

Useful Tables

(Splash Weapons, Time for Events, Light Sources Encounter chance and Donning Armor)

Missile Type	Cost	A.O.E.	Damage	Splash	Range	Thrown Range	Save
Acid	10	5'	1d6	1	5'	10'	none
Alchemist Fire	20	5'	1d6	1	5'	10'	none
Grenade	50	10'	2d6	3d6	5'	10'	Reflex 15 DC for 1/2
Holy Water	25	5'	2d4	1	5'	10'	none
Methane Grenado	25	10'	2d6	2d6	5'	10'	Reflex 15 DC for 1/2
Oil, Burning	25	5'	1d4	1	5'	10'	none
Poison	Varies	5'	Varies	Varies	5'	10'	Special
Tanglefoot	50	5'	Special	none	0'	10'	Reflex 15 DC for 0
Thunderstone	30	10'	Deafens	none	10'	20'	Fort 15 DC for 0

Notes:

Specifics for Poison vary with the specific poison

Tanglefoot glues the person's foot to the floor unless they make their saving roll

Thunderstone deafens a person unless they save; if fail -4 initiative, 20% chance to fail a spell

Time and event Takes	Area	Time	Chance
Find Traps	10' square	1d10 rnds	As per character's skill
Search for Secret Doors	20'x10' rectangle	10 rnds	Find 1 on 1d6
Search for Concealed Doors	20'x10' rectangle	10 rnds	Find 1-2 on 1d6
Disable Device	5' square	1d12 rnds	As per character's skill

Light Source	Radius	Burning Time	Encounter Situation	Range
Beacon Lantern	240'/400'	2 hours / pint	Both groups surprised	1d4 x 5'
Bonfire	50'/100'	5 hours / cord	One group surprised	1d6 x 5'
Bullseye Lantern	60'/120'	6 hours / pint	No Surprise:	
Campfire	35'/70'	1 hour / cord	Smoke / Heavy Fog	1d8 x 5'
Candle	0'/5'	10 minutes / inch	Jungle / Dense Forest	d210 x 5'
Continual Flame	20'/40'	Permanent	Light Forest	4d6 x 5'
Dancing Lights	20'/40'	1 minute	Scrub / Brush / Bush	4d12 x 5'
Daylight	20'/40'	30 minutes	Grassland / Field	10d6 x 5'
Everburning Torch	20'/40'	Permanent	Dungeon / Night	Limit of vision
Hooded Lantern	30'/60'	6 hours / pint	No cover	Missile Range
Magic Weapon	0'/5'	as desired		
Sunrod	30'/60'	6 hours		
Torch	20'/40'	1 hour		

Low Light vision allows vision at twice the listed vision distance in the table.

Note: Radius = Bright/Shadowy light

Time to Don armor	Don	Don Hastily	Remove
Shield (any)	1 move	n/a	1 move
Padded; leather hide, studded leather or chain shirt	1 minute	5 rounds	1 minute ¹
Breastplate Scale Mail Chain Mail Banded Mail or Splint Mail	4 minutes ¹	1 minute	1 minute ¹
Half or Full Plate	4 minutes ²	4 minutes ¹	1d4+1 minutes ¹

Notes:

Don Hastily = -1 AC

¹Half the time with help

²Requires help, otherwise it can only be donned hastily

