

DAMAGING MAGIC ITEMS

ITEM SAVING THROWS

- see PH 165 for effects of energy attacks on items (acid & sonic deal full damage before hardness; electricity & fire deal 1/2 dam before hardness; cold deals 1/4 dam before hardness).
- objects take 1/2 damage from ranged weapons (unless the weapon is a siege engine or similar).
- objects are immune to nonlethal damage and critical hits.
- some objects are vulnerable to certain attack forms (e.g., cloth vs. fire); suffer double normal damage and may ignore hardness.
- see PH 166 for item hardness & hp.
- see PH 177 for order of items affected.
- see DMG 214 & PH 166/277 for magic item saves & damaging magic items. Unattended, non-magical items never make saves and are considered to have automatically failed and take damage. Magic items don't need to make saves unless unattended, targeted, or wielder rolls a natural 1. Attended magic items use the character's save modifiers or their own, whichever is better (see PH 177, Table 10-1 for order of items affected; select 4 and roll randomly). Magic items otherwise take damage as per mundane items of the same sort. Magic items have save bonuses equal to 2 + 1/2 of caster level (round down). The exception is intelligent magic items, which apply their Wisdom modifier to Will saves.

MAGIC ITEMS

- Shields & Weapons: each +1 of enhancement bonus adds 2 hardness and +10 hp; cannot be damaged except by weapons of same enhancement bonus or higher.
- Armour: hardness as per material type; HP equals armour bonus x 5.
- Weapons fashioned from adamantine have a natural ability to bypass hardness when sundering weapons or attacking objects, ignoring hardness less than 20.

TABLE 10-1: ITEMS AFFECTED BY MAGICAL ATTACKS

Order ¹	Item
1st	Shield
2nd	Armor
3rd	Magic helmet, hat, or headband
4th	Item in hand (including weapon, wand, or the like)
5th	Magic cloak
6th	Stowed or sheathed weapon
7th	Magic bracers
8th	Magic clothing
9th	Magic jewelry (including rings)
10th	Anything else

¹ In order of most likely to least likely to be affected.

TABLE 9–8: COMMON ARMOR, WEAPON, AND SHIELD HARDNESS AND HIT POINTS

Weapon or Shield	Example	Hardness	HP ¹
Light blade	Short sword	10	2
One-handed blade	Longsword	10	5
Two-handed blade	Greatsword	10	10
Light metal-hafted weapon	Light mace	10	10
One-handed metal-hafted weapon	Heavy mace	10	20
Light hafted weapon	Handaxe	5	2
One-handed hafted weapon	Battleaxe	5	5
Two-handed hafted weapon	Greataxe	5	10
Projectile weapon	Crossbow	5	5
Armor	—	special ²	armor bonus × 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 The hp value given is for Medium armor, weapons, and shields.

Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.

² Varies by material; see Table 9–9.

TABLE 9–9: SUBSTANCE HARDNESS AND HIT POINTS

Substance	Hardness	Hit Points
Paper or cloth	0	2/inch of thickness
Rope	0	2/inch of thickness
Glass	1	1/inch of thickness
Ice	0	3/inch of thickness
Leather or hide	2	5/inch of thickness
Wood	5	10/inch of thickness
Stone	8	15/inch of thickness
Iron or steel	10	30/inch of thickness
Mithral	15	30/inch of thickness
Adamantine	20	40/inch of thickness

provide their full normal bonus to AC. Damaged (but not destroyed) objects can be repaired with the Craft skill (see page 70).

Saving Throws: Nonmagical, unattended items never make saving throws. They are considered to have failed their saving throws, so they always are affected by (for instance) a *disintegrate*

TABLE 9–10: SIZE AND ARMOR CLASS OF OBJECTS

Size (Example)	AC Modifier	Size (Example)	AC Modifier
Colossal (broad side of a barn)	–8	Medium (barrel)	+0
Gargantuan (narrow side of a barn)	–4	Small (chair)	+1
Huge (wagon)	–2	Tiny (book)	+2
Large (big door)	–1	Diminutive (scroll)	+4
		Fine (potion)	+8

TABLE 9–11: OBJECT HARDNESS AND HIT POINTS

Object	Hardness	Hit Points	Break DC
Rope (1 inch diam.)	0	2	23
Simple wooden door	5	10	13
Small chest	5	1	17
Good wooden door	5	15	18
Treasure chest	5	15	23
Strong wooden door	5	20	23
Masonry wall (1 ft. thick)	8	90	35
Hewn stone (3 ft. thick)	8	540	50
Chain	10	5	26
Manacles	10	10	26
Masterwork manacles	10	10	28
Iron door (2 in. thick)	10	60	28

TABLE 9–12: DCs TO BREAK OR BURST ITEMS

Strength Check to:	DC
Break down simple door	13
Break down good door	18
Break down strong door	23
Burst rope bonds	23
Bend iron bars	24
Break down barred door	25
Burst chain bonds	26
Break down iron door	28

Condition **DC Adjustment¹**

<i>Hold portal</i>	+5
<i>Arcane lock</i>	+10

¹ If both apply, use the larger number.

spell. An item attended by a character (being grasped, touched, or worn) makes saving throws as the character (that is, using the character's saving throw bonus).

ITEM HARDNESS & HP

Darkwood	5	10/inch of thickness
Bone*	6	10/inch of thickness
Silver, alchemical	8	10/inch of thickness
Bronze**	9	20/inch of thickness
Dragonhide	10	10/inch of thickness
Cold iron	10	30/inch of thickness

SUNDER

You can use a melee attack with a slashing or bludgeoning weapon to strike a weapon or shield that your opponent is holding. If you're attempting to sunder a weapon or shield, follow the steps outlined here. (Attacking held objects other than weapons or shields is covered below.)

Table: Common Armor, Weapon, and Shield Hardness and HP

Weapon or Shield	Hardness	HP¹
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	special ²	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 The hp value given is for Medium armor, weapons, and shields. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.

² Varies by material.

Step 3: Consequences. If you beat the defender, roll damage and deal it to the weapon or shield. See Table: Common Armor, Weapon, and Shield Hardness and Hit Points to determine how much damage you must deal to destroy the weapon or shield.

Step 1: Attack of Opportunity. You provoke an attack of opportunity from the target whose weapon or shield you are trying to sunder. (If you have the Improved Sunder feat, you don't incur an attack of opportunity for making the attempt.)

Step 2: Opposed Rolls. You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a sunder attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a -4 penalty. If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category.

If you fail the sunder attempt, you don't deal any damage.

Sundering a Carried or Worn Object: You don't use an opposed attack roll to damage a carried or worn object. Instead, just make an attack roll against the object's AC. A carried or worn object's AC is equal to 10 + its size modifier + the Dexterity modifier of the carrying or wearing character. Attacking a carried or worn object provokes an attack of opportunity just as attacking a held object does. To attempt to snatch away an item worn by a defender rather than damage it, see Disarm. You can't sunder armor worn by another character.

IMPROVED SUNDER [GENERAL]

Prerequisites: Str 13, Power Attack.

Benefit: When you strike at an object held or carried by an opponent (such as a weapon or shield), you do not provoke an attack of opportunity (see Sunder, page 158).

You also gain a +4 bonus on any attack roll made to attack an object held or carried by another character.

Normal: Without this feat, you provoke an attack of opportunity when you strike at an object held or carried by another character.

Special: A fighter may select Improved Sunder as one of his fighter bonus feats (see page 38).