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EXOTIC WEAPONS—MELEE (HEAVY) Range Damage Critical Increment Type Weapon SMAL Faen swordaxe 1d6 19–20/×3 – **Spryte's swordstaff** 1d4/1d4 19–20/× 2 – S MEDIUM Faen swordstaff 1d6/1d6 19-20/× 2 _ Mangler, light X 3 _ P/S Sibeccai kopesh 1d10 19–20/× 2 _ Sword, bastard 1d10 19-20/× 2 -Swordaxe 1d8 19–20/× 3 _ Waraxe ıdıo × 3 — LARGE Double-headed flail 1d8/1d8 × 2 — Litorian warclub 1d8/1d8 × 3 — S Mangler, heavy 2d6 × 3 – P/S Swordstaff 1d8/1d8 19-20/× 2 - S Giant's swordstaff Idio/Idio 19–20/× 2

EXOTIC WEAPONS—MELEE (AGILE)								
Weapon TINY	Damage	Critical	Range Increment	Туре				
Faen nunchaku	ıd4	× 2	_	В				
SMALL								
Battle claw	ıd6	19—20/× 2	—	S				
Nunchaku	ıd6	× 2	-	В				
MEDIUM								
Greater battle claw	ıd8	19—20/× 2	—	S				
Spikestick	ıd8	× 2	—	Р				
LARGE								
Spikestick, long	2d6	× 3	_	Р				

EXOTIC WEAPONS—RANGED								
Weapon TINY	Damage	Critical	Range Increment	Туре				
Crossbow, hand	—	—	—	_				
Bolts (10)	ıd4	19—20/× 2	30 feet	Р				
Shuriken (5)	ıd2	× 2	10 feet	Р				
SMALL								
Furnoch	ıd4	× 2	20 feet	Р				
Litorian bola	ıd4	× 2	20 feet	В				
Whip	1d2 S	× 2	15 feet	S				
MEDIUM								
Crossbow, repeating	—	—	—	_				
Bolts (5)	1d8	19—20/× 2	80 feet	Р				
Net	*	*	10 feet	_				
* Special (see weapon description)	S: Deals s	ubdual rather than nor	mal damage.				

	SIMPLE W	EAPONS—M	IELEE	
Weapon UNARMED ATTACKS	Damage	Critical	Range Increment	Туре
Gauntlet (Large)	ıd4 S	× 2	_	В
Gauntlet (Medium)	ıd3 S	× 2	—	В
Gauntlet (Small)	ıd2 S	× 2	—	В
Gauntlet (Tiny)	гS	× 2	—	В
Strike, unarmed (Lar	ge) idą S	× 2	—	В
Strike, unarmed (Med	ium) 1d3 S	× 2	—	В
Strike, unarmed (Sm	all) 1d2 S	× 2	—	В
Strike, unarmed (Tin	у) IS	× 2	—	В
TINY				
Dagger	ıd4	19—20/× 2	10 feet	Р
Dagger, punching	ıd4	× 3	—	Р
Gauntlet, spiked	ıd4	× 2	_	Р
SMALL				
Gauntlet, spiked (gia	nt's) 1d6	× 2	_	Р
Mace, light	ıd6	× 2	_	В
Sickle	ıd6	× 2	_	S
Sprytestaff	ıd4/ıd4	× 2	-	В
MEDIUM				
Club	ıd6	× 2	10 feet	В
Faen staff	1d6/1d6	× 2	-	В
Halfspear	ıd6	× 3	20 feet	Р
Mace, heavy	ıd8	× 2	_	В
Morningstar	ıd8	× 2	_	B/P
LARGE				
Greatclub	ıdıo	× 2	_	В
Maul (giant's mace)	ıdıo	× 2	_	В
Quarterstaff	1d6/1d6	× 2	_	В
Shortspear	ıd8	× 3	20 feet	Р
HUGE				
Giant's club	2d6	× 2	_	В
Great maul	2d8	× 2	—	В
Greatstaff	1d8/1d8	× 2	_	В
S	IMPLE WE	APONS-RA	NGED	

		LIGED	
Damage	Critical	Range Increment	Туре
ıd3	× 2	10 feet	Р
—	—	—	—
ıd8	19—20/× 2	80 feet	Р
ıd4	× 2	20 feet	Р
—	_	—	—
ıd4	× 2	50 feet	В
—	_	_	—
ıdıo	19—20/× 2	120 feet	Р
ıd6	× 2	30 feet	Р
ıd8	× 2	30 feet	Р
—	_	—	—
2d6	19—20/× 2	120 feet	Р
	Damage Id3 Id3 Id4	Damage Critical Id3 × 2 - - Id8 19–20/× 2 Id4 × 2 Id6 × 2 Id8 × 2	Damage Critical Increment Id3 × 2 Io feet - - - Id8 I9–20/× 2 80 feet Id4 × 2 20 feet Id4 × 2 50 feet - - - Id4 × 2 50 feet - - - Id4 × 2 50 feet - - - Id4 × 2 30 feet Id6 × 2 30 feet Id8 × 2 30 feet

MARTIAL WEAPONS—MELEE					MARTIAL WEAPONS—RANGED						
	D	0	Range	T	XX7	D	0.1411	Range	т		
Weapon SMALL	Damage	Critical	Increment	Туре	Weapon SMALL	Damage	Critical	Increment	Туре		
Axe, throwing	ıd6	× 2	10 feet	S	Blowgun	_	_	_	-		
Hammer, light	ıd4	× 2	20 feet	В	Needles, blowgun (20) I	× 2	10 feet	Р		
Handaxe	ıd6	× 3	_	S	Sprytebow	-	_	_	_		
Lance, light	ıd6	× 3	_	Р	Arrows (20)	ıd4	× 3	50 feet	Р		
Pick, light	ıd4	× 4	-	Р	Arrows, bodkin (20)	ıd4	× 3	50 feet	Р		
Sap	ıd6 S	× 2	_	В	MEDIUM						
Sword, short	ıd6	19—20/× 2	_	Р	Shortbow	_	_	_	_		
IEDIUM					Arrows (20)	ıd6	× 3	60 feet	Р		
Battleaxe	ıd8	× 3	—	S	Shortbow, composite	e –	_	—	_		
Flail, light	ıd8	× 2	_	В	Arrows (20)	ıd6	× 3	70 feet	Р		
Lance, heavy*	ıd8	× 3	_	Р	Arrows, bodkin (20)	ıd6	× 3	70 feet	Р		
Longsword	ıd8	19—20/× 2	_	S	LARGE						
Pick, heavy	ıd6	× 4	_	Р	Longbow	_	_	_	_		
Rapier	ıd6	18-20/× 2	_	Р	Arrows (20)	ıd8	× 3	100 feet	Р		
Scimitar	ıd6	18-20/× 2	_	S	Arrows, bodkin (20)	ıd8	× 3	100 feet	Р		
Trident	ıd8	× 2	10 feet	Р	Longbow, composite	_	_	_	_		
Warhammer	ıd8	× 3	_	В	Arrows (20)	ıd8	× 3	110 feet	Р		
ARGE					Arrows, bodkin (20)	ıd8	× 3	110 feet	Р		
Falchion	2d4	18-20/× 2	—	S	HUGE						
Flail, heavy	ıdıo	19—20/× 2	_	В	Giant's bow	—	—	—	_		
Glaive*	ıdıo	× 3	—	S	Arrows (20)	2d6	× 3	100 feet	Р		
Greataxe	ıdı2	× 3	_	S	Arrows, bodkin (20)	2d6	× 3	100 feet	Р		
Greatsword	2d6	19—20/× 2	-	S							
Guisarme	2d4	× 3	_	S	STRENGTH CHEC	K TO:	WEAPO	N SIZE ADJUS	TMENT		
Halberd*	ıdıo	× 3	_	P/S		DC	ONE SIZE	ORIGINAL	ONE SIZE		
Longspear*	ıd8	× 3	_	Р	Break down simple door	13	SMALLER	DAMAGE	LARGER		
Ranseur*	2d4	× 3	_	Р	Break down good door	18	I	ıd2	1d3		
Scythe	2d4	× 4	_	P/S	Break down strong door	23	ıd2	ıd3	ıd4		
UGE					Burst rope bonds	23	ıd3	ıd4	ıd6		
Giant's axe	2d8	× 3	_	S	Bend iron bars	23	ıd4	ıd6	ıd8		
Giant's sword	2d8	19—20/× 2	_	S	Break down barred door	24 25	ıd6	ıd8	2d6		
Great halberd*	2d6	× 3	_	P/S	Burst chain bonds	25 26	ıd6	ıdıo	2d6		
Greatspear*	ıdıo	× 3	_	Р	Break down iron door	20	ıd8	ıdı2	2d8		

S: This weapon deals subdual rather than normal damage.

SIZE MO	DIFIER TO AC		COVER			CONCEALMENT	
Size Fine	AC/Attack Mod. +8	Degree of Cover	Cover AC Bonus	Cover Reflex Save Bonus	Degree	Cover	Miss Chance
Diminutive	+4	I/4	+2	+I	I/4	Light fog, moderate darkness, light foliage	10%
Tiny	+2	I/2	+4	+2	I/2	Dense fog at 5 feet	20%
Small	+I	3/4	+7	+3	3/4	Dense foliage	30%
Medium	0	9/10	+10	+4*	9/10	Near total darkness	40%
Large	—I	Total	—	—	Total	Attacker blind, target invisible,	50%
Huge	-2					total darkness, dense fog at 10 feet	
Gargantuan	-4		fers half damage upon	failing the save,			
Colossal	-8	no damage oi	a success.				
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		A	RMOR			
	Armor		Check	Spell	SPEE	
rmor	Bonus	Dex	Penalty	Failure	(30 feet)	(20 feet)
GHT ARMOR						
Padded	+I	+8	0	5%	30 feet	20 feet
Leather jack	+2	+6	0	10%	30 feet	20 feet
Studded leather jack	+3	+5	—I	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	—I	15%	30 feet	20 feet
EDIUM ARMOR						
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
EAVY ARMOR						
Banded mail	+6	+I	-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	+ I	-6	35%	20 feet**	15 feet**
Devanian plate*	+8	+2	-5	30%	20 feet**	15 feet**
Dragonscale armor	+9	+ I	-6	25%	20 feet**	15 feet**
Articulated plate*	+10	+2	-5	35%	20 feet**	15 feet**
Devanian articulated plate		+3	-4	20%	20 feet	15 feet
Superior articulated plate	+II	+2	-5	30%	20 feet**	15 feet**
The definitive harness*	+12	+3	-4	25%	20 feet	15 feet
xotic armor When running in most Heavy armors, a	character	moves on	ly triple speed,	not quadruple	speed.	
hield Size Compared Sharacter Size	ield Bo to AC	nus (Other Fact	tors		
Two sizes smaller	+I*	5	Shield is a b	uckler (see	description)	
One size smaller	+ I	(Character ca	rry other it	ems in the same	hand
		(character ca	annot use w	eapons in the sl	nield hand)
Same	+2	(Character ca	innot use sh	nield hand for an	ything else
One size larger	+3	F	Possible only	y with a De	vanian shield; ch	aracter suffers
		ä	additional —	I check pen	alty and 5% spell	failure chance
ucklers offer no AC bonus against range	ed attacks.					
		GR	RENADELI	KE WEAF	PONS	
			~	1 2 96		Range

		GRENADELIK	KE WEAPONS			OBJECT HARD
Veapon*	Price	Dama DIRECT	age SPLASH	Range Increment	Weight	Object Rope (1 in. diameter)
cid (flask)	io gp	ıd6	ı point*	10 feet	1 1/4 lbs.	Simple wooden door
lchemist's fire (flask)	20 gp	ıd6	ı point*	10 feet	1 1/4 lbs.	Spear Small chest
lchemist's frost (flask)	20 gp	ıd6	ı point*	10 feet	1 1/4 lbs.	Good wooden door Treasure chest
lash powder	35 gp	Blinds	-	10 feet	ı lb.	Strong wooden door
loly water (flask)	25 gp	2d4	ı point*	10 feet	1 1/4 lbs.	Masonry wall (1 ft. thick Hewn stone (3 ft. thick
moke bomb	40 gp	Smoke	_	10 feet	ı lb.	Chain
anglefoot bag	50 gp	Entangles	—	10 feet	4 lbs.	Manacles
hunderstone	30 gp	Sonic	-	20 feet	ı lb.	Masterwork manacles
Grenadelike weapons deal sp	olash damage as noted	to all creatures within 5	feet of where they land.			Iron door (2 in. thick)

SPOTTIN	G DISTANCE	SPOTTING D	IFFICULTY	M	OVEME	NT /	NT AND DIST	ENT AND DISTANCE
Terrain	Distance	Circumstances	DC				BASE	BASE SPEED
Smoke or heavy fog	2d4 × 5 feet (average 25 feet)	Base	20*		15 feet		20 feet	20 feet 30 feet
Jungle or dense forest	2d4 × 10 feet (50 feet)	Size	+/-4 per size category	ONE ROUND (TACTICAL)				
Light forest	3d6 × 10 feet (105 feet)	Contrast	+/5 or more	Walk	15 feet		20 feet	20 feet 30 feet
Scrub, brush, or bush	6d6 × 10 feet (210 feet)	Stillness (not moving)	+5	Hustle	30 feet		40 feet	40 feet 60 feet
Grassland, little cover	6d6 × 20 feet (420 feet)	Six or more creatures	-2	Run (× 3)	45 feet	6	o feet	o feet 90 feet
Total darkness	Limit of sight	Moonlight**	+5	Run $(\times 4)$	60 feet	80	feet	feet 120 feet
Indoors (lit)	Line of sight	Starlight ⁺	+10	ONE MINUTE (LOCAL)				
	2	Total darkness	Impossible 	Walk	150 feet	200	feet	feet 300 feet
* 25 if one side is hiding, and is	nore size modifiers.	† +5 bonus on Spot check if the spott	er has low-light vision,	Hustle	300 feet	400	feet	feet 600 feet
	spotter has low-light vision or	or +10 if she has darkvision that ex	tends far enough.	Run (× 3)	450 feet	600 f	eet	eet 900 feet
if she has darkvision that ext	ends far enough.	H Unless the spotter has darkvision t	hat extends far enough.	Run (× 4)	600 feet	800 fe	et	et 1,200 fee
				ONE HOUR (OVERLAND)				
	INFLUENCIN	G ATTITUDE		Walk	ı ı/2 miles	2 miles		3 miles
Initial Attitude		New Attitude		Hustle	3 miles	4 miles	5	6 miles
	HOSTILE UNFRIENDLY	INDIFFERENT FRIEN	DLY HELPFUL	Run	_	_		_
Hostile	Less than 20 20	25 35	50	ONE DAY (OVERLAND)				

	ì	INFLUENCING	G ATTITUDE		
Initial Attitude			New Attitude		
	HOSTILE	UNFRIENDLY	INDIFFERENT	FRIENDLY	HELPFUL
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	_	Less than I	Ι	15	30
Friendly	_	_	Less than I	Ι	20

	COMMON WEAPON AND SHIELD HARDNESS & HIT POINTS					
Weapon	Hardness	hp				
Tiny blade	10	I				
Small blade	10	2				
Medium blade	10	5				
Large blade	10	10				
Small metal-hafted weapon	10	10				
Medium metal-hafted weapon	10	25				
Small hafted weapon	5	2				
Medium hafted weapon	5	5				
Large hafted weapon	5	10				
Huge club	5	60				
Buckler	10	5				
Round shield	10	IO				
Long shield	10	20				

OBJECT HARDN	IFSS & HI	тр	οίντς
			Break DC
e (1 in. diameter)	0	2	23
ple wooden door	5	10	13
ar	5	2	14
ll chest	5	Ι	17
od wooden door	5	15	18
asure chest	5	15	23
ng wooden door	5	20	23
onry wall (1 ft. thic	ck) 8	90	35
vn stone (3 ft. thick	.) 8	540	50
in	10	5	26
nacles	10	10	26
terwork manacles	10	10	28
n door (2 in. thick)	10	60	28

acker on hig tacker prone tacker invisib efender sitting Defender prone Defender stunn Defender climbi Defender surpri Defender runni Defender grapp Defender pinner Defender has co Defender conce Defender helple

* A character flanks a defender when he has an ally on the opposite side of the defender, and that ally threatens the defender.

** A character can't use most ranged weapons while prone; a crossbow is an exception. † The defender loses any Dexterity bonus to Armor Class. ₩When someone makes an attack against two or more grappling characters, roll randomly to see which grappling character is struck. The character attacked also loses any Dexterity bonus to Armor Class.

ANCE HARDNESS & HIT POINTS							
rdness	hp*	Substance	Hardness	hp*			
0	2	Stone	8	15			
0	2	Iron	10	30			
I	Ι	Mithral	15	30			
0	3	Adamantite	20	40			
5	10						
		* 11.					

* Hit points per inch of thickness

Walk

Run

Hustle

ATTACK ROLL MODIFIERS							
imstance	Mele	e Ranged					
acker flanking defender*	+2	—					
acker on higher ground	+I	+0					
acker prone	-4	**					
acker invisible	+2†	+2 ⁺					
fender sitting or kneeling	+2	-2					
fender prone	+4	-4					
fender stunned, cowering, or of	f balance +2†	+2†					
fender climbing (cannot use shi	eld) +2†	+2†					
fender surprised or flat footed	+0†	+0†					
fender running	+0†	-2 [†]					
fender grappling (attacker not)	+0†	+0††					
fender pinned	+4†	—4†					
fender has cover	—— see "Co	ver" ——					
fender concealed or invisible	- see "Conce	alment" —					
fender helpless	see "Helpless	Defenders"					

HAMPERED MOVEMENT							
Condition	Move Penalty						
OBSTRUCTION							
Moderate	Undergrowth	× 3/4					
Heavy	Thick undergrowth	$\times I/2$					
SURFACE							
Bad	Steep slope or mud	× 1/2					
Very bad	Deep snow	× 1/4					
POOR VISIBILITY	DARKNESS OR FOG	× 1/2					

12 miles 16 miles 24 miles 32 miles

_ _ _ _

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FUNDAMENTAL ACTION	NS IN COMBAT
Action	Attack of Opportunity
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Maybe
Charge	No
Full attack	No
MAGIC ACTIONS	
Activate magic item	Maybe
Cast a spell	
Standard-action spell	Yes
Full-round spell	Yes
Concentrate to maintain	No
Use special ability	
Use spell-like ability	Yes
Use supernatural ability	No
Use extraordinary ability	No
MOVEMENT-ONLY ACTIONS	
Double move	Maybe
Run	Yes

MISCELLANEOUS ACTIONS

		Attack of		
Action		pportunity		
Delay	No action	No		
Cease concentration on a spell	Free	No		
Drop an item	Free	No		
Drop to the floor	Free	No		
Prepare spell components	Free**	No		
to cast a spell				
Speak	Free	No		
Climb (one-quarter your speed)	Move-equivalent	No		
Draw a weapon	Move-equivalent	h No		
Load a hand crossbow	Move-equivalent	Yes		
Load a light crossbow	Move-equivalent	Yes		
Loose a shield	Move-equivalent			
Mount a horse or dismount	Move-equivalent	No		
Move a heavy object	Move-equivalent	Yes		
Open a door	Move-equivalent	No		
Pick up an item	Move-equivalent	Yes		
Ready a shield	Move-equivalent	- No		
Retrieve a stored item	Move-equivalent	Yes		
Sheathe a weapon	Move-equivalent	Yes		
Stand up from prone	Move-equivalent	No		
Aid another	Standard	No		
Bull rush (attack)	Standard	Yes		
Bull rush (charge)	Standard	Yes		
Concentrate to maintain a spell	Standard	No		
Dismiss a spell	Standard	No		
Feint (see Bluff)	Standard	No		
Heal an ally	Standard	Yes		
Overrun (charge)	Standard	No		
Ready (triggers a partial action)	Standard	No		
Strike a weapon (attack)	Standard	Yes		
Strike an object (attack)	Standard	Maybe ††		
Total defense	Standard	No		
Use a skill that takes I action	Standard	Usually		
Climb (one-half your speed)	Full-round	No		
Coup de grace	Full-round	Yes		
Extinguish flames	Full-round	No		
Light a torch	Full-round	Yes		
Load a heavy crossbow	Full-round	Yes		
Load a repeating crossbow	Full-round	Yes		
Lock or unlock weapon	Full-round	Yes		
in locked gauntlet	E 11 1			
Use a skill that takes I round	Full-round	Usually		
Disarm*	Varies	Yes		
Grapple*	Varies	Yes		
Trip an opponent*	Varies	No		

* These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in the attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.

" Unless the component is an extremely large or awkward item (DM's call).

† Performing any one of these actions is a move-equivalent action. If you have a base attack of +1 or higher, you can combine one of these actions with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

If the object is being held, carried, or worn by a creature, yes. If not, no.



EXOTIC WEAPONS—MELEE (HEAVY) Range Damage Critical Increment Type Weapon SMAL Faen swordaxe 1d6 19–20/×3 – **Spryte's swordstaff** 1d4/1d4 19–20/× 2 – S MEDIUM Faen swordstaff 1d6/1d6 19-20/× 2 _ Mangler, light X 3 _ P/S Sibeccai kopesh 1d10 19–20/× 2 _ Sword, bastard 1d10 19-20/× 2 -Swordaxe 1d8 19–20/× 3 _ Waraxe ıdıo × 3 — LARGE Double-headed flail 1d8/1d8 × 2 — Litorian warclub 1d8/1d8 × 3 — S Mangler, heavy 2d6 × 3 – P/S Swordstaff 1d8/1d8 19-20/× 2 - S Giant's swordstaff Idio/Idio 19–20/× 2

EXOTIC WEAPONS—MELEE (AGILE)								
Weapon TINY	Damage	Critical	Range Increment	Туре				
Faen nunchaku	ıd4	× 2	_	В				
SMALL								
Battle claw	ıd6	19—20/× 2	—	S				
Nunchaku	ıd6	× 2	-	В				
MEDIUM								
Greater battle claw	ıd8	19—20/× 2	—	S				
Spikestick	ıd8	× 2	—	Р				
LARGE								
Spikestick, long	2d6	× 3	_	Р				

EXOTIC WEAPONS—RANGED								
Weapon TINY	Damage	Critical	Range Increment	Туре				
Crossbow, hand	—	—	—	_				
Bolts (10)	ıd4	19—20/× 2	30 feet	Р				
Shuriken (5)	ıd2	× 2	10 feet	Р				
SMALL								
Furnoch	ıd4	× 2	20 feet	Р				
Litorian bola	ıd4	× 2	20 feet	В				
Whip	1d2 S	× 2	15 feet	S				
MEDIUM								
Crossbow, repeating	—	—	—	_				
Bolts (5)	1d8	19—20/× 2	80 feet	Р				
Net	*	*	10 feet	_				
* Special (see weapon description)	S: Deals s	ubdual rather than nor	mal damage.				

SIMPLE WEAPONS—MELEE									
Weapon UNARMED ATTACKS	Damage	Critical	Range Increment	Туре					
Gauntlet (Large)	ıd4 S	× 2	_	В					
Gauntlet (Medium)	ıd3 S	× 2	—	В					
Gauntlet (Small)	ıd2 S	× 2	—	В					
Gauntlet (Tiny)	гS	× 2	—	В					
Strike, unarmed (Lar	ge) idą S	× 2	—	В					
Strike, unarmed (Med	ium) ıd3 S	× 2	—	В					
Strike, unarmed (Sm	all) 1d2 S	× 2	—	В					
Strike, unarmed (Tin	у) IS	× 2	—	В					
TINY									
Dagger	ıd4	19—20/× 2	10 feet	Р					
Dagger, punching	ıd4	× 3	—	Р					
Gauntlet, spiked	ıd4	× 2	_	Р					
SMALL									
Gauntlet, spiked (gia	nt's) 1d6	× 2	_	Р					
Mace, light	ıd6	× 2	_	В					
Sickle	ıd6	× 2	_	S					
Sprytestaff	ıd4/ıd4	× 2	-	В					
MEDIUM									
Club	ıd6	× 2	10 feet	В					
Faen staff	1d6/1d6	× 2	-	В					
Halfspear	ıd6	× 3	20 feet	Р					
Mace, heavy	ıd8	× 2	_	В					
Morningstar	ıd8	× 2	_	B/P					
LARGE									
Greatclub	ıdıo	× 2	_	В					
Maul (giant's mace)	ıdıo	× 2	_	В					
Quarterstaff	1d6/1d6	× 2	_	В					
Shortspear	ıd8	× 3	20 feet	Р					
HUGE									
Giant's club	2d6	× 2	_	В					
Great maul	2d8	× 2	—	В					
Greatstaff	1d8/1d8	× 2	_	В					
SIMPLE WEAPONS—RANGED									

SIMPLE WEAPONS—RANGED									
Damage	Critical	Range Increment	Туре						
ıd3	× 2	10 feet	Р						
—	—	—	—						
ıd8	19—20/× 2	80 feet	Р						
ıd4	× 2	20 feet	Р						
—	_	—	—						
ıd4	× 2	50 feet	В						
—	_	_	—						
ıdıo	19—20/× 2	120 feet	Р						
ıd6	× 2	30 feet	Р						
ıd8	× 2	30 feet	Р						
—	_	—	—						
2d6	19—20/× 2	120 feet	Р						
	Damage Id3 Id3 Id4	Damage Critical Id3 × 2 - - Id8 19–20/× 2 Id4 × 2 Id6 × 2 Id8 × 2	Damage Critical Range Increment Id3 × 2 Io feet Id3 - I - Id3 Image 80 feet Id4 × 2 80 feet Id4 × 2 20 feet Id4 × 2 50 feet Id4 × 2 50 feet Id4 × 2 30 feet Id4 × 2 30 feet Id6 × 2 30 feet Id8 × 2 30 feet						

	MARTIA	L WEAPONS			MARTIAL WEAPONS—RANGED				
	D	0	Range	T	XX7	D	0.1411	Range	т
Weapon SMALL	Damage	Critical	Increment	Туре	Weapon SMALL	Damage	Critical	Increment	Туре
Axe, throwing	ıd6	× 2	10 feet	S	Blowgun	_	_	_	-
Hammer, light	ıd4	× 2	20 feet	В	Needles, blowgun (20) I	× 2	10 feet	Р
Handaxe	ıd6	× 3	_	S	Sprytebow	-	_	_	_
Lance, light	ıd6	× 3	_	Р	Arrows (20)	ıd4	× 3	50 feet	Р
Pick, light	ıd4	× 4	-	Р	Arrows, bodkin (20)	ıd4	× 3	50 feet	Р
Sap	ıd6 S	× 2	_	В	MEDIUM				
Sword, short	ıd6	19—20/× 2	_	Р	Shortbow	_	_	_	_
IEDIUM					Arrows (20)	ıd6	× 3	60 feet	Р
Battleaxe	ıd8	× 3	—	S	Shortbow, composite	e –	—	—	_
Flail, light	ıd8	× 2	_	В	Arrows (20)	ıd6	× 3	70 feet	Р
Lance, heavy*	ıd8	× 3	_	Р	Arrows, bodkin (20)	ıd6	× 3	70 feet	Р
Longsword	ıd8	19—20/× 2	_	S	LARGE				
Pick, heavy	ıd6	× 4	_	Р	Longbow	_	_	_	_
Rapier	ıd6	18-20/× 2	_	Р	Arrows (20)	ıd8	× 3	100 feet	Р
Scimitar	ıd6	18-20/× 2	_	S	Arrows, bodkin (20)	ıd8	× 3	100 feet	Р
Trident	ıd8	× 2	10 feet	Р	Longbow, composite	_	_	_	_
Warhammer	ıd8	× 3	_	В	Arrows (20)	ıd8	× 3	110 feet	Р
ARGE					Arrows, bodkin (20)	ıd8	× 3	110 feet	Р
Falchion	2d4	18-20/× 2	—	S	HUGE				
Flail, heavy	ıdıo	19—20/× 2	_	В	Giant's bow	—	—	—	_
Glaive*	ıdıo	× 3	_	S	Arrows (20)	2d6	× 3	100 feet	Р
Greataxe	ıdı2	× 3	_	S	Arrows, bodkin (20)	2d6	× 3	100 feet	Р
Greatsword	2d6	19—20/× 2	-	S					
Guisarme	2d4	× 3	_	S	STRENGTH CHEC	K TO:	WEAPO	N SIZE ADJUS	TMENT
Halberd*	ıdıo	× 3	_	P/S		DC	ONE SIZE	ORIGINAL	ONE SIZE
Longspear*	ıd8	× 3	_	Р	Break down simple door	13	SMALLER	DAMAGE	LARGER
Ranseur*	2d4	× 3	_	Р	Break down good door	18	I	ıd2	1d3
Scythe	2d4	× 4	_	P/S	Break down strong door	23	ıd2	ıd3	ıd4
UGE					Burst rope bonds	23	ıd3	ıd4	ıd6
Giant's axe	2d8	× 3	_	S	Bend iron bars	23	ıd4	ıd6	ıd8
Giant's sword	2d8	19—20/× 2	_	S	Break down barred door	24 25	ıd6	ıd8	2d6
Great halberd*	2d6	× 3	_	P/S	Burst chain bonds	25 26	ıd6	ıdıo	2d6
Greatspear*	ıdıo	× 3	_	Р	Break down iron door	20	ıd8	ıdı2	2d8

S: This weapon deals subdual rather than normal damage.

SIZE MO	DIFIER TO AC	COVER			CONCEALMENT		
Size Fine	AC/Attack Mod. +8	Degree of Cover	Cover AC Bonus	Cover Reflex Save Bonus	Degree	Cover	Miss Chance
Diminutive	+4	I/4	+2	+I	I/4	Light fog, moderate darkness, light foliage	10%
Tiny	+2	I/2	+4	+2	I/2	Dense fog at 5 feet	20%
Small	+I	3/4	+7	+3	3/4	Dense foliage	30%
Medium	0	9/10	+10	+4*	9/10	Near total darkness	40%
Large	—I	Total	—	—	Total	Attacker blind, target invisible,	50%
Huge	-2					total darkness, dense fog at 10 feet	
Gargantuan	-4		fers half damage upon	failing the save,			
Colossal	-8	no damage oi	a success.				
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ARMOR								
	Armor		Check	Spell	SPEE			
rmor	Bonus	Dex	Penalty	Failure	(30 feet)	(20 feet)		
GHT ARMOR								
Padded	+I	+8	0	5%	30 feet	20 feet		
Leather jack	+2	+6	0	10%	30 feet	20 feet		
Studded leather jack	+3	+5	—I	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	—I	15%	30 feet	20 feet		
EDIUM ARMOR								
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		
EAVY ARMOR								
Banded mail	+6	+I	-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	+ I	-6	35%	20 feet**	15 feet**		
Devanian plate*	+8	+2	-5	30%	20 feet**	15 feet**		
Dragonscale armor	+9	+ I	-6	25%	20 feet**	15 feet**		
Articulated plate*	+10	+2	-5	35%	20 feet**	15 feet**		
Devanian articulated plate		+3	-4	20%	20 feet	15 feet		
Superior articulated plate	+II	+2	-5	30%	20 feet**	15 feet**		
The definitive harness*	+12	+3	-4	25%	20 feet	15 feet		
xotic armor When running in most Heavy armors, a	character	moves on	ly triple speed,	not quadruple	speed.			
hield Size Compared Sharacter Size	ield Bo to AC	nus (Other Fact	tors				
Two sizes smaller	+I*	5	Shield is a b	uckler (see	description)			
One size smaller	+ I	(Character ca	rry other it	ems in the same	hand		
		(character ca	annot use w	eapons in the sl	nield hand)		
Same	+2	(Character ca	innot use sh	ield hand for an	ything else		
One size larger	+3	F	Possible only	y with a De	vanian shield; ch	aracter suffers		
		ā	additional —	I check pen	alty and 5% spell	failure chance		
ucklers offer no AC bonus against range	ed attacks.							
		GR	RENADELI	KE WEAF	PONS			
			~	1 2 96		Range		

		GRENADELIK	KE WEAPONS			OBJECT HARD
Veapon*	Price	Dama DIRECT	age SPLASH	Range Increment	Weight	Object Rope (1 in. diameter)
cid (flask)	io gp	ıd6	ı point*	10 feet	1 1/4 lbs.	Simple wooden door
lchemist's fire (flask)	20 gp	ıd6	ı point*	10 feet	1 1/4 lbs.	Spear Small chest
lchemist's frost (flask)	20 gp	ıd6	ı point*	10 feet	1 1/4 lbs.	Good wooden door Treasure chest
lash powder	35 gp	Blinds	_	10 feet	ı lb.	Strong wooden door
loly water (flask)	25 gp	2d4	ı point*	10 feet	1 1/4 lbs.	Masonry wall (1 ft. thick Hewn stone (3 ft. thick
moke bomb	40 gp	Smoke	_	10 feet	ı lb.	Chain
anglefoot bag	50 gp	Entangles	—	10 feet	4 lbs.	Manacles
hunderstone	30 gp	Sonic	-	20 feet	ı lb.	Masterwork manacles
Grenadelike weapons deal sp	Iron door (2 in. thick)					

SPOTTING DISTANCE		SPOTTING D	IFFICULTY	M	DVEM	ENT A	ENT AND DIST
Terrain	Distance	Circumstances	DC				BASE
Smoke or heavy fog	2d4 × 5 feet (average 2	(feet) Base	20*		15 feet		20 feet
Jungle or dense forest	2d4 × 10 feet (50 feet)	Size	+/-4 per size category	ONE ROUND (TACTICAL)			
Light forest	3d6 × 10 feet (105 feet)	Contrast	+/5 or more	Walk	15 feet		20 feet
Scrub, brush, or bush	6d6 × 10 feet (210 feet)	Stillness (not moving)	+5	Hustle	30 feet		40 feet
Grassland, little cover	6d6 × 20 feet (420 feet	Six or more creatures	-2	Run (× 3)	45 feet		60 feet
Total darkness	Limit of sight	Moonlight**	+5	Run $(\times 4)$	60 feet		80 feet
Indoors (lit)	Line of sight	Starlight ⁺	+10	ONE MINUTE (LOCAL)			
	5	Total darkness	Impossible 	Walk	150 feet	20	o feet
* 25 if one side is hiding, and ig	nore size modifiers.	+5 bonus on Spot check if the spot	ter has low-light vision,	Hustle	300 feet	4	oo feet
	spotter has low-light vision or	or +10 if she has darkvision that ex	tends far enough.	Run (× 3)	450 feet	600	feet
if she has darkvision that ext	ends far enough.	† Unless the spotter has darkvision t	hat extends far enough.	Run (× 4)	600 feet	800 fe	et
				ONE HOUR (OVERLAND)			
	INFLUE	NCING ATTITUDE		Walk	ı ı/2 miles	2 miles	;
Initial Attitude	II (I LOL	New Attitude		Hustle	3 miles	4 mile	es
	HOSTILE UNFRIE		DLY HELPFUL	Run	_	_	
Hostile	Less than 20 20	25 35	50	ONE DAY (OVERLAND)			

INFLUENCING ATTITUDE							
Initial Attitude	New Attitude						
	HOSTILE UNFRIENDLY INDIFFERENT FRIENDLY HELPFUL						
Hostile	Less than 20	20	25	35	50		
Unfriendly	Less than 5	5	15	25	40		
Indifferent	_	Less than I	Ι	15	30		
Friendly	_	_	Less than I	Ι	20		

COMMON WEAPON AND SHIELD HARDNESS & HIT POINTS			
Weapon	Hardness	hp	
Tiny blade	10	I	
Small blade	IO	2	
Medium blade	10	5	
Large blade	10	10	
Small metal-hafted weapon	10	10	
Medium metal-hafted weapon	10	25	
Small hafted weapon	5	2	
Medium hafted weapon	5	5	
Large hafted weapon	5	10	
Huge club	5	60	
Buckler	10	5	
Round shield	IO	10	
Long shield	10	20	

OBJECT HARDN	IFSS & HI	тр	οίντς
			Break DC
e (1 in. diameter)	0	2	23
ple wooden door	5	10	13
ar	5	2	14
ill chest	5	Ι	17
od wooden door	5	15	18
asure chest	5	15	23
ng wooden door	5	20	23
onry wall (1 ft. thic	ck) 8	90	35
vn stone (3 ft. thick	.) 8	540	50
in	10	5	26
nacles	10	10	26
terwork manacles	10	10	28
n door (2 in. thick)	10	60	28

acker on hig tacker prone tacker invisib efender sitting Defender prone Defender stunn Defender climbi Defender surpri Defender runni Defender grapp Defender pinner Defender has co Defender conce Defender helple

* A character flanks a defender when he has an ally on the opposite side of the defender, and that ally threatens the defender.

** A character can't use most ranged weapons while prone; a crossbow is an exception. † The defender loses any Dexterity bonus to Armor Class. ₩When someone makes an attack against two or more grappling characters, roll randomly to see which grappling character is struck. The character attacked also loses any Dexterity bonus to Armor Class.

ANCE HARDNESS & HIT POINTS					
dness	hp*	Substance	Hardness	hp*	
0	2	Stone	8	15	
0	2	Iron	10	30	
I	Ι	Mithral	15	30	
0	3	Adamantite	20	40	
5	10				
		* 11.			

* Hit points per inch of thickness

Walk

Run

Hustle

ATTACK ROLL MODIFIERS						
imstance	Melee	e Ranged				
acker flanking defender*	+2	—				
acker on higher ground	+ I	+0				
acker prone	-4	**				
acker invisible	+2†	+2†				
fender sitting or kneeling	+2	-2				
fender prone	+4	-4				
fender stunned, cowering, or of	f balance +2†	+2†				
fender climbing (cannot use shi	eld) +2†	+2†				
fender surprised or flat footed	+0 [†]	+0 [†]				
fender running	+0†	-2†				
fender grappling (attacker not)	+0†	+0††				
fender pinned	+4†	4†				
fender has cover	—— see "Cov	er" ——				
fender concealed or invisible	- see "Conceal	lment" —				
fender helpless	see "Helpless D	efenders"				

HAMPERED MOVEMENT					
Condition	Example	Move Penalty			
OBSTRUCTION					
Moderate	Undergrowth	× 3/4			
Heavy	Thick undergrowth	$\times I/2$			
SURFACE					
Bad	Steep slope or mud	× 1/2			
Very bad	Deep snow	× 1/4			
POOR VISIBILITY	DARKNESS OR FOG	× 1/2			

12 miles 16 miles 24 miles 32 miles

_ _ _ _

- - -

FUNDAMENTAL ACTION	NS IN COMBAT
Action	Attack of Opportunity
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Maybe
Charge	No
Full attack	No
MAGIC ACTIONS	
Activate magic item	Maybe
Cast a spell	
Standard-action spell	Yes
Full-round spell	Yes
Concentrate to maintain	No
Use special ability	
Use spell-like ability	Yes
Use supernatural ability	No
Use extraordinary ability	No
MOVEMENT-ONLY ACTIONS	
Double move	Maybe
Run	Yes

MISCELLANEOUS ACTIONS

		Attack of	
Action		pportunity	
Delay	No action	No	
Cease concentration on a spell	Free	No	
Drop an item	Free	No	
Drop to the floor	Free	No	
Prepare spell components	Free**	No	
to cast a spell			
Speak	Free	No	
Climb (one-quarter your speed)	Move-equivalent	No	
Draw a weapon	Move-equivalent	h No	
Load a hand crossbow	Move-equivalent	Yes	
Load a light crossbow	Move-equivalent	Yes	
Loose a shield	Move-equivalent		
Mount a horse or dismount	Move-equivalent	No	
Move a heavy object	Move-equivalent	Yes	
Open a door	Move-equivalent	No	
Pick up an item	Move-equivalent	Yes	
Ready a shield	Move-equivalent	- No	
Retrieve a stored item	Move-equivalent	Yes	
Sheathe a weapon	Move-equivalent	Yes	
Stand up from prone	Move-equivalent	No	
Aid another	Standard	No	
Bull rush (attack)	Standard	Yes	
Bull rush (charge)	Standard	Yes	
Concentrate to maintain a spell	Standard	No	
Dismiss a spell	Standard	No	
Feint (see Bluff)	Standard	No	
Heal an ally	Standard	Yes	
Overrun (charge)	Standard	No	
Ready (triggers a partial action)	Standard	No	
Strike a weapon (attack)	Standard	Yes	
Strike an object (attack)	Standard	Maybe ††	
Total defense	Standard	No	
Use a skill that takes I action	Standard	Usually	
Climb (one-half your speed)	Full-round	No	
Coup de grace	Full-round	Yes	
Extinguish flames	Full-round	No	
Light a torch	Full-round	Yes	
Load a heavy crossbow	Full-round	Yes	
Load a repeating crossbow	Full-round	Yes	
Lock or unlock weapon	Full-round	Yes	
in locked gauntlet	E 11 1		
Use a skill that takes I round	Full-round	Usually	
Disarm*	Varies	Yes	
Grapple*	Varies	Yes	
Trip an opponent*	Varies	No	

* These attack forms substitute for a melee attack, not an action. As melee attacks, they can be used once in the attack or charge action, one or more times in a full attack action, or even as an attack of opportunity.

" Unless the component is an extremely large or awkward item (DM's call).

† Performing any one of these actions is a move-equivalent action. If you have a base attack of +1 or higher, you can combine one of these actions with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

If the object is being held, carried, or worn by a creature, yes. If not, no.