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# WILDERNESS DRESSING: EXTREME WEATHER



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# WILDERNESS DRESSING: EXTREME WEATHER

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*Tired of glossing over the details of your PCs' overland journey (except for the inevitable, violent random encounters)? Want to add in minor features of interest to their journeys? Want to make their journeys seem more "real"? Then Wilderness Dressing is for you! Each instalment in the line focuses on a different type of wilderness or a feature therein and gives the harried GM the tools to bring such features to life with interesting and cool noteworthy features.*

*This instalment of Wilderness Dressing enables a GM to quickly generate the details of ferocious storms for the PCs to endure during their adventures. Designed to be used both during preparation or actual play, Wilderness Dressing: Extreme Weather is an invaluable addition to any GM's armoury!*

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Thank you for purchasing *Wilderness Dressing: Extreme Weather*; we hope you enjoy it and that you check out our other fine print and PDF products.

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TABLE A: RAINSTORMS

Rainstorms range from gentle and short summer rains to brutal squalls that produce several inches of rain in an hour, generate powerful strokes of lightning, drop fist-sized (or larger) hailstones and spawn incredible tornadoes. A rainstorm can make for an exciting encounter in its own right, or it can provide a new dimension of danger to a combat encounter.

## RAINSTORM DESCRIPTION

D20	
1	The storm starts as a gentle rain, slowly builds to a steady downpour and then gradually returns to a drizzle.
2	The storm's clouds have a green hue, and they swirl in a clockwise direction.
3	Beyond the storm's edge trails an enormous rainbow with wide bands of individual colours.
4	Sheets of lightning rage at the storm's centre; less than a second later, the ground shakes with the sound of thunder.
5	The entire storm front comprises sheets of rain (-4 penalty to Perception checks), but the rain settles to a normal downpour after 1 minute.
6	Heavy rain gives way to a downpour of tiny bits of hail that carpet the ground an inch thick.
7	A massive thunderhead builds over the course of the afternoon; it reaches two miles from top to bottom, and the PCs can see lightning within the enormous cloud—lightning that does not strike the ground at the moment.
8	Ominous black clouds suddenly gather and spit stinging rain in the area they cover.
9	This storm has light rain at its edges; the rain intensifies towards the storm's centre, a 20-foot diameter column of nigh impenetrable rain.
10	Multi-coloured lightning streaks along the storm's edges and illuminates the rain.
11	A miles-wide storm has dozens of funnel clouds scattered throughout it; several funnels touch down and unleash destruction.
12	This single 100-foot-diameter cloud produces a considerable amount of rain.
13	Two storm clouds collide with each other; where the clouds meet, the rain and wind intensifies.
14	The sunset illuminates the bottom of the storm clouds, giving them an eerie red glow.
15	The sun shines brightly during a cloudburst produced by a single storm cloud; several more clouds drench the land in scattered patches.
16	A thundercloud rests over a large body of water, from which moisture visibly fills the cloud; several minutes later a gust of wind pushes the rain-burdened cloud in the PCs' direction.
17	The tall clouds bearing down on the party are reminiscent of angry, shouting faces.

18	This storm produces occasional sheets of rain; thunder booms without any preceding lightning strikes.
19	The storm's rain creates a drumming sound as it strikes the ground or structures; a rare flash of lightning precedes a burst of thunder.
20	A large flock of birds travels in front of a fast-moving, powerful storm; the flock creates a thick cloud of its own.

## RAINSTORM EVENTS

D20	
1	Lightning strikes a tree and causes it to topple; the tree falls on one or more of the PCs (Atk +10 melee, 3d6 bludgeoning damage to all targets in a 15-ft. line)
2	While the PCs battle their opponents beneath an overcast sky, the clouds finally release their watery burden.
3	Lightning cascades overhead and spells out an ominous warning—or runes that match those the party later encounters.
4	The storm produces a foot of water which has its own eddies and currents (and causes the terrain to become difficult terrain); a kitten (or other helpless animal) cries plaintively for help as it drifts by on a bit of flotsam.
5	Unusually large chunks of hail fall from the sky; for five rounds, each PC must make a DC 12 Reflex save or take 1d2 damage.
6	The rain from this storm strikes hot ground, creating a fog that further reduces visibility (concealment [20% miss chance])
7	As the party cross a bridge during a storm, the rain-swollen river surges and threatens to knock them into the river (+12 CMD for bull rush attempt).
8	A swarm of rats erupts from its underground lair in an attempt to escape flooding; the swarm attacks any PCs in their path, but only if the party actively detains the swarm.
9	A cascade of lightning forms in front of the PCs and persists for two rounds; anyone passing through takes 10d8 electricity damage (DC 19 Reflex halves).
10	While the PCs camp, a sudden rainstorm arises; a DC 10 Survival check reveals the party have three rounds to prepare before the storm develops into a thunderstorm.
11	Lightning strikes near one of the mounts (or an animal companion), dealing no damage but threatening to spook the animal (requiring a DC 12 Will save or Handle Animal check to avoid becoming frightened).

12	The storm produces a steady rain, except with respect to one PC, who experiences a downpour that follows the PC.
13	A powerful gust of wind at ground level pushes the storm's rainfall in a horizontal direction; PCs who do not close their eyes must make a DC 15 Fortitude save to avoid becoming dazzled for 1 minute.
14	A mother duck and her flock of ducklings paddle around in large puddles formed by the storm.
15	The rain from this storm falls on parched land, which absorbs the moisture and leaves no evidence of the precipitation.
16	During a thunderstorm, the wind and rain die down, indicating to those who make a DC 10 Survival check that a tornado is forming above the PCs; two rounds later the funnel touches down.
17	A bolt of lightning strikes an area 10 feet from a PC; two rounds later another bolt strikes the same spot (DC 24 Perception check to notice this occurrence).
18	Frogs rain from the clouds, dealing no damage to the PCs; a nearby tornado picked up the animals and hurled them in the party's direction.
19	The storm reduces the ground to mud, creating a sticky field for the PCs (requiring them to spend 2 squares of movement to enter a muddy square, but granting a +4 circumstance bonus to CMD to resist bull rush, drag, or reposition).
20	Lightning strikes multiple locations, setting flammable material alight; the fire threatens to spread despite the rain.

## HOOKS & COMPLICATIONS

### D20

1	After a powerful rainstorm, the eroded ground reveals access to a previously undiscovered underground area.
2	A long-lasting, stationary rainstorm results from a curse; the afflicted residents implore the PCs to end the curse before their homes and livelihoods are washed away.
3	The party must conduct an hour-long ritual to bring welcome rain to a desert area, but the PCs must stay under the rainstorm during the ritual.
4	One of the PCs overhears snippets of discussion about a planned raid timed to occur during a rainstorm three days hence.
5	A contact the PCs expect to meet becomes spooked by a sudden rainstorm and runs off (or rides away) into the storm. The PCs must catch and calm their contact to gain the information he carries.
6	A days-long rainstorm prompts superstitious villagers to construct an ark on which they plan to reside until the storm abates.

7	During a particularly violent storm, lightning sets fire to a safe house or storage location belonging to one of the PCs; they are nearby when this occurs.
8	A string of unnatural and deadly storms strikes several villages along a predictable path; the party may learn of the pattern as they travel through the devastated communities.
9	A territorial battle between an air elemental and a water elemental generates a terrible storm that threatens everything in a randomly moving 100-foot radius (while the battle rages).
10	A strong storm delays the party's transportation out of town (via caravan, boat, etc.); the PCs must convince the person who holds up their travel to brave the storm.
11	The current deluge of rain along a mountain range's windward side creates a mudslide that threatens villages at the mountain's base.
12	While the party tracks an escaped foe, a sudden storm strikes and obliterates all trace of the opponent's travel, which forces them to find another means to regain the trail.
13	The party arrives at a village suffering under a long-lasting rainstorm; some villagers quietly approach the PCs to ask them to stop the storm, but the village elder contends the storm must continue for an undetermined period.
14	Enough rain has fallen that a nearby river has swollen and threatens a town situated along its bank; town residents have built a number of impromptu levees to contain the river.
15	Thieves steal a vital document or other treasure under the cover of a driving rainstorm; evidence points to one of their number possessing the ability to manipulate the weather.
16	A storm causes flooding in a localized area but also completely fills a deep pit with water, waking an aquatic horror that had previously hibernated in the mud at the bottom of the pit.
17	A woman travels from town to town claiming she can bring rain to end their drought; after gaining most of the town's wealth, she keeps her promise, but the rain never stops and gradually increases in intensity.
18	Steady downpours disrupt the completion of a highway vital to a kingdom at war; without the highway, the kingdom expects week-long delays in troop and supply delivery.
19	Flooding erodes ground that previously concealed a collection of mausoleums; rumours suggest undead creatures have emerged from their newly uncovered crypts.
20	An angry storm giant threatens a town with severe rainstorms until one of the townspeople returns something he stole from the giant.

TABLE B: SNOWSTORMS

A snowstorm can feature gently, steadily falling snow, or wind can accompany the storm, reducing visibility and stinging exposed eyes and skin. While many think of snow as beautiful, PCs confronted with inches or feet of snow that they must trudge through may beg to differ with that assessment.

## SNOWSTORM DESCRIPTION

D20	
1	Leadens clouds dump a steady stream of tiny snowflakes that melt as they hit the ground.
2	The snow pours down in large flakes that splatter on hard surfaces when they hit; the flakes cling to the PCs' clothing.
3	The sun cuts through gaps in the clouds while it snows; sunlight catches on individual flakes, giving them a firefly-like appearance.
4	Steady, strong winds blow falling snow such that they catch the snow and push it in a nearly horizontal direction; this imposes a further -2 penalty to Perception checks relying on vision.
5	The snow falls in heavy flakes, which make a whispering sound as they fall to the ground.
6	Wind gusts pick up the snow and swirl it around in tiny funnels which quickly break apart.
7	An occasional flash of lightning and the rumble of thunder accompany the steady snowfall.
8	As the snow falls on warm ground, it melts quickly and generates fog that only reaches four feet above ground level before dissipating.
9	Dry snow falls and barely sticks to the surfaces it hits; the wind pushes ribbons of snow across smooth surfaces.
10	Rather than snow, the storm produces a steady stream of freezing rain; icicles form immediately on trees and overhangs, and, after an hour, the longest measure one foot.
11	Snow falls at night, illuminated by a full moon that penetrates the cloud cover the scene has an ethereal quality.
12	A driving snow renders everything white; at short distances, a PC can make out dark shapes representing trees and structures.
13	The storm has passed, but the wind carries dry snow so that it seems like the storm continues; sunlight reflects off the windblown snow making visibility worse (double the distance penalty to sight-based Perception checks).
14	The snowflakes from this storm are large enough that an observer can discern the snowflakes' individual crystalline shapes.
15	Due to some pollutant in the air, the snow in this storm is grey in colour rather than its normal colour; the discoloured snow has no apparent adverse effect.

16	Ominously dark clouds roll in and unload snow, which falls lightly at first, but soon turns into a veritable downpour of snow that lasts for hours.
17	A series of clouds unloads snow on the area, each for an hour before the sun emerges and reflects off the fallen snow without melting it.
18	Snow falls heavily on the upper parts of a mountain range, and the snow cascades down the mountains into the valleys below.
19	Sleet mixes with the snow and stings exposed flesh when it lands; while this causes some discomfort, it deals no damage.
20	A distant snowstorm moving in the PCs' direction looks like a white sheet extending from high up in the sky to the ground.

## SNOWSTORM EVENTS

D20	
1	A lynx emerges from the swirling snow (DC 18 Perception check to notice a shadowy image before the cat arrives) and regards the PCs before leaping away from them.
2	Snow has melted and refrozen on the ground, while fresh snow covers the slippery area; anyone passing through the area must make a DC 14 Reflex save to avoid falling prone.
3	As one of the PCs passes under or next to a tree laden with snow, the snow falls on her; if she fails a DC 16 Reflex save, the falling snow deals 1d2 bludgeoning and 1d3 cold damage.
4	The snowfall conceals a stream; a PC or mount weighing more than 150 pounds falls through the snow and must make a DC 13 Reflex save to avoid falling into the stream.
5	A drove of snowshoe hares bound along the fallen snow's surface and divert their paths to avoid the party.
6	Children playfully throw snowballs at each other and at passing PCs; they "attack" with a +2 ranged touch attack and deal 1 nonlethal damage with a confirmed critical hit.
7	A large snowflake grabs the attention of one of the PCs and leads him to an important clue he may have missed in the storm.
8	A dagger-like icicle breaks free and plummets toward a PC (Atk +7, 1d6 piercing damage).
9	Wolves howl in the distance as they hunt their quarry in the snowstorm.
10	While looking for shelter from a snowstorm, the PCs find a cave (DC 12 Perception check) that seems to offer protection from the storm.
11	A snowy owl surprises the PCs (DC 22 Perception check to notice) as it silently swoops by and snatches a vole struggling in the snow.

12	The weight of ice and snow proves too much for a tree's largest branch, which breaks and falls a few feet from the PCs.
13	Someone has built a snowman during the storm, complete with tree limbs for arms, a carrot for a nose, black buttons for eyes and a top hat; a muffled sound emerges from within the snowman.
14	A black bear, annoyed by the falling snow, passes within yards of the PC and growls menacingly; however the animal does not attack except in self-defence.
15	The PCs encounter a ranger traversing the snow on snowshoes; she offers to sell them and another pair she owns to the PCs.
16	A gust of wind blows snow directly into the PCs' faces; those who fail a DC 12 Reflex save are blinded for one round.
17	The snow-blanketed land's silence is broken when icicles caught in a breeze strike one another, sounding like wind chimes.
18	In an area covered by three to four feet of snow, the party spots a depression, which outlines a pit or an underground area's entrance.
19	During a storm, the temperature suddenly increases, transforming the falling snow into rain; additionally, snow on the ground melts, creating a muddy mess.
20	After an hour of steady snow, the sky clears and gives the PCs a short respite from the storm; a DC 12 Survival check notes that another group of clouds will arrive in a half hour.

## HOOKS & COMPLICATIONS

D20	
1	A surprise late spring snowstorm closes the pass the PCs needed to travel through, requiring them to wait or discover another means to cross to the other side of the mountains.
2	A recent blizzard piled six feet of snow in a two-mile-square patch of land; the accumulated snow blocks the entrance to a dungeon the PCs planned to explore.
3	An NPC the PCs had been tracking escaped during a heavy snowstorm; while the snow obscured the NPC's initial set of tracks, the PCs easily pick up the NPC's trail later. However, as the party sets out, the storm intensifies.
4	The party finds itself far from any settlement when a sudden snowstorm arrives; a DC 17 Survival check gives the PCs an hour to set up shelter.
5	The PCs meet a lone druid who warns them of an impending snowstorm that threatens to dump a foot of snow in the region. The druid knows of a cave in which they can shelter and if the PCs are respectful he shows them its location.

6	In a southern area, the PCs' arrival precedes an unexpected snow storm; a primitive tribe regards them as gods or demons that herald wintry destruction.
7	A gnome offers the party a small treasure for procuring a pair of snowflakes based on his specifications.
8	In a blizzard-beset village, a child goes missing; frantic villagers beg the party to find her.
9	Snow delays an army battalion preparing to launch an offensive the next morning; the commander asks the party to help clear the way.
10	Tunnels honeycomb a large area of drifted snow; the tunnels are large enough for a Small creature to move comfortably, and ice formations buttress the tunnels to prevent their collapse.
11	During a pitched battle under dark clouds, the clouds unload their snowy burden, drastically changing the battlefield for both sides.
12	Under the cover of an intense blizzard, inmates escape an otherwise inescapable prison; the party may encounter escapees or the warden may ask the party to track them down.
13	In anticipation of an approaching major snowstorm, a town's markets increase prices on vital perishables and supplies threefold.
14	Rumours persist the heart of a blizzard that has raged for several days leads to an extraplanar realm populated by evil creatures.
15	Recent and continuing snowfall renders a previously dangerous or impassable area safer and easier to cross, provided the PCs can stay atop the fallen snow.
16	A lumber company asks the party to help rescue a team of loggers stranded by a late autumn snowstorm in a stand of trees several miles away from civilization.
17	A mysterious elderly man approaches the PCs and asks they provide light for him as he delivers a number of packages to what he considers deserving recipients.
18	Something has poisoned the water comprising the snowfall, which poses no problem for those affected by the snow...until it melts; a PCs making a DC 14 Knowledge (nature) or Survival check realizes the snow is poisoned.
19	A barge finishing its last trip upriver before the crew retires for the winter becomes stranded as a sudden snowstorm ices over the river and makes it impassable for the boat.
20	An annual dog sledding competition has increased difficulty due to a recent blizzard that struck the area; the organizers refuse to reschedule the gruelling, multi-week event.

TABLE C: WINDSTORMS

Windstorms can accompany rain- or snowstorms or they can be events in their own right. In the desert, wind very rarely occurs with precipitation and instead creates massive sheets of sand that devastate travellers. A thunderstorm can spawn a tornado more powerful than any creature the PCs have fought. Finally, in coastal areas during the summer, hurricanes bring sustained winds and rain that render adventuring virtually impossible.

## WINDSTORM DESCRIPTION

D20	
1	A straight-line wind at the edge of a line of black clouds bends trees and throws stinging debris.
2	A funnel cloud drops from the dark sky, followed by an additional funnel every 30 seconds, until five of them touch down.
3	The wind does not reach all the way to the ground, so it picks up nothing; however, the air visibly ripples with the gusts.
4	A 400-foot-tall tan wall erupts from the surface as powerful winds blast desert sands.
5	White clouds streaked with grey take on the shape of a hand fan and undulate gently such that they appear to generate the wind.
6	Millions of flying insects comprise the yellow, red and black forefront of this windstorm; one can hear their droning over the winds' howling.
7	Black clouds blot out the sun, and screaming winds eliminate all non-magical light, turning day into night; no sound penetrates the screeching winds, which seems to come from every direction at once.
8	The wind seems stratified such that the most severe wind blows at ground level, and up to 100 feet above, and gradually diminishes every couple hundred feet.
9	A mile-wide funnel cloud descends on a village, churning up the ground and throwing splintered wood, other debris, livestock and unfortunates caught in the funnel's path hundreds of feet in every direction.
10	A hurricane makes landfall at night blocking out the full moon's light, with the exception of the hurricane's eye; the moonlight filters through the eye's wall in a crimson colour.
11	The wind suddenly calms as the clouds turn a sickly green and begin to rotate clockwise.
12	As the wind blows across a lake's surface, it picks up several gallons of water from the lake and sprays it up to a mile ahead, creating a de facto rainstorm.
13	In an apparent trick of light, the sandstorm blasting across the desert takes the shape of a screaming face with glowing red eyes, while a sand geyser shoots from its "mouth."

14	Gritty clouds that rival the tallest thunderheads billow up from the ground as the wind strikes the sand and whips it into ominous shapes.
15	As the hurricane's eye passes, calm descends on the scene; however, the oncoming maelstrom mirrors the one just experienced.
16	A mighty surge of wind picks up dirt and debris that creates a towering grey wall, through which glints of sunlight pass.
17	A gust of wind catches a flock of geese in its path; the birds tumble out of control in the wind and some plummet to the ground.
18	Wind accompanying a storm sweeps through a grove of trees and shears the tops off all the trees except for one.
19	Wind blows through tall grasses, flattening most of them and uprooting the rest; when the wind stops gusting, the grass remains flat.
20	A powerful windstorm picks up thousands of loose pebbles and creates a moving wall of churning stone in its wake.

## WINDSTORM EVENTS

D20	
1	The powerful wind turns a handful of branches into deadly weapons that attack each PC (Atk +17, 2d6 piercing damage).
2	As the wind strengthens, it spooks one or more of the PCs' mounts (DC 14 Will save, or DC 19 Handle Animal check, to avoid becoming frightened).
3	An infant's cry barely pierces the screaming tempest surrounding the PCs.
4	A surge of wind picks up loose soil and blasts the PCs with it; any PC who fails a DC 13 Fortitude save is blinded for 1d4 rounds.
5	Lightning strikes the ground and starts a fire just as gusts of wind pick up embers and scatter them about threatening to create an inferno.
6	After one-inch-diameter hailstones fall from the sky, a gale picks them up and sprays them in all directions; fortunately, this does not deal any damage to those in range.
7	As gusts blow around the party, they hear unmistakable sounds of anguish, despair and rage from the gusts.
8	The wind catches an enormous flying creature and flings it to the ground 200 yards away from the party.
9	The windstorm sweeps up a colony of ants into the party's path; agitated, the ants deal 1d4 damage to all PCs in a 10-by-10 space and cause distraction as a swarm (DC 10 Fortitude save negates).



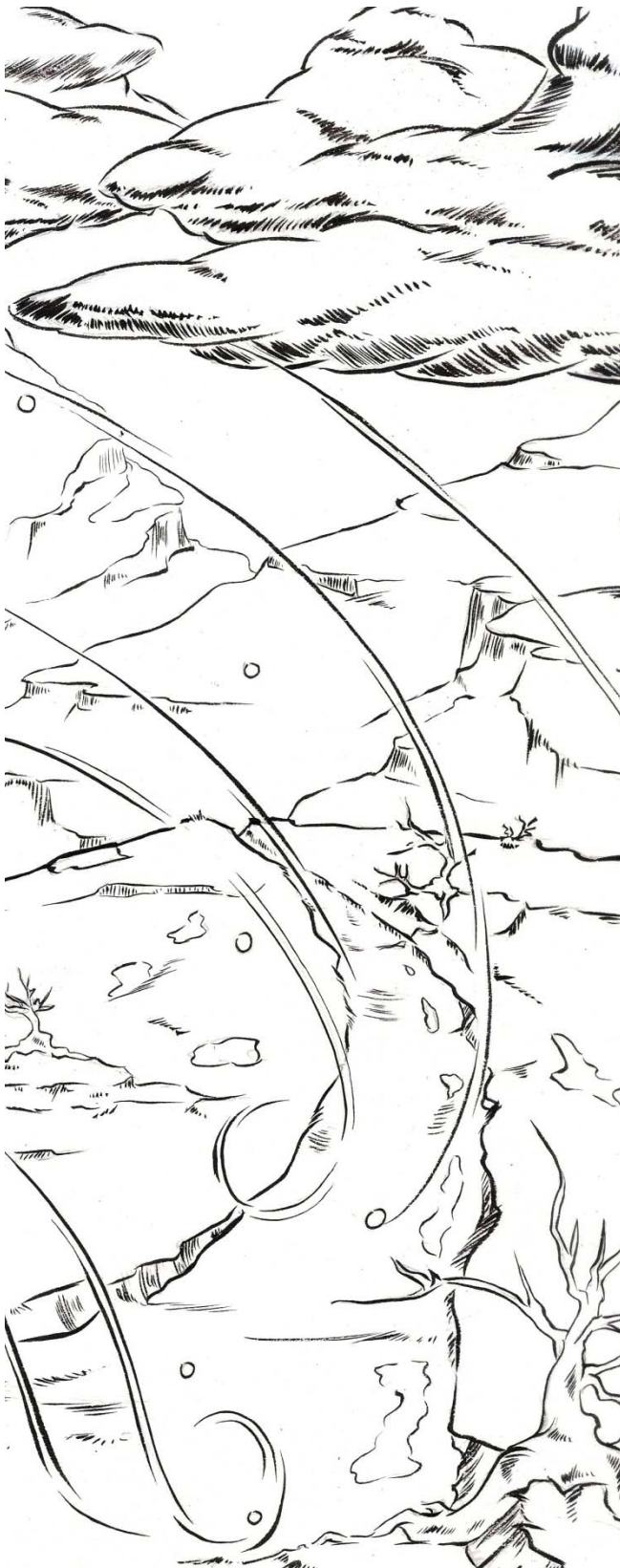
10	A pole with a standard attached lands precariously close to one of the PCs; the standard comes from a tribe whose territory is dozens of miles away.
11	A tornado suddenly touches down, and, in the scramble to find low ground in which to escape the spout, the PCs find a 20-foot-deep ravine; a DC 15 Climb checks allows a PC to scale the ravine without falling.
12	With a DC 14 Perception check, a PC spots a person floating on the strong winds using a billowing cape; the figure drops below the tree line after travelling half a mile.
13	A sudden burst of wind strikes while the PCs climb a cliff face or other structure; the wind imposes a -8 penalty on Climb checks.
14	As the PCs push against a sudden storm, the wind uproots a tree, which falls on some of the PCs (5d6 bludgeoning damage to all in a 15-foot line, DC 18 Reflex save halves).
15	A powerful gust strikes the outer wall of the building the PCs currently inhabit; it collapses in two rounds (DC 12 Knowledge [engineering] or DC 17 Perception check realizes this), dealing 6d6 damage to those trapped within.
16	A cow and several chickens drop from the sky, unharmed; the PCs recognize the livestock from a farm they passed an hour previously.
17	A woman on horseback bursts from a thicket and charges at the wind with a lance, but the gale merely knocks her off her horse.
18	Powerful winds knock down several branches that shower the party (each ranged attack +11, 1d8 bludgeoning damage).
19	The wind picks up a dilapidated shack and flings it 50 feet, and the shack crumples into a pile of rotting wood at the terminus.
20	A strong wind gust takes the party by surprise and bull rushes each PC (CMB +19).

## HOOKS & COMPLICATIONS

### D20

1	A tornado blasts open a hole in the earth a mile away from a town and reveals a previously undiscovered underground complex.
2	During a particularly strong storm, a gust of wind slaps a piece of paper over a PCs' face; the paper is a wanted poster from an unknown country showing a portrait of one of the PCs.
3	As the PCs pursue a thief who stole one of their items or an object of equal importance, the thief heads straight for an oncoming storm, which spawns a tornado; the tornado throws the man in a random direction a mile away.
4	An oncoming hurricane threatens to stop a fleet of ships necessary for the delivery of important items to a neighbouring land.

5	A natural feature of a deep canyon, frequent windstorms prevent much travel along the canyon's floor, but the PCs must retrieve something from the canyon.
6	A dust storm piles several feet of sand over a structure the PCs needed to enter; they must dig through the sand or find another entrance to the building.
7	A windstorm threatens a midsummer festival; those in attendance insist on keeping the decorations, tents and other items from blowing away without regard for their own safety.
8	Rumours tell of a tornado that recurs daily in a wasteland roughly two day's travel from the nearest settlement; the tornado could lead to other realms or to one's doom.
9	A village has a run of bad luck with its crops, as an annual windstorm wipes out three-fourths of the plants just prior to harvesting.
10	A recent windstorm uprooted a settlement's sacred tree, but the local druid believes the tree will survive if replanted within 24 hours.
11	A rider approaches one of the PCs to inform him or her a hurricane devastated the PC's home location; the rider has no word regarding surviving friends or family.
12	A wizard claims to have imprisoned a powerful air elemental and intends to release it to inflict devastating windstorms unless his ransom demands are met.
13	A windstorm scours ages-old dirt from a cliff face, revealing ancient glyphs.
14	A tornado has destroyed a bridge that spanned a turbulent river; the nearest ford is two day's travel away.
15	A scroll inscribed with an unusual ritual flutters into party's possession as a result of a nearby windstorm; the scroll's owner searches for the scroll and tracks the party to regain it.
16	A windstorm diverted a messenger pigeon bearing vital information from its course (or killed the bird).
17	A seemingly sentient wall of wind has scoured the land for days and does not stop until someone convinces it to do so.
18	One PC has a dream about a three-tailed black cat; the dream portends a devastating trio of tornadoes.
19	According to rumour, a hurricane's eye holds a fabulous treasure for those braving the storm.
20	A tornado that devastated a town also exposed a vein of precious ore.



Storms have many game effects that can contribute to make encounters and combats unique and exciting.

### RUNNING A RAINSTORM

Rainstorms can slow or halt travel and turn trails and tracks into quagmires. Travelling in a rainstorm – while not necessarily dangerous – can be miserable.

Rainstorms have the following game effects:

- **Visibility:** Visibility during normal rain is halved, resulting in a -4 penalty on Perception checks; rain also imposes a -2 penalty on ranged attacks, and it extinguishes unprotected flames.
- **Wind:** During a rainstorm, the wind increases such that it reduces visibility by three-quarters, resulting in a -8 penalty on Perception checks; these storms also render ranged weapon attacks impossible (with the exception of siege weapons, which take a -4 penalty on attack rolls), automatically extinguish unprotected flames and have a 50% chance to extinguish protected flames (such as from lanterns).
- **Thunderstorms:** Thunderstorms have the additional hazard of lightning, which strikes once per minute in a one-hour period at the storm's centre (decrease this as the PCs move away from the centre); each bolt causes between 4d8 and 10d8 electricity damage.
- **Colder Climates:** In colder conditions, hail sometimes accompanies or replaces rain in a storm, where it imposes an additional -4 penalty on sound-based Perception checks and creates difficult terrain where it falls; hail has a 5% chance to be large enough to deal 1 damage to unprotected creatures.
- **Possible Tornado:** Each thunderstorm has a 10% chance of producing a tornado (extinguishes all flames, renders all ranged attacks impossible—including siege weapons, renders all sound-based Perception checks impossible and pulls creatures who fail a Fortitude save into the funnel—dealing 6d6 damage per round for 1d10 rounds before expelling the creature and dealing falling damage).

## RUNNING A SNOWSTORM

Snowstorms dump a lot of snow over an area in a short amount of time. This hinders travel, can lead to travellers getting lost and – in extreme cases – can kill those caught out in them.

Snowstorms have the following game effects:

- **Normal Snowfall:** Normal snowfall has the same effects as rain (reduces visibility by half that results in a -4 penalty on Perception checks, -2 penalty on ranged attacks and extinguishes unprotected flames); a day's worth of snowfall leaves 1d6 inches of snow on the ground, and this forces a cost of 2 squares of movement to enter a snow-covered square.
- **Heavy Snowfall:** Heavy snowfall has the same effects as normal snowfall, but it also grants concealment (20% miss chance) to creatures 5 or more feet away; this snow leaves 1d4 feet of snow on the ground, which hinders movement such that it costs 4 squares of movement to enter a square covered with heavy snow.
- **Snowdrifts:** Windy conditions during heavy snow result in snowdrifts 1d4 x 5 feet deep, usually around objects large enough to deflect the wind.
- **Heavy Snow:** Heavy snow has a 10% chance to have a thunderstorm accompany it. As with thunderstorms that occur with rain, lightning strikes once per minute in a one-hour period at the storm's centre (decrease this as the PCs move away from the centre); each bolt causes between 4d8 and 10d8 electricity damage. For snowstorms, lightning is less severe, so the damage tends toward the range's lower end.
- **Blizzard:** A blizzard is the most powerful snowstorm, combining high winds (severe or worse), heavy snow measuring 1d3 feet, and bitter cold (requiring a Fortitude save every 10 minutes [DC 15, +1 per previous check] to avoid taking 1d6 nonlethal damage).
- **Sleet:** Sleet and frozen rain can occur during winter storms, and it has the same effect as rain (however, the chance to extinguish protected flames increases to 75%), and, once it has fallen, it imposes a cost of 2 squares when entering a square affected by the precipitation.

## RUNNING A WINDSTORM

Powerful windstorms can damage or destroy property and make travel impossible.

Windstorms have the following game effects:

- **Gusts of Wind:** Windstorms rarely occur with precipitation, but gusts of wind during thunderstorms can hit extremes approaching a windstorm's power (or exceed them when a thunderstorm spawns a tornado).
- **Windstorms:** Windstorm-force winds can bring down tree branches, and sometimes whole trees, automatically extinguish unprotected flames, have a 75% chance of extinguishing protected flames, render ranged weapon attacks impossible, impose a -4 penalty on attack rolls for siege weapons, inflict a -8 penalty on Perception checks that rely on sound, and impose a -8 penalty on Fly checks.
- **Flying Creatures:** Medium or smaller creatures attempting to move against windstorm-force winds must make a DC 10 Strength check, or a DC 20 Fly check for airborne creatures; windstorm-magnitude winds knock Small or smaller creatures on the ground prone and push them 1d4 x 10 feet (dealing 1d4 points of nonlethal damage per 10 feet), unless they make a DC 15 Strength check; for airborne creatures of size Small or smaller, the wind blows them back 2d6 x 10 feet and deals 2d6 points of nonlethal damage (which a flying creature can avoid with a successful DC 25 Fly check).
- **Hurricanes:** Hurricane force winds act like windstorm-force winds with the following exceptions: they impose a -8 penalty on siege weapon attacks, render Perception checks based on sound impossible, check Large or smaller creatures, blow away Medium or smaller creatures and impose a -12 penalty on Fly checks.
- **Tornadoes:** Tornadoes impose even greater penalties: siege weapon attacks become impossible, and tornadoes check Huge or smaller creatures; instead of blowing away Large or smaller creatures, a tornado pulls them toward it 2d6 x 10 feet if a creature fails its Strength or Fly check, and a creature making contact with the funnel as a result gets picked up and whirled around within the funnel for 1d10 rounds (taking 6d6 per round), after which the tornado ejects the victim, possibly inflicting falling damage.
- **Dust Storms:** Dust storms are related to windstorms, except they have severe rather than windstorm-magnitude winds; they smother unprotected flames, have a 50% chance of extinguishing protected flames and deposit 1d6 inches of sand.
- **Great Dust Storms:** Greater dust storms are accompanied by windstorm-force winds, deal 1d3 nonlethal damage and pose a choking hazard (a PC with a scarf or other protection starts choking after a number of rounds equal to 10 + Constitution score) to those without shelter, and deposit 2d3-1 feet of sand.

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