|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | Ranged | Vision | Percept | Douse | Move | Fly | Damage |
| Hail |  |  | -4 snd |  | Halve |  | 5% chance of 1/r |
| Strong wind | -2 |  | -2 | 0% | T / - | -2 |  |
| Rain | -4 | Halve | -4 | 50% |  |  |  |
| Acid rain | -4 | Halve | -4 | 50% |  |  | 1d6/h |
| Snow | -4 | Halve | -4 | 50% | Halve |  |  |
| Sleet | -4 | Halve | -4 | 75% | Halve |  |  |
| Downpour | -4 | (5’) | -4 | 50% |  |  | Flood 2d6 R12; if in water, CMB 20 or swept away, swim 20 to get out |
| Acid downpor | -4 | (5’) | -4 | 50% |  |  | As above plus 1d6/10m |
| Heavy snow | -4 | (5’) | -4 | 50% | Quart |  | 10% chance of lightning, as below |
| Sev.wind, spell | -4 | Quart | -4 | 50% | S / T | -4 |  |
| Sandstorm | -4 | 30’ | -4 | 50% | S / T | -4 | 1d3/h; also use for dust devil |
| Khamaseen | -4 | 15’ | -8 | 50% | S / T | -4 | 1d6+1d3 fire /h |
| Emberstorm | -10 | (5’) | -10 | 50% | S / T | -4 |  |
| Thunderstorm | ?n/a | Quart | -8 | 50% | S / T | -4 | Lightning 1/m, 7d8 in metal armor |
| Snowstorm | ?n/a | Quart | -8 | 50% | S / T | -4 |  |
| Duststorm | ?n/a | Quart | -8 | 50% | S / T | -4 | Also use for greater dust devil |
| Windstorm | n/a | Zero | n/a | 75% | M / S | -8 |  |
| Blizzard | n/a | Zero | n/a | 75% | M / S | -8 |  |
| G. Duststorm | n/a | Zero | n/a | 75% | M / S | -8 | 1d3/r, drown after 10+con rounds |
| Hurricane | n/a | Zero | n/a | 100% | L / M | -12 | Flood as above, falling tree 3d6 R14 |

1. Ranged: penalty to ranged attacks; n/a means ranged attacks are not possible.
2. Vision: halved / quarter / zero vision, or a set distance; (5’) gives 20% concealment even within 5’
3. Percept: penalty to perception checks, snd means sound only; n/a means these checks are impossible.
4. Douse: Automatically douses open flame, including Light cantrip. The % is to douse covered flame.
5. Move: halved / quarter per diff. terrain; S / T indicates Small creatures must make str 10 or fly 20 to go against the wind, Tiny creatures must make str 15 or fly 25 or be blown away 1d4 x (10’ and 1d4 dam) + prone, or fly 25 or blown 2d6 x (10’ and 1 dam)
6. Fly: penalty to fly checks

|  |  |  |  |
| --- | --- | --- | --- |
|  | Freq | Check | Effect |
| Smoke | 1/r | F15 | 1d3 and cannot act; 20% concealment |
| Acidic fumes | 1/r | F13 | 1 con damage |
| Bad air (survival 25 to spot) | 1/h | F15 | Fatigue; open flame does 6d6, R15 halves |
| Lava | 1/r | - | 2d6, and 1d6 for 1d3 r after; immerse 20d6 |
| Scalding water, or acid | 1/r | - | 1d6; full immersion 10d6 |
| Freezing water | 1/m | - | 1d6 |
| Tainted water | 1/m | F10 | Filth fever |
| Rapid water | 1/r | Sw 15 | 1d3, or 1d6 if rocky |
| Underwater | 1/m | F15 | 1d6 per 30m / 100’ below the surface |
| Heat over 60° / 140F | 1/m | F15 | 1d4, fatigue, auto 1d6 L |
| Heat over 45° / 110F, without End.Elem | 1/10m | F15 | 1d4, fatigue |
| Heat 30° / 90F, +2 outfit, -4 armor | 1/h | F15 | 1d4, fatigue |
| Cold under 5° / 40F, without outfit | 1/h | F15 | 1d6, fatigue |
| Cold under -20° / 0F, without outfit | 1/m | F15 | 1d6, fatigue |
| Cold under -20° / 0F, with outfit | 1/h | F10 | 1d6, fatigue |
| Cold under -30° / -20F, without End.Elem | 1/m | F10 | 1d4, fatigue, auto 1d6 L |
| Cold under -45° / -50F | 1/m | F10 | 1d4, fatigue, auto 1d6 L |
| Heights over 1.5 km / 5000’ | 1/h | F15 | Fatigue |
| Extreme heights over 4.5 km / 15000’ | 1/6h | F15 | 1 damage to all stats |
| Domain of evil | 1/h | Handle or Ride 25 | Animal (companion etc) leaves domain  -5 ride, handle animal, wild empathy  enhance or impede 1 or 2 kinds of magic |
| Domain of evil, fog barrier | 1/h | Int 20 | 1d6 and lost in the fog for 1h |
| Blood moon | cont | - | -2 saves vs disease, curse, negative channel |
| Gloomy location | cont | - | -2 saves vs fear, emotion, haunts |
| Unholy ground | cont | - | +2 to hit/saves if evil, +4/-4 channel DC,  One of: dispel magic, invis purge, dim anchor, cause fear, resist energy, freedom |

All saving throws get a cumulative +1 to DC for each subsequent save.

Falling: 1d6 / 10’

If jumping, first 1d6 is non-lethal, and acro 15 removes 1d6 damage

Soft ground, first 1d6 is non-lethal

Water drops 2d6, halves next 2d6; if diving (swim/acro 15 + 5 / 50’) negate all

Casting a spell, even fefl, while falling requires conc 20+splev

really fast water, swim 20 to avoid damage, 3x to escape

Catching fire, R15 or 1d6, repeat each round; AND if you fail, all your flammable equipment must save or take 1d6

Hold breath 1r per con, or twice that if not taking std actions. After that, DC 10 con check. First fail, unconscious at 0. Second fail, dying at -1. Third fail, death.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | Acro | Conc |  |
| Natural stone, rubble, staircase | Halve | -5 |  |  |
| Slippery, water, slime, blood, steep slope |  | -5 |  |  |
| Ice | Halve | -5 |  | If moving faster, acro 15 or prone |
| Sharp rubble | Halve |  |  | Acro 15 or 1 damage per square |
| Undergrowth | Halve |  | 20% |  |
| Heavy undergrowth | Quart |  | 30% | +5 Stealth |
| Small tree |  |  |  | +2 AC, +1 ref, combine with undergrowth |
| Desert: heat haze |  |  | 20% | Conceal from 30’ |
| Narrow ledge |  |  |  | Acro 12 or fall off |
| Roof, slanted |  |  |  | Acro 15 or fall off |
| Crowd | Halve |  | Cover | Diplo 15 or intim 20 to direct 30’/r |

Arrow slit gives +8 AC, +4 reflex, imp.evasion

Uneven floor requires acro 10 to run or charge

Higher ground is +1 to hit

Area on fire, 1d6/r plus heat metal on armor; if adj, R12 to avoid. Raging fire R15, hellfire R20+. Usually comes with smoke.

Haven't checked planes yet, or underwater rules

Forest fires can be caused by lightning (also plain/hill) and cause lots of checks including damage, automatic heat metal, and smoke (F15 or naus 1).

Water in forest has 50% chance of leeches which may cause a disease (FN), but nothing with onset less than a day.

Marsh has bog (4 squares, cover, small must swim and +8 AC, can't tumble), quicksand (pcp 8 to spot unless charging, swim 15 to move out), and gas (pcp 15, 2d6 in 20' or 4d6 if there's fire)

Desert has fumes (pcp 15, F15 or d4 con damage and naus 10m), quicksand as above, and dust devil

Mountain has volcanoes can cause earthquakes (R15 or 8d6 and pin) or avalanche or ‘bombs’ several miles away (R15 or 4d6 to 12d6) or volcanic gas (F15 or 1d6 con)

High gravity area (caused by some artifacts; halves speed and carrying cap and can fatigue)

Windows can burst (15' cone, R12 or 1d6, caltrops)

Bat colony (if within 30' and stealth <15: 50% animate; noise/light: 30% animate; 1d4+1 rounds 20' swarm, 1d6 auto + bleed 1, F11 or naus)