

Three Suggestions for...

Supernatural Weather

Lightning! Thunder! Tornado! A lovely sunny day! The weather isn't always dramatic, but it's always in the background. One of the best ways to present a world that feels dynamic is simply to describe the current weather. After all, by tomorrow it'll be different. See? Dynamic!

The weather is an excellent tool in creating atmosphere (hehe). A storm can be presented as energetic and threatening even if the adventure happens inside a castle. A thick fog creates an atmosphere of concern and uncertainty. A quiet, pleasant day keeps the players at ease, so the NPC's betrayal comes as a surprise.

Beyond that, the weather can also be used to note the passage of time, especially on long voyages. Changing weather makes for a good montage, but even one day's travel can gain some gravitas with a description of the ever-present humidity and heavy heat.

The real world has more than enough examples of strange weather phenomena, but here we'll focus on supernatural ones. Supernatural weather may be endemic to specific parts of the continent (like the various climate zones in the real world), or it might be still more narrowly local, perhaps because of a supernatural presence or an old curse.

The Long Shadows

You are not simply imagining this, the shadows really are growing longer. They stretch and expand in an abnormally rapid pace. The house's shadow has darkened to such a deep shade of black, it looks like a pit. The forest floor seems even more tangled than usual, the trees' shadows take on the solidity of obstacles as if they were the roots themselves. And your own shadow... did it just move?

- **How does it manifest?** For several hours, every shadow becomes a potential danger. Philosophers debate among themselves whether the long shadows are a natural, albeit unwanted, phenomenon (like lightning in a storm), or if they have a malevolent intention (like a lightning cast by a wizard). In any case, it's

clear that during the periods in which the shadows go wild, there are more accidents than usual. Sometimes the shadows are just more *solid* than expected: You might stumble over the shadow of a ladder, as if it was the ladder itself. But that's not always the case, and not for every shadow. Sometimes the shadows of sentient creatures seem to move in a way that hints at some sentience, and the common claim is that one's shadow behaves in a way that reflects one's unconscious thoughts. This may or may not be the case, but what is certain is that the creature has no control over their own shadow, and your own shadow's constant proximity makes it a prime source of danger for you. During long shadows, most people avoid physical tasks, sitting in well-lit areas.

- **When does it happen?** The shadows grow long during autumn, mostly in places where rain storms are infrequent. Once they manifest, the long shadows remain a hindrance for about 2d4 hours. They appear on average once or twice a week. The shadows are not impeded by interior spaces, or underground caverns; however, they can be prevented by increasing the number of light sources affecting the area. A single torch, even if it sheds bright light, still casts shadows. Daylight around noon, even under cloud cover, tend to cancel all personal shadows, but buildings, trees etc. are still large enough to cast distinctive shadows.
- **Game effect:** When the shadows grow long, the chances of success remain the same, but the effects of failure increase. A natural 1 in an ability check or attack roll means that some shadow interfered with the action (probably the character's own shadow), and the character loses their balance or concentration. On their next turn, they suffer a Disadvantage on their first ability check or attack roll. This is in addition to any other negative effects that take place as normal. Halflings get to re-roll, as usual, but if they fail on the second roll, they suffer the Disadvantage.

In a non-combat situation, you can consider a roll of natural 1 in an ability check as a "critical failure": Not only did the character fail, but they also suffer an unpleasant consequence as a result, such as breaking their tools, or falling from the roof.

Blue Bubbles

It's a clear summer day, not too hot. Dry, with a bit of wind. An ideal day to work in the fields, travel, or go off on an adventure. Only, you should remain cautious, and look for small ground quakes. That short vibration under your feet, that indicates a coming seepage. When you notice the first bubble, you sigh. You can continue your work, but from now on, you'll have to be doubly careful not to step on the cracks.

- **How does it manifest?** The ground shakes, just a little. Delicate cracks are formed along the surface, sometimes no wider than a hair's width, and from them emerge semi-translucent spherical blobs, around a foot in diameter, like a big bluish-tinted bubble. The bubble is lighter than air, and it starts to float upward with an increasing speed. You shouldn't touch the bubble, because it erupts with a small electric discharge that gives you a shudder (in the case of especially big bubbles, it might even shock or harm you). In settlements where blue diffusion (nicknamed "the bubble blue" in some lands) is frequent during summer, the ceilings are covered with a thin metal grid, to ground the electrical discharge of bubbles that emerge from cracks in the house's floor. The floors are usually made from tiles or planks, to allow the bubbles to seep through the cracks and avoid unwanted cracking.

In the field of transportation, blue diffusion is similar to a rain storm, in that most carriage drivers prefer to stop for a few hours and wait for it to end. Captains who sail in rivers or seas need to strap metal bands on the bottom of the ship (replaced every year or so), otherwise the bursts of the bubbles make it hard for the ships to sail, in a similar manner to unpredictable waves.

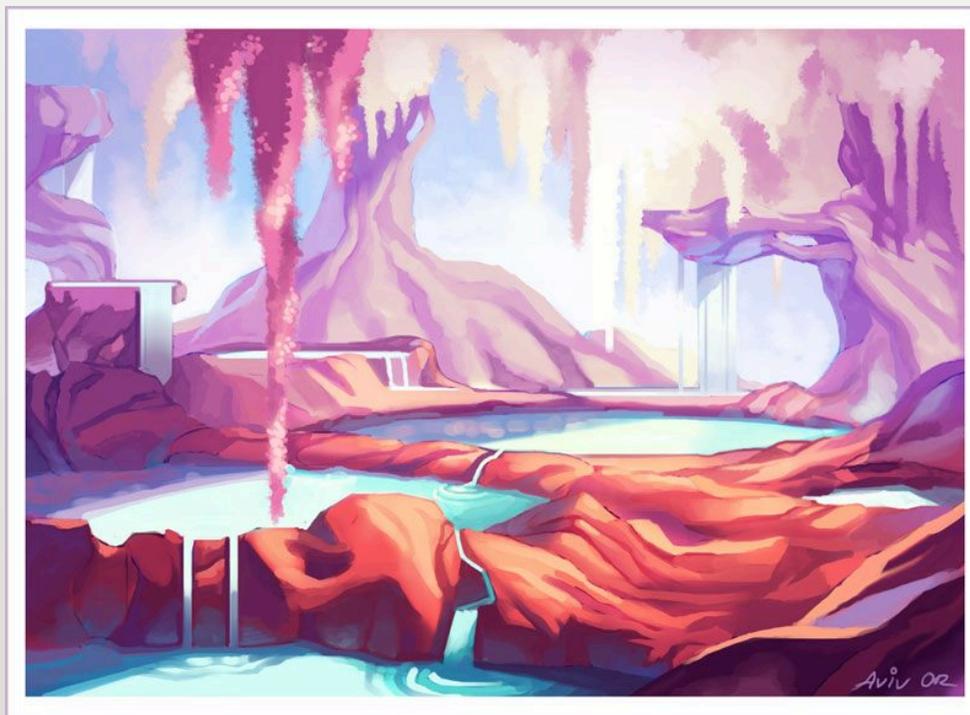
The source of the blue diffusion is unclear. Wizards talk about "mana pressure equalization", cleric of "Shaham the Imprisoned" say the bubbles are the god's tears, rising from his prison in the deeps toward the heavens for which he yearns. According to the legends of the people of Terranigma, the blue diffusion is the side effect of the forges of the dwarves from the centre of the world. The Mythology of Ush, however, says that the world's creation is not over, and the "bubble blue" is new air, entering the world from the beyond. Alchemists think it's a strange gas that gets released from the deep when the ground is hot enough, during summer.

- **When does it happen?** Blue diffusion is typical to summer, and it never happens during rainy days. In fact, the diffusion is so "aversive" to rain, that farmers

know to count the days from the last rain to the first blue diffusion; the same number of days is expected to pass from the last diffusion to the first rain of autumn. The duration of a blue diffusion changes drastically between climate zones. In a cold climate, it might only appear three to four times during summer, between periods of rain. In a hot climate, a period of bubbling might take between two to three months, during which you can expect a diffusion once every few days. A blue diffusion tends to last from a few minutes to an hour at most.

- **Game effect:** It isn't hard to avoid a blue bubble, as long as you keep your attention on your surroundings (as an action). If you use your action for any other reason, you must make a DC 3 Dexterity (Acrobatics) check to avoid touching the bubbles. The DC increases by 1 for every 5 feet you move during your turn.

Touching a bubble deals 1 lightning damage, but there's a chance of 1 in 10 (1d10) that the bubble is especially large. Such a bubble deals 2 lightning damage. It also stuns the creature, unless it succeeds on a DC 5 Constitution saving throw.



In some places, blue bubbles can be used to power traps. A simple spell, the use of some copper “batteries”, or even a good understanding of gas dynamics, can all be used to store and contain bubbles for long periods of time. Combined with a release mechanism, it’s relatively easy to create self-charging traps for hunting, protection, or deterrent.

Raging Storm

The wind blows, the clouds are heavy above, the trees shake. But is it the beginning of a snow storm, or a raging storm? It’s hard to tell, but to the villagers, it doesn’t matter. They’re running for their homes, to the comfort of their hearth, telling stories of better times, waiting out the storm’s rage. In this case, literally.

- **How does it manifest?** A raging storm appears as a typical, powerful storm, common to the local climate, except that it doesn’t have rain or snow falls. Instead, every sentient creature becomes more and more emotional. The emotions are coming from without, not within – they’re random and unpredictable, sometimes directly opposed to the creature’s personality. The strength of the emotions wavers from moment to moment, but a person fully exposed to the storm is usually influenced enough to get pushed into action, usually in a way they’re going to regret.
Sturdy walls, especially those made of an organic material, can attenuate the storm’s harshest effects. Still, just like the wind manages to find cracks and blow inside buildings during powerful storms, so too emotions manage to seep in. Consequently, people usually weather the storm by sitting together, drinking and telling stories, making it easier to smooth any sudden tide of emotion.
- **When does it happen?** Raging storms are typical to the time between the end of winter and the middle of spring, although they might also appear during an especially harsh autumn. In plains where thunderstorms are a common occurrence, raging storms might erupt in the summer as well. A raging storm can last from around four hours to two days.
- **Game effect:** During a raging storm, a creature must roll a DC 10 Charisma saving throw every hour. Inside a closed structure or a similar shelter, the DC goes down to 5. A calm and pleasant environment, or using spells like Calm Emotions, give an Advantage on the roll.

If you make the save, you become immune to the storm’s effects for the next 24 hours.

If you fail the save, roll 1d8 on the table. You feel the emotion listed, interpreted by you based on your current circumstances. After an hour, or if the circumstances change in a meaningful way (a combat begins, someone casts a mind-affecting spell on you, you embarrass yourself in front of everyone in the middle of an important ball, and the like), you gain a new saving throw.

A raging storm is a strong enchantment effect, but it’s not a charm effect, so elves aren’t resistant to it.

d8	Prominent emotion	d8	Prominent emotion
1	Fear	5	Disgust
2	Anger	6	Trust
3	Sadness	7	Shame
4	Joy	8	Jealousy



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