

Act 1 Table Tent

DRIZZLE REDUCES VISIBILITY RANGES BY 1/4,
RESULTING IN A -2 PENALTY ON ALL
PERCEPTION CHECKS.

RANGED WEAPONS ARE AT A -2 PENALTY.

THERE IS A 50% CHANCE ANY UNPROTECTED
NON-MAGICAL FLAMES WILL BE EXTINGUISHED.

MIRE MISTS RISE FROM THE GROUND,
OBSCURING ALL SIGHT (INCLUDING DARKVISION)
BEYOND 10 FEET. CREATURES 10 FEET
OR MORE AWAY FROM AN ATTACKER GAIN
CONCEALMENT (20% MISS CHANCE).