

From Donjon's Weather Generator - <http://donjon.bin.sh/d20/weather/>

**Aberrant Sky:** An aberrant sky appears twisted and wrong, filled with an unearthly shade of light and clouds of impossible and monstrous shapes. Creatures which gaze upon an aberrant sky must succeed on a DC 18 Will save or be driven insane, suffering the effects of *confusion* for 1d6 hours. Roll on the following table at the beginning of each affected creature's turn each round to see what the creature does in that round.

| d%    | Behavior                                 |
|-------|--|
| 01-10 | Do nothing but babble incoherently       |
| 11-20 | Act normally                             |
| 21-50 | Deal damage to self with weapon in hand. |
| 51-70 | Flee in a random direction               |
| 71-00 | Attack the nearest creature              |

**Acid Rain** In addition to normal drizzle, rain or downpour effects, acid rain corrodes metal, wears down stone, ruins cloth, kills fish, and deals 1d6 points of acid damage (DC 15 Fortitude save negates) each (hour, minute, round) depending on intensity) to anyone caught out in the open without shelter.

Damage continues until acid is removed from clothing and skin (water or a base will do this).

**Arcane Tempest:** In addition to normal rain and thunderstorm effects, an Arcane Tempest has a powerful magical aura that Empowers spells and spell-like abilities.

All variable, numeric effects of spells and spell-like abilities are increased by half including bonuses to dice rolls.

Saving throws and opposed rolls are not affected, nor are spells without random variables.

**Aurora Borealis:** Shifting curtains of colored light stretch across the sky. Only visible at night. Has no in-game effects

**Blacksleet:** In addition to normal sleet effects, creatures caught out in the open without shelter must succeed on a DC 18 Fort save once every (day, hour, or minute depending on intensity) or gain 1 negative level. These negative levels stack. Creatures can accumulate up to as many negative levels as HD.

Once the creature has shelter from the blacksleet, they may make a DC 18 Fort saving throw each hour for each negative level. If the save succeeds, that negative level is removed.

**Blizzard:** Blizzards reduce visibility to zero, making sight based Perception checks and all ranged weapon attacks impossible. All sight, including darkvision, is obscured beyond 5 feet. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance).

Blizzards automatically extinguish candles, torches, and similar unprotected flames.

In addition, blizzards leave 1d3 feet of heavy snow on the ground afterward. It costs 4 squares of movement to enter a square covered with heavy snow. A blizzard may result in snowdrifts 1d4 x 5 feet deep, especially in and around objects big enough to deflect the wind -- a cabin or a large tent, for instance.

**Calm:** Wind 0-10 mph. No game effects.

**Celestial Clarity:** The sky is a perfect azure blue, colors seem more vibrant, and details appear sharper. Celestial clarity grants a +4 bonus to Perception, and Sense Motive checks. It also negates any fear or confusion effects.

**Chilling Fog** - a chilly fog forms which can cool even the hottest summer day. Overrides temperature to be cold.

**Cleansing Rain:** During a cleansing rain, in addition to normal rain effects, all creatures gain a +2 bonus on saving throws and duration of ongoing effects is reduced by 1 round.

**Clear:** Skies are cloudless. A character not sufficiently protected against the sun and reflected glare must make a Fort save each hour (DC 15+1 per previous check) or become sunburned. Each failed save inflicts 1d4 points of nonlethal damage.

**Clockwork Clouds:** Clouds shaped like gears spin slowly overhead, sometimes interlocking with other clouds to form complex clockworks.

**Cold:** An unprotected character in cold weather (1- 40°F) must make a Fortitude save each hour (DC 15, + 1 per previous check) or take 1d6 points of nonlethal damage and become fatigued until they get out of the cold and recover. Once a character is rendered unconscious through the accumulation of nonlethal damage, the cold and exposure begins to deal lethal damage at the same rate.

A character who has the Survival skill may make a DC 15 Survival check to gain a +2 bonus to this save while moving up to half their overland speed, or a +4 bonus if they remain stationary. They may grant the same bonus to one other character for every 1 point by which their Survival check result exceeds 15.

**Crimson Fog:** These dread fogs drift from distant and bloody battlefields, bringing with them terrible visions of death and madness. In addition to normal fog effects, creatures within the fog must succeed on a DC 18 Will save once every minute or act randomly.

| d%    | Behavior                    |
|-------|-----------------------------|
| 01-50 | Act normally                |
| 51-70 | Flee in a random direction  |
| 71-00 | Attack the nearest creature |

Begins at 6:00 and lasts 1d12 hours

**Dark Fog:** clouds of supernatural darkness of a random level (0-9) cover the land blinding all creatures, including those with darkvision. It can only be countered by magical light of a higher level.

**Dragon's Breath:** Gusts of hot air blow out of the east, accompanied by wisps of flame. Dragon's breath has a 50% chance of igniting candles, torches, tinder, loose paper, and similar flammable objects.

**Draconic Clouds:** Clouds shaped like dragons and winged wyrms twist through the sky, sometimes colliding and tearing through each other.

**Downpour:** A downpour obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance).

Rain automatically extinguishes candles, torches, and similar unprotected flames.

**Drizzle:** Drizzle reduces visibility by half, imposing a -4 penalty on Perception checks and ranged weapon attacks.

**Dust devils.** Heat driven mini twisters that whip across dusty landscapes. They take up 1 square, move 50 ft/round in a random direction and there is usually 1 per 50x50' space.

If a dust devil passes through a creature's square that creature must succeed a DC15 Fort save or be knocked prone and take 1d4 damage Any candles, torches or unprotected flames are automatically extinguished and there is a 50% chance of protected flames being extinguished.

**Dusty/Duststorm:** Dust reduces visibility ranges by half, Ranged weapon attacks and Perception checks are at a -4 penalty. Dust does not effect open flames. Dust leaves a thin coating of dust in its wake, and creeps in through all but the most secure seals and seams, chafing skin and contaminating carried gear.

A character who breathes dust (avoided by covering the mouth and nose with a scarf or similar protection) must make a Fortitude save each hour (DC 15, +1 per previous check) or be staggered due to choking and coughing until 1 minute after reaching shelter or covering their face. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage.

In moderate, strong, or severe winds, dust deals 1d3 points of nonlethal damage per hour to any creatures caught in the

open, requires a save vs choking every minute, and leaves behind a deposit of 1d6 inches of sand. In windstorms, dust deals 1d3 points per min, requires a save vs choking every round, and leaves 1d4 feet of sand.

**Earthquake, Minor:** A mild tremor rips the ground, lasting 1 round. Creatures on the ground must pass a DC 15 Reflex save or be knocked prone. At the GM's discretion, if the area is particularly unstable, the earthquake might cause items to topple, stones to shake loose from the walls or ceiling, and so on.

**Earthquake, Major:** An intense tremor rips the ground. The powerful shockwave created by this effect knocks creatures down, collapses structures, opens cracks in the ground, and more. A major Earthquake is preceded and followed by 1d6 minor earthquakes. The effect lasts for 1d6 rounds, during which time creatures on the ground must pass a DC 15 Reflex save or be knocked prone and can't move or attack. A spellcaster on the ground must make a Concentration check (DC 20 + spell level) or lose any spell he or she tries to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. Additional effects of a major earthquake depend on the nature of the terrain (See notes).

*Cave, Cavern, or Tunnel:* The roof has a 25% chance of collapse each round unless made of or reinforced with stone, dealing 8d6 points of damage to any creature caught under the cave-in (Reflex DC 15 half) and pinning that creature beneath the rubble (see below).

*Cliffs:* An Earthquake has a 25% chance each round to cause a cliff to crumble, creating a landslide that travels horizontally as far as it falls vertically. Any creature in the path takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

*Open Ground:* Each creature standing in the area must make a DC 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 5% chance to fall into one each round (Reflex DC 20 to avoid a fissure). The fissures are 40 feet deep. At the end of the round, 50% of open fissures grind shut. Treat all trapped creatures as if they were pinned by rubble.

*Structure:* Any structure standing on open ground takes a typical wooden or masonry building has a 25% chance of being destroyed each round, but not a structure built of stone or reinforced masonry. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (Reflex DC 15 half) and is pinned beneath the rubble (see below).

*River, Lake, or Marsh:* There is a 25% chance each round that fissures open under the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand until the fissures close or the earthquake ends, sucking down creatures and structures. Each creature in the area must make a DC 15 Reflex save or sink down in the mud and quicksand. At the end of each round, there is a 50% chance each fissure closes, and the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud. If not, the body of water stabilizes after the Earthquake.

*Pinned Beneath Rubble:* Any creature pinned beneath rubble takes 1d6 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, he or she must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

Characters who aren't buried can dig out their friends. In 1 minute, using only her hands, a character can clear rocks and debris equal to five times her heavy load limit. The amount of loose stone that fills a 5-foot-by-5-foot area weighs 1 ton (2,000 pounds). Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose stone twice as quickly as by hand. A buried character can attempt to free himself with a DC 25 Strength check, moving 5 ft per check.

**Ebb tide.** Very rare extremely low tide. Normally submerged land might reveal all kinds of interesting things.

**Empyrean Sky:** Golden or rose colored light, granting favor to heroes and heroic deeds. Intelligent characters (INT 3+) beneath an empyrean sky gain a +2 morale bonus to attack rolls and a +4 morale bonus to skill checks.

**Ethereal Fog:** Ethereal fog is a shimmering mist which manifests suddenly and out of thin air. It obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance). In addition, creatures taking a movement action within the fog must succeed on a DC 15 Will save or be

teleported to a different random location within the fog.

**Expeditious Tailwind:** An expeditious tailwind is a fey zephyr which follows creatures, pushing them along more swiftly. The movement speed of all creatures is doubled, but they must move an even number of squares before changing direction or ending their movement.

Expeditious wind has a 50% chance of extinguishing candles, torches, and similar unprotected flames.

**Extreme Cold:** Unprotected characters in extreme cold (below -20°F) take 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing metal armor or coming into contact with very cold metal are affected as if by a *chill metal* spell.

A character who has the Survival skill may receive a bonus on her saving throw and may be able to apply this bonus to other characters as well. Characters wearing winter clothing only need check once per hour for cold and exposure damage.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure. Nonlethal damage from cold or exposure cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of nonlethal damage, the cold and exposure begins to deal lethal damage at the same rate.

**Extreme Heat:** Extreme heat (air temperature over 140°F, fire, boiling water, lava) deals lethal damage. Breathing air in these temperatures deals 1d6 points of damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a *heat metal* spell.

Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on her saving throw and may be able to apply this bonus to other characters as well.

Characters in light, dampened clothing (½ gal/day) need only check once per hour for heat damage.

A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers the nonlethal damage she took from the heat.

Nonlethal damage from heat exposure cannot be recovered until the character gets cooled off (reaches shade, survives until nightfall, gets doused in water, is targeted by *endure elements*, and so forth). Once rendered unconscious through the accumulation of nonlethal damage, the character begins to take lethal damage at the same rate.

**Firestorm, Light:** A firestorm manifests as a swirling cloud of smoke and ash which suddenly explodes with flashes of fire and sheets of falling flame. Smoke and ash reduces visibility by reduces visibility ranges by half, Ranged weapon attacks and Perception checks are at a -4 penalty.

Firestorms deal 1d6 points of fire damage (DC 15 Reflex save negates) each hour to anyone caught out in the open without shelter. A character who breathes in smoke and ash (avoided by covering the mouth and nose with a scarf) must make a Fort save each hour (DC 15, +1/previous check) or be staggered due to choking and coughing until 1 minute after reaching shelter or covering their face. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage.

Firestorms leave behind a deposit of 1d6 inches of fine ash.

**Firestorm, Moderate:** A firestorm manifests as a swirling cloud of smoke and ash which suddenly explodes with flashes of fire and sheets of falling flame. Smoke and ash reduce visibility by three quarters, imposing a -8 penalty on Perception checks. Firestorms make ranged weapon attacks impossible, except for those using siege weapons, which suffer a -4 penalty on attack rolls.

Firestorms deal 1d6 points of fire damage (DC 15 Reflex save negates) each minute to anyone caught out in the open without shelter. A character who breathes in smoke and ash (avoided by covering the mouth and nose with a scarf) must make a Fort save each minute (DC 15, +1/previous check) or be staggered due to choking and coughing until 1 minute after reaching shelter or covering their face. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage.

Firestorms leave behind a deposit of 2d12 inches of fine ash.

**Firestorm, Heavy:** A firestorm manifests as a swirling cloud of smoke and ash which suddenly explodes with flashes of fire and sheets of falling flame. Smoke and ash reduce visibility to zero, making sight based Perception checks and all ranged weapon attacks impossible. All sight, including darkvision, is obscured beyond 5 feet. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance).

Firestorms deal 1d6 points of fire damage (DC 15 Reflex save negates) each round to anyone caught out in the open without shelter. A character who breathes in smoke and ash (avoided by covering the mouth and nose with a scarf) must make a Fort save each round (DC 15, +1/previous check) or be staggered due to choking and coughing until 1 minute after reaching shelter or covering their face. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage.

Firestorms leave behind a deposit of 1d3 feet of fine ash.

**Flash Flood:** A traveler can make a DC 20 Survival check to notice the telltale rise in water or other dangerous conditions that signal an impending flash flood. Success means the traveler and her allies have 1d4 rounds to prepare or reach high ground before the flood strikes. A flash flood sweeps past at a speed of 60 feet with enough force to *knock* down trees and toss boulders around (see Fast-Flowing Water for rules pertaining to potentially being swept away.) At the GM's discretion, characters caught in a flash flood might suffer additional effects, outlined below.

Characters within 50 feet of a flash flood must make a DC 12 Reflex save or take 2d6 points of damage from hurtling debris. Any character wading through a river or within 10 feet of the river's edge is caught in the flash flood when it erupts and is subjected to a bull rush (CMB +20). A successful bull rush indicates the character is swept away, taking 2d6 points of damage per round (a DC 12 Reflex save each round negates this damage). Swim checks are possible in a flash flood, but they are difficult due to the churning, raging waters and should be treated as stormy water (see Fast-Flowing Water), with DC 20 Swim checks required to move through the torrent. Most flash floods last 3d6 minutes before subsiding, but on occasion longer flash floods may occur. It's also important to note that certain animals may sense an impending flood before adventurers.

**Flood** In spring, an enormous snowmelt can engorge the streams and rivers it feeds. Other catastrophic events such as massive rainstorms or the destruction of a dam can create floods as well.

During a flood, rivers become wider, deeper, and swifter. Assume that a river rises by 1d10+10 feet during the spring flood, and its width increases by a factor of 1d4 × 50%. Fords might disappear for days, bridges might be swept away, and even ferries might not be able to manage the crossing of a flooded river. A river in flood makes Swim checks one category harder (calm water becomes rough, and rough water becomes stormy). Rivers also become 50% swifter.

**Flurries:** Flurries reduces visibility by half, imposing a -4 penalty on Perception checks and ranged weapon attacks. A day of flurries leaves 1d6 inches of snow on the ground. It costs 2 squares of movement to enter a snow-covered square.

**Fog:** Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance).

**Fog of succor:** In addition to the normal effects of fog, this fog aids the helpless or lost, putting them into a deep sleep for 1d6 hours. Upon awakening, victims have been healed, rescued, or set upon the right path.

**Ghoststorm:** A chill windstorm brings a cacophany of noises, including the lost voices of the dead. An individual of at least third level (3 HD) who spends ten minutes within the storm shouting the name of a deceased creature might attract that spirit's attention. They may then convey one message or ask one question before the voice is carried away. However, answers are usually brief, cryptic, or fragmentary.

**Hallucinatory Storm:** Dark clouds shot through with lightning rage overhead, and the sound of rumbling thunder and howling winds fill the air. The noise imposes a -4 penalty on Listen checks, but the storm has no other effect.

**Hail, Light:** The sound of falling hail imposes a -4 penalty on sound-based Perception checks. A day of hail leaves 1d6 inches of loose ice on the ground. It costs 2 squares of movement to enter a hail-covered square.

**Hail, Moderate:** The sound of falling hail imposes a -8 penalty on sound-based Perception checks. Deals 1 point of lethal damage per hour to anything in the open.

A day of hail leaves 2d12 inches of loose ice on the ground. It costs 2 squares of movement to enter a hail-covered square.

**Hail, Heavy:** The sound of falling hail makes sound-based Perception checks impossible. Deals 1 point of lethal damage per minute to anything in the open.

A day of hail leaves 1d3 feet of loose ice on the ground. It costs 4 squares of movement to enter a hail-covered square.

**Hail of Arrows:** in addition to normal hail effects, Icy arrows fall from the sky, attacking creatures in the open (+15 Atk) once per (hour, minute or round depending on intensity), and dealing 1d4 damage if they hit.

**Healing Rain:** In addition to normal rain effects, this rain heals 1 Hpper (hour, minute, or round depending on intensity), and heals most diseases after 2 hours

**Hot:** A character in hot conditions (above 90°F) must make a Fortitude saving throw each hour (DC 15, + 1 for each previous check) or take 1d4 points of nonlethal damage.

Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on her saving throw and may be able to apply this bonus to other characters as well.

A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers the nonlethal damage she took from the heat.

Nonlethal damage from heat exposure cannot be recovered until the character gets cooled off (reaches shade, survives until nightfall, gets doused in water, is targeted by *endure elements*, and so forth). Once rendered unconscious through the accumulation of nonlethal damage, the character begins to take lethal damage at the same rate.

Hot weather melts 6 inches of snow/day, 6 ft if raining, causing a chance of flooding in spring (1 ft of snow melts down to 1 inch of water)

**Hurricane:** The combined effects of torrential precipitation and high wind reduce visibility to zero, making Spot, Search, and Listen checks and all ranged weapon attacks impossible.

All flames are automatically extinguished.

Hurricane-force winds often fell trees. Creatures must succeed on a DC 20 Fort save or be blown away (Medium or smaller creatures; knocked prone and rolled 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet), knocked down (Large; prone), or checked (Huge; unable to move forward against the force of the wind).

Airborne creatures are instead blown back 2d6 x 10 feet and dealt 2d6 points of nonlethal damage due to battering and buffeting (Large or smaller creatures), blown back 1d6 x 10 feet (Huge), or blown back 1d6 x 5 feet (Gargantuan).

In addition, hurricanes are accompanied by floods. Most adventuring activity is impossible under such conditions.

**Immuring Sleet:** In addition to normal effects of sleet, Immuring sleet freezes into masses of ice the instant it touches an object or creature. Creatures caught out in the open without shelter must attempt a DC 15 Fort save once every (hour, minute, or round depending on intensity).

A creature which has failed one saving throw is covered with masses of ice, and is slowed. A slowed creature can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). It moves at half its normal speed (round down to the next 5-foot increment). Additionally, it takes a -1 penalty on attack rolls, AC, and Reflex saves.

A creature which fails a second saving throw becomes frozen to the ground, and is immobilized. It cannot move, and can take only a single standard action each turn. Additionally, it takes a -2 penalty on attack rolls, AC, and Reflex saves.

A creature which fails a third saving throw becomes trapped within solid ice, is immune to damage from cold exposure, hunger, and thirst, and is paralyzed. A paralyzed creature is unable to move or act. It has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions.

A creature can break free with a DC 15 Strength Check or by dealing 10 damage per failed save to the ice.

**Incendiary Clouds:** Clouds of roiling smoke shot through with hot embers drift overhead, casting a fiery glow. Airborne creatures flying into an incendiary cloud cause it to ignite, dealing 4d6 points of fire damage (DC 18 Reflex save negates).

**Incorporeal Wind:** Incorporeal wind passes through physical objects and barriers, such as clothing, armor, walls, and solid earth and stone. It negates any benefit of winter clothing against cold and exposure effects, but also negates any penalty for heavy clothing or armor against heat. Incorporeal wind is blocked only by *mage armor*, *wall of force*, and similar force effects.

**Leaden Snowstorm:** Leaden snow appears to be normal snow, but is far heavier. In addition to normal snow effects, objects beneath leaden snow take 1d6 points of damage per inch of snowfall. Creatures beneath leaden snow take 1d6 points of nonlethal damage per (day, hour or minute depending on intensity), (DC 15 Fort check negates), If a creature falls unconscious, it takes lethal damage at the same rate until freed or dead.

**Lethe Snow:** Lethe snow is imbued with enchantment magic, and is often accompanied by a faint tinkling sound as it falls. In addition to normal snow effects, creatures caught out in the open without shelter must succeed on a DC (15, 20, or 25) Will save once every hour or become forgetful for an hour. Any time the creature attempts an action, roll 1d6

1 – Creature forgets how to perform the action. They cannot attempt this action again for 1 minute.

2 – Creature forgets what they intended to do. Current action is lost.

3 – Creature wanders aimlessly. Take a move action in a random direction.

4-6 – Creature takes action as intended

**Levitant Ice:** Levitant ice occurs when strange alchemical essences become mixed into cold clouds. In addition to normal sleet effects, unsecured creatures and objects lose weight, and begin floating upwards at the rate of 5 feet per (hour, minute, or round depending on intensity). Non-flying characters have little control over their horizontal movement, and must spend a move action to move 5 ft. Characters may choose to chip off the ice, dropping 5ft per 3 HP of damage dealt. Regardless of temperature, levitant ice melts once the storm ends, dropping characters 10 feet/round.

**Luminous Clouds:** Luminous clouds cast light as bright as full daylight, even at night. Creatures which suffer penalties or are damaged or destroyed by daylight are similarly affected by luminous cloudlight. Magical darkness of any level counters luminous cloudlight.

**Moderate Wind:** A steady wind with a 50% chance of extinguishing candles, torches, and similar unprotected flames.

**Morpheus Rain:** Morpheus Rain is imbued with enchantment magic, and is often accompanied by a sweet scent as it falls. In addition to normal rain effects, creatures caught out in the open without shelter must succeed on a DC (15, 20, 25) Fort save once every hour or fall asleep for 1 hour.

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise and cold or heat damage does not. Awakening a creature is a standard action (an application of the aid another action).

**Phantom Snow:** Phantom snow was named by rogues and thieves, who take particular advantage of it. In addition to normal snow effects, anyone moving upon it does so silently (+4 bonus to Sneak checks), and leaves neither track nor trace of their passage. Phantom snow is not difficult terrain.

**Prismatic Rain:** Prismatic rain falls in brilliant, rainbow-hued drops. In addition to normal rain effects, prismatic rain reduces visibility by an additional quarter, imposing an additional -4 penalty on Sight-based Perception checks.

**Psychic Calm:** A supernatural calm settles over the land, stopping raging creatures from fighting and joyous ones from reveling. Creatures cannot take violent actions (although they can defend themselves) or do anything destructive. Psychic calm negates any morale bonuses granted by spells such as *bless*, *good hope*, and *rage*, as well as a bard's ability to inspire courage or a barbarian's rage ability. It also negates any fear or confusion effects.

**Rain:** Rain reduces visibility by half, imposing a -4 penalty on Perception checks and ranged weapon attacks. Rain automatically extinguishes candles, torches, and similar unprotected flames.

**Rain of Fish:** in addition to normal rain effects creatures in the open have a (25%, 50% or 75%) chance of being attacked by flying Barracudas (treat as having perfect maneuverability) each hour.

- 1: 1 small Barracuda
- 2: 2 small Barracuda
- 3: 3 small Barracuda
- 4: 4 small Barracuda
- 5: 6 small Barracuda
- 6: 8 small Barracuda
- 7: 1 medium Barracuda
- 8: 2 medium Barracuda
- 9: 1 Large Barracuda
- 10: 1 Dire Barracuda

**Reverse Rain:** Reverse rain rises in sheets from pools, lakes, streams, rivers, and other open water into the sky. It has the same mechanical effects as rain of similar intensity.

**Reversed Magnetism:** The local magnetic field is distorted. Using a compass or Survival check to determine North leads to a random result. Roll 1d8 to determine which direction is indicated as North.

**Rogue Zephyr:** Rogue zephyrs are gentle but magical breezes which undo simple (those of DC 20 or less) knots, locks, bolts, manacles, shackles, and similar impediments.

**Severe Cold:** In conditions of severe cold or exposure (below 0°F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character who has the Survival skill may receive a bonus on her saving throw and may be able to apply this bonus to other characters as well. Characters wearing winter clothing only need check once per hour for cold and exposure damage.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure. Nonlethal damage from cold or exposure cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of nonlethal damage, the cold and exposure begins to deal lethal damage at the same rate.

**Severe Heat:** In severe heat (above 110°F), a character must make a Fortitude save once every 10 minutes (DC 15, + 1 for each previous check) or take 1d4 points of nonlethal damage.

Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on her saving throw and may be able to apply this bonus to other characters as well. A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers the nonlethal damage she took from the heat. Nonlethal damage from heat exposure cannot be recovered until the character gets cooled off (reaches shade, survives until nightfall, gets doused in water, is targeted by *endure elements*, and so forth). Once rendered unconscious through the accumulation of nonlethal damage, the character begins to take lethal damage at the same rate.

**Severe Wind:** In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Perception checks are at a -4 penalty. This is the velocity of wind produced by a gust of wind spell.

**Shower of Blossoms** – In addition to normal rain effects, flowers and flower petals fall from the sky.

**Skyquake:** Violent shockwaves suddenly tear through the sky, causing it to crack and clouds to be torn apart and

scattered. Creatures must make a DC 15 Fort save or be deafened for 1 hour from the thunderous noise. Airborne creatures must make an additional DC 15 Fort save or take 2d6 points of nonlethal damage due to battering and buffeting.

**Sleet, Light:** Essentially frozen rain, light sleet reduces visibility by half, imposing a -4 penalty on Perception checks and ranged weapon attacks.

Sleet automatically extinguishes candles, torches, and similar unprotected flames.

A day of sleet leaves 1d6 inches of loose ice on the ground. It costs 2 squares of movement to enter a sleet-covered square.

**Sleet, Moderate:** Essentially frozen rain, moderate sleet reduces visibility by three quarters, imposing a -8 penalty on Perception checks and ranged weapon attacks.

Sleet automatically extinguishes candles, torches, and similar unprotected flames.

A day of sleet leaves 2d12 inches of loose ice on the ground. It costs 2 squares of movement to enter a sleet-covered square.

**Sleet, Heavy:** Essentially frozen rain, heavy sleet reduce visibility to zero, making Perception checks and all ranged weapon attacks impossible. All sight, including darkvision, is obscured beyond 5 feet. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance).

Sleet automatically extinguishes candles, torches, and similar unprotected flames.

A day of sleet leaves 1d3 feet of loose ice on the ground. It costs 4 squares of movement to enter a sleet-covered square.

**Slowflakes.** Those caught on this rare occurrence see unnaturally large and slow falling blue snowflakes. Everyone touched by the flakes are slowed (can take only a single move or standard action each turn, -1 penalty on attack rolls, AC, and [Reflex](#) saves, move at half its normal speed)

**Snow:** Snow reduces visibility by three quarters, imposing a -8 penalty on sight based Perception checks. Snow makes ranged weapon attacks impossible, except for those using siege weapons, which suffer a -4 penalty on attack rolls.

Snowstorms automatically extinguish candles, torches, and similar unprotected flames.

In addition, snowstorms leave 1d6 inches of snow on the ground afterward. It costs 2 squares of movement to enter a snow-covered square.

**Solid Fog:** Fog obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance). In addition, solid fog is so thick that any creature attempting to move through it progresses at a speed of 5 feet, regardless of its normal speed. A creature can't take a 5-foot step while in solid fog.

Solid fog imposes a -2 penalty on melee attacks and damage rolls and makes ranged weapon attacks impossible, except for magic rays and the like. A creature or object that falls into solid fog is slowed, so that each 10 feet of vapor that it passes through reduces falling damage by 1d6.

**Spiderweb Clouds:** Tangled strands of cloud fill the sky like spiderwebs. Airborne creatures which fly into a spiderweb cloud become entangled (DC 15 Reflex save negates). An entangled creature moves at half speed, cannot run or charge, and takes a -2 penalty on all attack rolls and a -4 penalty to Dexterity.

**Starfall Hail:** In addition to normal hail effects, stars fall from the sky, plummeting to the ground as frozen pellets of soft, fading light. On the day of a starfall hail, the sky remains totally dark from dawn to dusk. An area covered by starfall hail provides dim light.

**Strong Wind:** Strong gusts of wind that impose a -2 penalty on sound-based Perception checks and ranged weapon attacks. Such gusts automatically extinguish candles, torches, and similar unprotected flames.

Tiny or smaller land-bound creatures must succeed on a DC 10 Fort save every round or be knocked prone. Small or smaller airborne creatures are instead blown back 1d6 x 10 feet.

**Tanglefoot Rain:** In addition to normal rain effects, tanglefoot rain is extremely sticky. A creature caught in tanglefoot

rain must pass a DC 17 Strength check every (Hour, minute round) or be entangled. Any creature attempting to pass through a square covered in Tanglefoot Rain (which counts as difficult terrain) must also make this check. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty to Dexterity and moves at half speed. If the entangled creature attempts to cast a spell, it must make a concentration check with a DC of 15 + the spell's level or be unable to cast the spell. An entangled creature can break free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. Hitting the goo is automatic, the creature need only make a damage roll to see how much of the goo was scraped off. An application of *universal solvent* to a stuck creature dissolves the alchemical goo immediately, and a bath dissolves it in 2d4 rounds. Tanglefoot Rain remains on the ground until the next rainfall, but becomes dry and loses effectiveness after 1d4 days.

**Teleport Twister:** Has all the normal effects of a tornado, except that anything sucked up by the funnel cloud is teleported in a random direction (roll 1d8) according to the following chart:

- 1: 1d10 x5 ft
- 2: 1d10x 50 ft
- 3: 1d6x 500 ft
- 4: 1d10x1/2 mi
- 5: 5 mi
- 6: 25 mi

**Temporal storm.** Crackling blue-white flashes of energy and misty reflections mark this strange event. It is disorienting to most normal creatures and has random effects on speed, direction, and time:

Roll each turn:

- Hasted
- Slowed
- Stopped
- Duplicated
- Sent 1d4 rounds into the future
- Teleported 1d10 squares in a random direction

**Temporal Wind:** In addition to normal wind effects, temporal winds can easily blow creatures through the dimension of time. Creatures must succeed on a DC 15 Will save or be blown 1d6 hours forward. The creature seems to disappear in a shimmer of silver light, then reappears later in exactly the same space (or closest unoccupied space), orientation, and condition as before. From the affected creature's point of view, no time has passed at all.

**Temperate:** Temperatures between 40 and 80 degrees. Temperate weather melts 1 inch of snow/day, 1 foot if raining, causing a chance of flooding in spring (1 foot of snow melts down to 1 inch of water)

**Thick Air:** The air has the consistency of water. Creatures without a Base Swim Speed move at half speed along the ground, and may make a swim check to move through the air. Slashing and Bludgeoning attacks are at a -2 penalty and do half damage. Thrown weapons, guns and engines don't work. Other ranged weapons take a -2 penalty for every 5 ft of distance. Fish and other marine life may swim out of the ocean and through the air. Breathing is tiring. Creatures must pass a DC 15 CON check each hour or become fatigued. Creatures may only make either a move or standard action each round. When the weather ends, all creatures swimming through the air drop slowly to the ground. Most marine life will then be stranded and die.

**Thunderstone Hail:** In addition to normal hail effects, creatures must make a DC 15 Fortitude save each (hour, minute, round) or be deafened for 1 hour. A deafened creature, in addition to the obvious effects, takes a –4 penalty on initiative and has a 20% chance to miscast and lose any spell with a verbal component that it tries to cast.

**Thunderstorm:** In addition to normal drizzle, rain, or downpour effects, thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially those in metal armor). As a rule of thumb, assume one bolt per minute for a 1 hour period at the center of the storm, shedding bright light for one round. Roll 1d100 at the beginning of the storm. On a roll of a 1, at some point during the course of the storm one character will be struck by lightning if they are in the open, in standing or running water, or wearing or holding something metal. Each

bolt causes electricity damage equal to 1d10 eight-sided dice.

An ordinary lightning-driven apparatus will be struck by 50% of the lightning, and explodes if it takes more than 40 damage in a single round. A masterwork lightning-driven apparatus attracts 66% of lightning and only explodes when it takes more than 60 damage. An exploding apparatus deals damage equal to the lightning bolt that destroyed it (half electrical damage, half physical damage), with the damage reduced by 1d8 for every five feet of distance.

**Tornado (CR 10):** While a tornado's rotational speed can be as great as 300 mph, the funnel itself is 3d10x10 ft wide, and moves forward at an average of 30 mph (roughly 250 feet per round).

Listen checks are impossible, as all that characters can hear is the roaring of the wind. Ranged weapon attacks are impossible, even those using siege weapons.

All flames are automatically extinguished.

A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction. Creatures must succeed on a DC 30 Fort save or be sucked toward the tornado (Large or smaller creatures; knocked prone and rolled 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet), knocked down (Huge; prone), or checked (Gargantuan or Colossal; unable to move forward against the force of the wind).

Airborne creatures are instead sucked 2d6 x 10 feet toward the tornado and dealt 2d6 points of nonlethal damage due to battering and buffeting (Huge or smaller creatures), sucked 1d6 x 10 feet (Gargantuan), or sucked 1d6 x 5 feet (Colossal).

Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage may apply). A tornado uproots trees, destroys buildings, and causes similar forms of major destruction.

There is usually no more than 20 minutes warning that a Tornado is coming. Weather prediction before that time merely predicts a bad storm.

**Tsunami.** Tsunamis, sometimes referred to as tidal waves, are crushing waves of water caused by underwater earthquakes, volcanic explosions, landslides, or even asteroid impacts. Unless preceded by an earthquake, Tsunamis are almost undetectable until they reach shallow water, at which point the mass of water builds up into a great wave.

Depending on the size of the tsunami and the slope of the shore, the wave can travel anywhere from hundreds of yards to more than a mile inland, leaving destruction in its wake (assume 1d12 x500 ft). The water then drains back, dragging all manner of debris and creatures far out to sea. The exact damage caused by a tsunami is subject to the GM's discretion, but a typical tsunami obliterates or displaces all temporary and poorly built structures in its path, destroys about 25% of well-built buildings (and causes significant damage to those that survive), and leaves serious fortifications only lightly damaged. As much as a quarter of the population living in the area (including animals and monsters) perishes in the disaster, either swept out to sea, drowned on shore, or buried under rubble.

A creature can avoid being pulled out to sea with a DC 25 Swim check; otherwise it is pulled 6d6 x 10 feet away from shore. Waters after a tsunami are always treated as rough or stormy, barring magical conflict. A creature caught in a collapsing building takes 6d6 points of damage (DC 15 Reflex save for half), or half that amount if the building is particularly small. There is a 50% chance that the creature is buried (as for a cave-in), or the tsunami may tear the building apart, freeing the creature from the rubble.

**Volant Mistral:** In addition to normal wind effects, while a volant mistral blows, an individual can fly at a speed of 40 feet (or 30 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Flying requires only as much concentration as walking, so the individual can attack or cast spells normally.

**Volcanic Eruption:** A volcanic is usually preceded by 1d8 days of minor earthquakes and smoke from the volcano's crater. An eruption hurls 20-25% of a volcano's mass into the air and spreads ash over a 125ftx125ft area.

Falling ash and cinders deal 1d6 points of fire damage (DC 15 Reflex save negates) each round to anyone caught out in the open without shelter and also pose a choking hazard. A character with a scarf or similar protection across her mouth and nose does not begin to choke until after a number of rounds equal to 10 x her Constitution score. A character who is choking must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage.

Smoke and ash reduce visibility by three quarters, imposing a -8 penalty on Perception checks. Volcanic Eruptions make ranged weapon attacks impossible, except for those using siege weapons, which suffer a -4 penalty on attack rolls.

In addition there may be dangers from Lava, Lava Bombs, Poisonous Gas, or Pyroclastic Flow.

## **Lava**

Lava or magma deals 2d6 points of fire damage per round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of fire damage per round.

Damage from lava continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round). Immunity or resistance to fire serves as an immunity or resistance to lava or magma. A creature immune or resistant to fire might still drown if completely immersed in lava (see Drowning).

Lava flows are usually associated with nonexplosive eruptions, and can be a permanent fixture of active volcanoes. Most lava flows are quite slow, moving at 15 feet per round. Hotter flows move faster, achieving speeds up to 60 feet per round. Lava in a channel such as a lava tube is especially dangerous, moving as fast as 120 feet per round (a CR 6 hazard). Creatures overrun by a lava flow must make a DC 20 [Reflex](#) save or be engulfed in the lava. Success indicates that they are in contact with the lava but not immersed.

## **Lava Bombs (CR 2 or 8)**

Blobs of molten rock may be hurled several miles from an erupting volcano, cooling into solid rock before they land. A typical lava bomb strikes a point designated by the [GM](#) and explodes in a 30-foot radius. All creatures in the area must make a DC 15 [Reflex](#) save or take 4d6 points of damage. Creatures under [cover](#) or capable of covering themselves (like with a shield) gain a +2 bonus on this save. Particularly large lava bombs might sometimes occur, dealing 12d6 points of damage. Normal lava bombs have a CR of 2, large lava bombs have a CR of 5.

## **Poisonous Gas (CR 5)**

One of the more insidious threats of a volcano is toxic gas, often escaping notice amid the fire and destruction. A wide variety of poisonous vapors can result from a volcanic eruption, some visible, some unseen. Poisonous gas causes 1d6 points of [Constitution damage](#) per round if inhaled ([Fortitude](#) DC 15 negates, the DC increases by 1 per previous save), and visible gases also function as heavy smoke. Poisonous gas clouds flow toward low ground, and are typically 50 feet high. Gale-force winds can divert gas clouds, as can high barriers—provided the gas has somewhere else to go.

## **Pyroclastic Flow (CR 10)**

Some volcanic eruptions create a devastating wave of burning ash, hot gases, and volcanic debris called a pyroclastic flow that can travel for miles. Treat a pyroclastic flow as an avalanche traveling at 500 feet per round, combined with the effects of poisonous gas listed above. Contact with the searing-hot debris of the flow causes 2d6 points of fire damage per round, while any creature buried in the flow suffers 10d6 points of damage per round. Only reality-warping magic like [miracle](#) or [wish](#) can turn aside or impede a pyroclastic flow.

**Whispering Wind:** In addition to normal wind effects, while a whispering wind blows, an individual can send a message or sound on the wind to a designated location. The location must be familiar and within one mile. The message is delivered regardless of whether anyone is present to hear it.

**Wildwinds.** Anyone touched by the wind must pass a DC 15 will save each hour or become carefree, ceasing to do work, and will only laugh, frolic, make music, and eat food.

**Windstorm:** Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are impossible, and even siege weapons have a -4 penalty on attack rolls. Perception checks that rely on sound are at a -8 penalty due to the howling of the wind.

Creatures must succeed on a DC 15 Strength save or be blown away (Small or smaller creatures; knocked prone and rolled 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet), or checked (Medium; unable to move forward against the force of the wind).

Airborne creatures are instead blown back 2d6 x 10 feet and dealt 2d6 points of nonlethal damage due to battering and buffeting (Medium or smaller creatures), sucked 1d6 x 10 feet (Huge), or sucked 1d6 x 5 feet (Gargantuan or larger).

**Winter chimes.** In addition to normal sleet effects, winter chimes sound like tinkling chimes as they fall. The chiming ice freezes onto trees and the sound continues until the next temperate day or for 1d8 days. Sound-based perception checks continue to be effected.

**Zephyr of harvest.** In addition to normal wind effects, this wind causes small areas (5% chance per 50x50 ft) to become temperate and causes plants grow, blossom, and mature, creating small, bountiful crops of fruit and nuts, and other food if the plants have already been seeded.