracks or breaks, but the broken pieces are joined with the body as it returns to flesh, he is unharmed. Otherwise, the DM must assign some amount of permanent hit point loss and/or debilitation.
- Prone
  - The character is on the ground. An attacker who is prone has a –4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A defender who is prone **gains a +4 bonus to AC** against ranged attacks, but **takes a –4 penalty to AC** against melee attacks. Standing up is a **move** action that provokes an attack of opportunity.
- Shaken
  - A shaken character takes a –2 ~~morale~~ penalty on attack rolls, saving throws, skill checks, and ability checks.
- Sickened
  - The character takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.
- Staggered
  - Having ~~subdual~~ nonlethal damage exactly equal to current hit points. A staggered character may take a **single move action or standard action** each round (but not both, nor can she take full-round actions). **A character whose current hit points exceed his nonlethal damage is no longer staggered; a character whose nonlethal damage exceeds his current hit points becomes unconscious.**
- Stunned
  - A stunned creature **drops everything held**, can't take actions, **takes a –2 penalty to AC**, and loses his DEX bonus to AC (if any).

## THE ENVIRONMENT (p. 302)

### Cold Dangers

- **Extreme cold** (below –20°F) deals 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing metal armor or coming into contact with very cold metal are affected as if by a *chill metal* spell.
- Ice Effects
  - Characters walking on ice **must spend 2 squares of movement to enter a square covered by ice**, and the DC for Balance and Tumble checks increases by +5. Characters in prolonged contact with ice may run the risk of taking damage from severe cold.

### Darkness

- Creatures blinded by darkness lose the ability to deal extra damage due to precision (e.g. a ranger's favored enemy or a sneak attack).
- Blinded creatures are hampered in their movement, and pay 2 squares of movement per square moved into (double normal cost). Blinded creatures can't run or charge.
- All opponents have total concealment from a blinded creature, so the blinded creature has a 50% miss chance in combat. A blinded creature must first pinpoint the location of an opponent in order to attack the right square; if the blinded creature launches an attack without pinpointing its foe, it attacks a random square within its reach. For ranged attacks or spells against a foe whose location is not pinpointed, roll to determine which adjacent square the blinded creature is facing; its attack is directed against the closest target that lies in that direction.
- A blinded creature loses its DEX bonus to AC (if any) and takes a –2 penalty to AC.
- A blinded creature takes a –4 penalty on Search checks and most STR- and DEX-based skill checks, including any with an armor check penalty. A creature blinded by darkness automatically fails any skill check relying on vision.
- Creatures blinded by darkness cannot use gaze attacks and are immune to gaze attacks.
- A creature blinded by darkness can make a Listen check as a free action each round in order to locate foes (DC equal to opponents' Move Silently checks). A successful check lets a blinded character hear an unseen creature "over there somewhere." It's almost impossible to pinpoint the location of an unseen creature. A Listen check that beats the DC by 20 reveals the unseen creature's square (but the unseen creature still has total concealment from the blinded creature).
- A blinded creature can grope about to find unseen creatures. A character can make a touch attack with his hands or a weapon into two adjacent squares using a standard action. If an unseen target is in the designated square, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has pinpointed the unseen creature's current location. (If the unseen creature moves, its location is once again unknown.)
- If a blinded creature is struck by an unseen foe, the blinded character pinpoints the location of the creature that struck him (until the unseen creature moves, of course). The only exception is if the unseen creature has a reach greater than 5 feet (in which case, the blinded character knows the location of the unseen opponent but has not pinpointed him) or uses a ranged attack (in which case, the blinded character knows the general direction of the foe, but not his location).
- A creature with the scent ability automatically pinpoints unseen creatures within 5 feet of its location.

### Suffocation

- Slow Suffocation
  - When the character falls unconscious from this nonlethal damage, she drops to –1 hit points and is dying. In the next round, she suffocates.