



MONTE COOK'S
**ARCANA
UNEARTHED**
DM'S SCREEN

EXOTIC WEAPONS—MELEE (HEAVY)

Weapon	Damage	Critical	Range Increment	Type
<small>SMALL</small>				
Faen swordaxe	1d6	19–20/x 3	—	S
Spryte's swordstaff	1d4/1d4	19–20/x 2	—	S
<small>MEDIUM</small>				
Faen swordstaff	1d6/1d6	19–20/x 2	—	S
Mangler, light	1d10	x 3	—	P/S
Sibeccai kopesh	1d10	19–20/x 2	—	S
Sword, bastard	1d10	19–20/x 2	—	S
Swordaxe	1d8	19–20/x 3	—	S
Waraxe	1d10	x 3	—	S
<small>LARGE</small>				
Double-headed flail	1d8/1d8	x 2	—	B
Litorian warclub	1d8/1d8	x 3	—	S
Mangler, heavy	2d6	x 3	—	P/S
Swordstaff	1d8/1d8	19–20/x 2	—	S
<small>HUGE</small>				
Giant's swordstaff	1d10/1d10	19–20/x 2	—	S

EXOTIC WEAPONS—MELEE (AGILE)

Weapon	Damage	Critical	Range Increment	Type
<small>TINY</small>				
Faen nunchaku	1d4	x 2	—	B
<small>SMALL</small>				
Battle claw	1d6	19–20/x 2	—	S
Nunchaku	1d6	x 2	—	B
<small>MEDIUM</small>				
Greater battle claw	1d8	19–20/x 2	—	S
Spikestick	1d8	x 2	—	P
<small>LARGE</small>				
Spikestick, long	2d6	x 3	—	P

EXOTIC WEAPONS—RANGED

Weapon	Damage	Critical	Range Increment	Type
<small>TINY</small>				
Crossbow, hand	—	—	—	—
Bolts (10)	1d4	19–20/x 2	30 feet	P
Shuriken (5)	1d2	x 2	10 feet	P
<small>SMALL</small>				
Furnoch	1d4	x 2	20 feet	P
Litorian bola	1d4	x 2	20 feet	B
Whip	1d2 S	x 2	15 feet	S
<small>MEDIUM</small>				
Crossbow, repeating	—	—	—	—
Bolts (5)	1d8	19–20/x 2	80 feet	P
Net	—	—	10 feet	—

* Special (see weapon description) S: Deals subdual rather than normal damage.

SIMPLE WEAPONS—MELEE				
Weapon	Damage	Critical	Range Increment	Type
<small>UNARMED ATTACKS</small>				
Gauntlet (Large)	1d4 S	x 2	—	B
Gauntlet (Medium)	1d3 S	x 2	—	B
Gauntlet (Small)	1d2 S	x 2	—	B
Gauntlet (Tiny)	1 S	x 2	—	B
Strike, unarmed (Large)	1d4 S	x 2	—	B
Strike, unarmed (Medium)	1d3 S	x 2	—	B
Strike, unarmed (Small)	1d2 S	x 2	—	B
Strike, unarmed (Tiny)	1 S	x 2	—	B
<small>TINY</small>				
Dagger	1d4	19–20/x 2	10 feet	P
Dagger, punching	1d4	x 3	—	P
Gauntlet, spiked	1d4	x 2	—	P
<small>SMALL</small>				
Gauntlet, spiked (giant's)	1d6	x 2	—	P
Mace, light	1d6	x 2	—	B
Sickle	1d6	x 2	—	S
Sprytestaff	1d4/1d4	x 2	—	B
<small>MEDIUM</small>				
Club	1d6	x 2	10 feet	B
Faen staff	1d6/1d6	x 2	—	B
Halfspear	1d6	x 3	20 feet	P
Mace, heavy	1d8	x 2	—	B
Morningstar	1d8	x 2	—	B/P
<small>LARGE</small>				
Greatclub	1d10	x 2	—	B
Maul (giant's mace)	2d4	x 2	—	B
Quarterstaff	1d6/1d6	x 2	—	B
Shortspear	1d8	x 3	20 feet	P
<small>HUGE</small>				
Giant's club	2d6	x 2	—	B
Great maul	2d8	x 2	—	B
Greatstaff	1d8/1d8	x 2	—	B

SIMPLE WEAPONS—RANGED				
Weapon	Damage	Critical	Range Increment	Type
<small>TINY</small>				
Spryte javelin	1d3	x 2	10 feet	P
<small>SMALL</small>				
Crossbow, light	—	—	—	—
Bolts, crossbow (10)	1d8	19–20/x 2	80 feet	P
Dart	1d4	x 2	20 feet	P
Sling	—	—	—	—
Bullets, sling (10)	1d4	x 2	50 feet	B
<small>MEDIUM</small>				
Crossbow, heavy	—	—	—	—
Bolts, crossbow (10)	1d10	19–20/x 2	120 feet	P
Javelin	1d6	x 2	30 feet	P
<small>LARGE</small>				
Javelin, heavy	1d8	x 2	30 feet	P
<small>HUGE</small>				
Crossbow, giant's	—	—	—	—
Bolts, crossbow (10)	2d6	19–20/x 2	120 feet	P

SIMPLE WEAPONS—MELEE				
Weapon	Damage	Critical	Range Increment	Type
<small>SMALL</small>				
Axe, throwing	1d6	x 2	10 feet	S
Hammer, light	1d4	x 2	20 feet	B
Handaxe	1d6	x 3	—	S
Lance, light	1d6	x 3	—	P
Pick, light	1d4	x 4	—	P
Sap	1d6 S	x 2	—	B
Sword, short	1d6	19–20/x 2	—	P
<small>MEDIUM</small>				
Battleaxe	1d8	x 3	—	S
Flail, light	1d8	x 2	—	B
Lance, heavy*	1d8	x 3	—	P
Longsword	1d8	19–20/x 2	—	S
Pick, heavy	1d6	x 4	—	P
Rapier	1d6	18–20/x 2	—	P
Scimitar	1d6	18–20/x 2	—	S
Trident	1d8	x 2	10 feet	P
Warhammer	1d8	x 3	—	B
<small>LARGE</small>				
Falchion	2d4	18–20/x 2	—	S
Flail, heavy	1d10	19–20/x 2	—	B
Glaive*	1d10	x 3	—	S
Greataxe	1d12	x 3	—	S
Greatsword	2d6	19–20/x 2	—	S
Guisarme	2d4	x 3	—	S
Halberd*	1d10	x 3	—	P/S
Longspear*	1d8	x 3	—	P
Ranseur*	2d4	x 3	—	P
Scythe	2d4	x 4	—	P/S
<small>HUGE</small>				
Giant's axe	2d8	x 3	—	S
Giant's sword	2d8	19–20/x 2	—	S
Great halberd*	2d6	x 3	—	P/S
Greatspear*	1d10	x 3	—	P

* Reach Weapon: This weapon adds 5 feet to the reach of the wielder. S: This weapon deals subdual rather than normal damage.

MARTIAL WEAPONS—MELEE				
Weapon	Damage	Critical	Range Increment	Type
<small>SMALL</small>				
Blowgun	—	—	—	—
Needles, blowgun (20)	1	x 2	10 feet	P
Sprytebow	—	—	—	—
Arrows (20)	1d4	x 3	50 feet	P
Arrows, bodkin (20)	1d4	x 3	50 feet	P
<small>MEDIUM</small>				
Shortbow	—	—	—	—
Arrows (20)	1d6	x 3	60 feet	P
Shortbow, composite	—	—	—	—
Arrows (20)	1d6	x 3	70 feet	P
Arrows, bodkin (20)	1d6	x 3	70 feet	P
<small>LARGE</small>				
Longbow	—	—	—	—
Arrows (20)	1d8	x 3	100 feet	P
Arrows, bodkin (20)	1d8	x 3	100 feet	P
Longbow, composite	—	—	—	—
Arrows (20)	1d8	x 3	110 feet	P
Arrows, bodkin (20)	1d8	x 3	110 feet	P
<small>HUGE</small>				
Giant's bow	—	—	—	—
Arrows (20)	2d6	x 3	100 feet	P
Arrows, bodkin (20)	2d6	x 3	100 feet	P

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	

SIZE MODIFIER TO AC			COVER			CONCEALMENT		
Size	AC/Attack Mod.	Degree of Cover	Cover AC Bonus	Cover Reflex Save Bonus	Degree	Cover	Miss Chance	
Fine	+8	1/4	+2	+1	1/4	Light fog, moderate darkness, light foliage	10%	
Diminutive	+4	1/2	+4	+2	1/2	Dense fog at 5 feet	20%	
Tiny	+2	3/4	+7	+3	3/4	Dense foliage	30%	
Small	+1	9/10	+10	+4*	9/10	Near total darkness	40%	
Medium	0	Total	—	—	Total	Attacker blind, target invisible, total darkness, dense fog at 10 feet	50%	
Large	–1							
Huge	–2							
Gargantuan	–4							
Colossal	–8							

* Character suffers half damage upon failing the save, no damage on a success. ©2003 Monte J. Cook. All rights reserved. This material previously appeared in Monte Cook's Arcana Unearthed.

MARTIAL WEAPONS—RANGED				
Weapon	Damage	Critical	Range Increment	Type
<small>SMALL</small>				
Blowgun	—	—	—	—
Needles, blowgun (20)	1	x 2	10 feet	P
Sprytebow	—	—	—	—
Arrows (20)	1d4	x 3	50 feet	P
Arrows, bodkin (20)	1d4	x 3	50 feet	P
<small>MEDIUM</small>				
Shortbow	—	—	—	—
Arrows (20)	1d6	x 3	60 feet	P
Shortbow, composite	—	—	—	—
Arrows (20)	1d6	x 3	70 feet	P
Arrows, bodkin (20)	1d6	x 3	70 feet	P
<small>LARGE</small>				
Longbow	—	—	—	—
Arrows (20)	1d8	x 3	100 feet	P
Arrows, bodkin (20)	1d8	x 3	100 feet	P
Longbow, composite	—	—	—	—
Arrows (20)	1d8	x 3	110 feet	P
Arrows, bodkin (20)	1d8	x 3	110 feet	P
<small>HUGE</small>				
Giant's bow	—	—	—	—
Arrows (20)	2d6	x 3	100 feet	P
Arrows, bodkin (20)	2d6	x 3	100 feet	P

WEAPON SIZE ADJUSTMENT		
ONE SIZE SMALLER	ORIGINAL DAMAGE	ONE SIZE LARGER
1	1d2	1d3
1d2	1d3	1d4
1d3	1d4	1d6
1d4	1d6	1d8
1d6	1d8	2d6
1d6	1d10	2d6
1d8	1d12	2d8

GRENADILIKE WEAPONS				
Weapon*	Price	Damage	Range Increment	Weight
Acid (flask)	10 gp	1d6	10 feet	1 1/4 lbs.
Alchemist's fire (flask)	20 gp	1d6	10 feet	1 1/4 lbs.
Alchemist's frost (flask)	20 gp	1d6	10 feet	1 1/4 lbs.
Flash powder	35 gp	Blinds	10 feet	1 lb.
Holy water (flask)	25 gp	2d4	10 feet	1 1/4 lbs.
Smoke bomb	40 gp	Smoke	10 feet	1 lb.
Tanglefoot bag	50 gp	Entangles	10 feet	4 lbs.
Thunderstone	30 gp	Sonic	20 feet	1 lb.

* Grenadelike weapons deal splash damage as noted to all creatures within 5 feet of where they land. UNearthED ARcANA is a trademark of Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. ARcANA UNearthED is used with permission from Wizards, and all rights are reserved.

ARMOR						
Armor	Armor Bonus	Max. Dex	Check Penalty	Spell Failure	SPEED (30 feet)	SPEED (20 feet)
<small>LIGHT ARMOR</small>						
Padded	+1	+8	0	5%	30 feet	20 feet
Leather jack	+2	+6	0	10%	30 feet	20 feet
Studded leather jack	+3	+5	–1	15%	30 feet	20 feet
Chain shirt	+4	+4	–2	20%	30 feet	20 feet
Leather coat	+4	+6	–2	10%	30 feet	20 feet
Devanian chain shirt*	+4	+8	–1	15%	30 feet	20 feet
<small>MEDIUM ARMOR</small>						
Hide	+3	+4	–3	20%	20 feet	15 feet
Beastscale armor	+4	+4	–3	20%	20 feet	15 feet
Breastplate	+5	+3	–4	25%	20 feet	15 feet
Chain hauberk	+5	+4	–4	20%	20 feet	15 feet
Devanian breastplate*	+5	+6	–3	20%	20 feet	15 feet
Articulated plate jack*	+6	+3	–4	20%	20 feet	15 feet
Brigandine	+6	+0	–6	30%	20 feet	15 feet
<small>HEAVY ARMOR</small>						
Banded mail	+6	+1	–6	35%	20 feet**	15 feet**
Heavy brigandine	+7	+0	–7	40%	20 feet**	15 feet**
Chain and plates	+7	+2	–5	30%	20 feet**	15 feet**
Plate armor	+8	+1	–6	35%	20 feet**	15 feet**
Devanian plate*	+8	+2	–5	30%	20 feet**	15 feet**
Dragonscale armor	+9	+1	–6	25%	20 feet**	15 feet**
Articulated plate*	+10	+2	–5	35%	20 feet**	15 feet**
Devanian articulated plate*	+10	+3	–4	20%	20 feet	15 feet
Superior articulated plate*	+11	+2	–5	30%	20 feet**	

MONTE COOK'S
**ARCANA
UNEARTHED**
DM'S SCREEN

EXOTIC WEAPONS—MELEE (HEAVY)

Weapon	Damage	Critical	Range Increment	Type
<small>SMALL</small>				
Faen swordaxe	1d6	19–20/x 3	—	S
Spryte's swordstaff	1d4/1d4	19–20/x 2	—	S
<small>MEDIUM</small>				
Faen swordstaff	1d6/1d6	19–20/x 2	—	S
Mangler, light	1d10	x 3	—	P/S
Sibeccai kopesh	1d10	19–20/x 2	—	S
Sword, bastard	1d10	19–20/x 2	—	S
Swordaxe	1d8	19–20/x 3	—	S
Waraxe	1d10	x 3	—	S
<small>LARGE</small>				
Double-headed flail	1d8/1d8	x 2	—	B
Litorian warclub	1d8/1d8	x 3	—	S
Mangler, heavy	2d6	x 3	—	P/S
Swordstaff	1d8/1d8	19–20/x 2	—	S
<small>HUGE</small>				
Giant's swordstaff	1d10/1d10	19–20/x 2	—	S

EXOTIC WEAPONS—MELEE (AGILE)

Weapon	Damage	Critical	Range Increment	Type
<small>TINY</small>				
Faen nunchaku	1d4	x 2	—	B
<small>SMALL</small>				
Battle claw	1d6	19–20/x 2	—	S
Nunchaku	1d6	x 2	—	B
<small>MEDIUM</small>				
Greater battle claw	1d8	19–20/x 2	—	S
Spikestick	1d8	x 2	—	P
<small>LARGE</small>				
Spikestick, long	2d6	x 3	—	P

EXOTIC WEAPONS—RANGED

Weapon	Damage	Critical	Range Increment	Type
<small>TINY</small>				
Crossbow, hand	—	—	—	—
Bolts (10)	1d4	19–20/x 2	30 feet	P
Shuriken (5)	1d2	x 2	10 feet	P
<small>SMALL</small>				
Furnoch	1d4	x 2	20 feet	P
Litorian bola	1d4	x 2	20 feet	B
Whip	1d2 S	x 2	15 feet	S
<small>MEDIUM</small>				
Crossbow, repeating	—	—	—	—
Bolts (5)	1d8	19–20/x 2	80 feet	P
Net	—	—	10 feet	—

* Special (see weapon description)

S: Deals subdual rather than normal damage.

SIMPLE WEAPONS—MELEE

Weapon	Damage	Critical	Range Increment	Type
<small>UNARMED ATTACKS</small>				
Gauntlet (Large)	1d4 S	x 2	—	B
Gauntlet (Medium)	1d3 S	x 2	—	B
Gauntlet (Small)	1d2 S	x 2	—	B
Gauntlet (Tiny)	1 S	x 2	—	B
Strike, unarmed (Large)	1d4 S	x 2	—	B
Strike, unarmed (Medium)	1d3 S	x 2	—	B
Strike, unarmed (Small)	1d2 S	x 2	—	B
Strike, unarmed (Tiny)	1 S	x 2	—	B
<small>TINY</small>				
Dagger	1d4	19–20/x 2	10 feet	P
Dagger, punching	1d4	x 3	—	P
Gauntlet, spiked	1d4	x 2	—	P
<small>SMALL</small>				
Gauntlet, spiked (giant's)	1d6	x 2	—	P
Mace, light	1d6	x 2	—	B
Sickle	1d6	x 2	—	S
Sprytestaff	1d4/1d4	x 2	—	B
<small>MEDIUM</small>				
Club	1d6	x 2	10 feet	B
Faen staff	1d6/1d6	x 2	—	B
Halfspear	1d6	x 3	20 feet	P
Mace, heavy	1d8	x 2	—	B
Morningstar	1d8	x 2	—	B/P
<small>LARGE</small>				
Greatclub	1d10	x 2	—	B
Maul (giant's mace)	2d4	x 2	—	B
Quarterstaff	1d6/1d6	x 2	—	B
Shortspear	1d8	x 3	20 feet	P
<small>HUGE</small>				
Giant's club	2d6	x 2	—	B
Great maul	2d8	x 2	—	B
Greatstaff	1d8/1d8	x 2	—	B

SIMPLE WEAPONS—RANGED

Weapon	Damage	Critical	Range Increment	Type
<small>TINY</small>				
Spryte javelin	1d3	x 2	10 feet	P
<small>SMALL</small>				
Crossbow, light	—	—	—	—
Bolts, crossbow (10)	1d8	19–20/x 2	80 feet	P
Dart	1d4	x 2	20 feet	P
Sling	—	—	—	—
Bullets, sling (10)	1d4	x 2	50 feet	B
<small>MEDIUM</small>				
Crossbow, heavy	—	—	—	—
Bolts, crossbow (10)	1d10	19–20/x 2	120 feet	P
Javelin	1d6	x 2	30 feet	P
<small>LARGE</small>				
Javelin, heavy	1d8	x 2	30 feet	P
<small>HUGE</small>				
Crossbow, giant's	—	—	—	—
Bolts, crossbow (10)	2d6	19–20/x 2	120 feet	P

MARTIAL WEAPONS—MELEE

Weapon	Damage	Critical	Range Increment	Type
<small>SMALL</small>				
Axe, throwing	1d6	x 2	10 feet	S
Hammer, light	1d4	x 2	20 feet	B
Handaxe	1d6	x 3	—	S
Lance, light	1d6	x 3	—	P
Pick, light	1d4	x 4	—	P
Sap	1d6 S	x 2	—	B
Sword, short	1d6	19–20/x 2	—	P
<small>MEDIUM</small>				
Battleaxe	1d8	x 3	—	S
Flail, light	1d8	x 2	—	B
Lance, heavy*	1d8	x 3	—	P
Longsword	1d8	19–20/x 2	—	S
Pick, heavy	1d6	x 4	—	P
Rapier	1d6	18–20/x 2	—	P
Scimitar	1d6	18–20/x 2	—	S
Trident	1d8	x 2	10 feet	P
Warhammer	1d8	x 3	—	B
<small>LARGE</small>				
Falchion	2d4	18–20/x 2	—	S
Flail, heavy	1d10	19–20/x 2	—	B
Glaive*	1d10	x 3	—	S
Greataxe	1d12	x 3	—	S
Greatsword	2d6	19–20/x 2	—	S
Guisarme	2d4	x 3	—	S
Halberd*	1d10	x 3	—	P/S
Longspear*	1d8	x 3	—	P
Ranseur*	2d4	x 3	—	P
Scythe	2d4	x 4	—	P/S
<small>HUGE</small>				
Giant's axe	2d8	x 3	—	S
Giant's sword	2d8	19–20/x 2	—	S
Great halberd*	2d6	x 3	—	P/S
Greatspear*	1d10	x 3	—	P

* Reach Weapon: This weapon adds 5 feet to the reach of the wielder.
S: This weapon deals subdual rather than normal damage.

SIZE MODIFIER TO AC

Size	AC/Attack Mod.
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	0
Large	–1
Huge	–2
Gargantuan	–4
Colossal	–8

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MARTIAL WEAPONS—RANGED

Weapon	Damage	Critical	Range Increment	Type
<small>SMALL</small>				
Blowgun	—	—	—	—
Needles, blowgun (20)	1	x 2	10 feet	P
Sprytebow	—	—	—	—
Arrows (20)	1d4	x 3	50 feet	P
Arrows, bodkin (20)	1d4	x 3	50 feet	P
<small>MEDIUM</small>				
Shortbow	—	—	—	—
Arrows (20)	1d6	x 3	60 feet	P
Shortbow, composite	—	—	—	—
Arrows (20)	1d6	x 3	70 feet	P
Arrows, bodkin (20)	1d6	x 3	70 feet	P
<small>LARGE</small>				
Longbow	—	—	—	—
Arrows (20)	1d8	x 3	100 feet	P
Arrows, bodkin (20)	1d8	x 3	100 feet	P
Longbow, composite	—	—	—	—
Arrows (20)	1d8	x 3	110 feet	P
Arrows, bodkin (20)	1d8	x 3	110 feet	P
<small>HUGE</small>				
Giant's bow	—	—	—	—
Arrows (20)	2d6	x 3	100 feet	P
Arrows, bodkin (20)	2d6	x 3	100 feet	P

STRENGTH CHECK TO:	
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

WEAPON SIZE ADJUSTMENT		
ONE SIZE SMALLER	ORIGINAL DAMAGE	ONE SIZE LARGER
1	1d2	1d3
1d2	1d3	1d4
1d3	1d4	1d6
1d4	1d6	1d8
1d6	1d8	2d6
1d6	1d10	2d6
1d8	1d12	2d8

COVER

Degree of Cover	Cover AC Bonus	Cover Reflex Save Bonus
1/4	+2	+1
1/2	+4	+2
3/4	+7	+3
9/10	+10	+4*
Total	—	—

* Character suffers half damage upon failing the save, no damage on a success.

This material previously appeared in *Monte Cook's Arcana Unearthed*.

ARMOR

Armor	Armor Bonus	Max. Dex	Check Penalty	Spell Failure	SPEED (30 feet)	SPEED (20 feet)
<small>LIGHT ARMOR</small>						
Padded	+1	+8	0	5%	30 feet	20 feet
Leather jack	+2	+6	0	10%	30 feet	20 feet
Studded leather jack	+3	+5	–1	15%	30 feet	20 feet
Chain shirt	+4	+4	–2	20%	30 feet	20 feet
Leather coat	+4	+6	–2	10%	30 feet	20 feet
Devanian chain shirt*	+4	+8	–1	15%	30 feet	20 feet
<small>MEDIUM ARMOR</small>						
Hide	+3	+4	–3	20%	20 feet	15 feet
Beastscale armor	+4	+4	–3	20%	20 feet	15 feet
Breastplate	+5	+3	–4	25%	20 feet	15 feet
Chain hauberk	+5	+4	–4	20%	20 feet	15 feet
Devanian breastplate*	+5	+6	–3	20%	20 feet	15 feet
Articulated plate jack*	+6	+3	–4	20%	20 feet	15 feet
Brigandine	+6	+0	–6	30%	20 feet	15 feet
<small>HEAVY ARMOR</small>						
Banded mail	+6	+1	–6	35%	20 feet**	15 feet**
Heavy brigandine	+7	+0	–7	40%	20 feet**	15 feet**
Chain and plates	+7	+2	–5	30%	20 feet**	15 feet**
Plate armor	+8	+1	–6	35%	20 feet**	15 feet**
Devanian plate*	+8	+2	–5	30%	20 feet**	15 feet**
Dragonscale armor	+9	+1	–6	25%	20 feet**	15 feet**
Articulated plate*	+10	+2	–5	35%	20 feet**	15 feet**
Devanian articulated plate*	+10	+3	–4	20%	20 feet	15 feet
Superior articulated plate*	+11	+2	–5	30%	20 feet**	15 feet**
The definitive harness*	+12	+3	–4	25%	20 feet	15 feet

ARMOR

Weapon*	Price	Damage	Range Increment	Weight
Acid (flask)	10 gp	1d6	10 feet	1 1/4 lbs.
Alchemist's fire (flask)	20 gp	1d6	10 feet	1 1/4 lbs.
Alchemist's frost (flask)	20 gp	1d6	10 feet	1 1/4 lbs.
Flash powder	35 gp	Blinds	10 feet	1 lb.
Holy water (flask)	25 gp	2d4	10 feet	1 1/4 lbs.
Smoke bomb	40 gp	Smoke	10 feet	1 lb.
Tanglefoot bag	50 gp	Entangles	10 feet	4 lbs.
Thunderstone	30 gp	Sonic	20 feet	1 lb.

* Grenadelike weapons deal splash damage as noted to all creatures within 5 feet of where they land.

SPOTTING DISTANCE

Terrain	Distance
Smoke or heavy fog	2d4 × 5 feet (average 25 feet)
Jungle or dense forest	2d4 × 10 feet (50 feet)
Light forest	3d6 × 10 feet (105 feet)
Scrub, brush, or bush	6d6 × 10 feet (210 feet)
Grassland, little cover	6d6 × 20 feet (420 feet)
Total darkness	Limit of sight
Indoors (lit)	Line of sight

* 25 if one side is hiding, and ignore size modifiers.
** +5 bonus on Spot check if the spotter has darkvision that extends far enough.

† +5 bonus on Spot check if the spotter has low-light vision, or +10 if she has darkvision that extends far enough.
‡ Unless the spotter has darkvision that extends far enough.

SPOTTING DIFFICULTY

Circumstances	DC
Base	20*
Size	+/-4 per size category
Contrast	+/-5 or more
Stillness (not moving)	+5
Six or more creatures	–2
Moonlight**	+5
Starlight†	+10
Total darkness	Impossible††

INFLUENCING ATTITUDE

Initial Attitude	HOSTILE	UNFRIENDLY	New Attitude INDIFFERENT	FRIENDLY	HELPFUL
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	—	Less than 1	1	15	30