

# Parting Attack

This is the +4 attack which can be made by a melee combatant against an enemy that breaks off of combat by moving more than 1" in a round (see [Avoiding](#)). For this attack, the enemy counts as [stunned](#) and has no shield or DEX modifier. Thieves can backstab without checking HIS/MS. Bonuses from a parting attack do not stack with invisibility. Every combatant executing a parting attack on fleeing enemies gets only one attack routine as a parting attack, regardless of how many attack routines they normally get per round.

Times when a parting attack is NOT made are:

- [Flying combat](#).
- Movement similar to flying combat, such as if a creature is leaping over the head and past an enemy.
- A [water weird](#) retracts with a victim.

This is known as an "attack of opportunity" in later editions.

From:

<https://demonidol.com/> - **Demon Idol**

Permanent link:

[https://demonidol.com/parting\\_attack?rev=1733873380](https://demonidol.com/parting_attack?rev=1733873380)

Last update: **2024-12-22 15:53**

