

# ENVIRONMENTAL EFFECTS

## TRAVEL

Swimming across a rushing river, sneaking down a dungeon corridor, scaling a treacherous mountain slope—all sorts of movement play a key role in an open world setting such as Wyrld.

The DM *can* summarize the adventurers' movement when it isn't key to the play without figuring out exact distance or travel time. An example:

"You travel through the forest and find the dungeon entrance late in the evening of the third day."

Or:

"After killing the guardian at the entrance to the ancient Dwarf stronghold, you consult your map, which leads you through miles of echoing corridors to a chasm bridged by a narrow stone arch."

On Wyrld, it is important to know how long it takes to get from one spot to another, whether the answer is in rounds, minutes, hours or days. In the Boonies (anywhere 30 miles out from a settled area), it is usually important to know because they will pass through regions and have a good chance of running into something out there...

The rules for determining travel time depend on two factors: the speed and travel pace of the creatures moving and the terrain they're moving over.

## TRAVEL PACE

While traveling, a group can move at a Stealthy, Slow, Normal, Quick, or Fast pace, as shown on the [TRAVEL PACE TABLE](#). The table shows whether the pace has any effect. A faster pace makes characters less perceptive, while a slower pace makes it possible to sneak around and to search an area more carefully. Difficult terrain reduces speed by half (2 to 1), with the same effects. Unstable terrain reduces speed to one quarter (4 to 1), with the same effects.

### TRAVEL PACE TABLE

Pace	Speed	Effect	Notes
Stealthy	Quarter (0.25)	+5 to Perception Checks	Able to use stealth
Slow	Half (0.5)	+3 to Perception Checks	Typical Travel Pace, avoids fatigue of teams
Normal	Normal (1)		Standard travel pace.
Quick	Rushed (1.5)	-3 to Perception checks	Teams suffer 1 point of fatigue per hour
Fast	Double (2)	-5 to Perception checks	Teams suffer 2 points of fatigue per hour, Individuals suffer 1 per hour

The Speed of travel is based on the Speed of the way traveled – a Wagon Speed is going to vary by wagon, an airship or train will vary by that. The Speed rating of a vehicle, Mount, or individual determines the distance traveled in a Round, Minute, Hour, or Day.

Terrain impacts speed, type of Speed impacts it, and there are reasons not to tire people and mounts out or push them too hard. Travel is a common challenge, and is fairly uncommon among most of the population, which tends to remain within a given area for most of their lives.

**THE SPEED AND DISTANCE TABLE** shows how far something can travel in a span of time (minutes, hours, days) based on speed score (using standard speed unit of 1 = 10 feet in six seconds). This takes into account time spent resting teams and crews, minor disturbances, and the like. When using a vehicle, Handling can impact the distance and speed, especially during maneuvers, which are also more challenging at higher speeds.

A day of travel is 8 hours of time.

## SPEED & DISTANCE TABLE

Speed	Distance Traveled			Notes	Speed	Distance Traveled			Notes
	Minute (ft.)	Hour (mi)	Day (mi)			Minute (ft.)	Hour (mi)	Day (mi)	
1	10	0.2	1.6		325	3250	37	296	
5	50	0.5	4		350	3500	40	320	
10	100	1	8		375	3750	43	344	
15	150	1.5	12		400	4000	45	360	
20	200	2	16	Foot	425	4250	47	376	
25	250	3	24	Cart	450	4500	50	400	
30	300	3.5	28	Horse	475	4750	53	424	
35	350	4	32		500	5000	55	440	
40	400	4.5	36	Wagon	525	5250	57	456	
45	450	5	40		550	5500	63	500	
50	500	5.5	44		575	5750	65	520	Train
55	550	6	48	Skyship	600	6000	68	544	
60	600	6.5	52		625	6250	71	568	
65	650	7	56		650	6500	74	592	
70	700	7.5	60		675	6750	77	616	
75	750	8	64		700	7000	79	632	
80	800	8.5	68		725	7250	82	656	
85	850	9	72		750	7500	85	680	
90	900	10	80		775	7750	88	704	
95	950	11	88		800	8000	91	728	
100	1000	12	96	Barge	825	8250	94	752	
125	1250	14	112		850	8500	97	776	
150	1500	18	144		875	8750	99	792	Dragon
175	1750	19	152		900	9000	102	816	
200	2000	22	176		925	9250	105	840	
225	2250	25	200	Ship	950	9500	108	864	
250	2500	28	224		975	9750	111	888	
275	2750	31	248		1000	10000	114	912	
300	3000	35	280		1100	11000	125	1000	

**FORCED MARCH.** The tables above presume that characters travel for 8 hours in day. They can push on beyond that limit, at the risk of exhaustion.

For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, and each character must make a CON save throw at the end of the hour. The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of fatigue.

**MOUNTS.** For short spans of time (up to an hour), many animals move much faster than people.

A mounted character can ride at a gallop for 1 hour, covering twice the usual distance for a fast pace. If fresh mounts are available every 5 to 10 miles, characters can cover larger distances at this pace, but this is very rare except in densely populated areas.

Mounts which move at this double speed must make a Con check every hour or suffer a point of fatigue.

**VEHICLES.** Characters in wagons, carriages, or other land vehicles choose a pace as normal.

Characters in a waterborne vessel are limited to the speed of the vessel, and they don't suffer penalties for a fast pace or gain benefits from a slow pace. Vessels can slow down or speed up in some circumstances, depending on their method of movement, but altering speed has the effects outlined above. Note that unless visibility is impacted, waterborne vehicles move in stealth closer than 2 miles to the target.

Characters in a flying vessel are limited to the speed of the vessel, and they don't suffer penalties for a fast pace or gain benefits from a slow pace. Vessels can slow down or speed up in some circumstances, depending on their method of movement, but altering speed has the effects outlined above.

Depending on the vessel and the size of the crew, vehicles might be able to travel for up to 24 hours per day. This requires a vessel with shifts, or the crew begins to suffer from fatigue.

Certain special mounts, such as a pegasus or griffon, or special vehicles, such as a carpet of flying, allow you to travel more swiftly.

## TRUE SPEEDS

This table gives the precise speed versus miles per hour using standard Speed units.

It is provided for reference.

Speed Equivalents													
Speed	.88	2.2	4.4	8.8	17.6	26.4	35.2	44	52.8	61.6	70.4	79.2	88
Mph	.1	.25	.5	1	2	3	4	5	6	7	8	9	10

Speed	132	176	220	264	352	440	528	616	660	704	792	880	968
Mph	15	20	25	30	40	50	60	70	75	80	90	100	110

## DIFFICULT TERRAIN

The travel speeds above assume relatively simple terrain: roads, open plains, and dry packed soil. But adventurers often face dense forests, deep swamps, rubble-filled ruins, steep mountains, and ice-covered ground—all considered difficult terrain.

You move at half speed in difficult terrain—moving 1 foot in difficult terrain costs 2 feet of speed—so you can cover only half the normal distance in a minute, an hour, or a day.

## UNSTABLE TERRAIN

The travel speeds above assume relatively simple terrain that remains pretty much where it is. But adventurers often face situations and experiences where the terrain is moving, roiling, or disturbed and broken far more than with difficult terrain—all considered unstable terrain.

You move at quarter speed in unstable terrain—moving 1 foot in difficult terrain costs 4 feet of speed—so you can cover only a quarter the normal distance in a minute, an hour, or a day.

## SPECIAL TYPES OF MOVEMENT

Movement through dangerous dungeons or wilderness areas often involves more than simply walking. Adventurers might have to climb, crawl, swim, or jump to get where they need to go.

### BURROWING

Burrowing costs 10 feet of Speed per 1 foot of directional movement unless the character has a Burrowing Speed.

Packed earth adds 5 feet, Rubble adds 10 feet, Stone adds 20 feet.

### CLIMBING

While climbing each foot of movement costs 1 extra foot (2 extra feet in difficult terrain, 3 extra feet in unstable terrain), unless a creature has a climbing speed.

Climbing a slippery vertical surface or one with few handholds requires a successful Strength (Athletics) check.

## SWIMMING

While swimming, each foot of movement costs 1 extra foot (2 extra feet in choppy water, 3 extra feet in low swells, 5 extra feet in high swells, 6 extra feet plus Athletics check in rough water), unless a creature has a climbing or swimming speed.

Gaining distance forward in rough water requires a successful Strength (Athletics) check to use 5 feet of Speed to move 1 foot of distance.

## JUMPING

Your Strength determines how far you can jump.

**LONG JUMP.** When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance. Either way, each foot you clear on the jump both vertically (up to a maximum number of feet equal to 3 + your Strength modifier plus your Athletics skill) and horizontally costs a foot of movement.

You must succeed on a DC 10 Strength (Athletics) check to clear a low obstacle (no taller than a quarter of the jump's distance), such as a hedge or low wall. Otherwise, you hit it.

When you land in difficult terrain, you must succeed on a DC 10 Dexterity (Acrobatics) check to land on your feet. Otherwise, you land prone.

**HIGH JUMP.** When you make a high jump, you leap into the air a number of feet equal to 3 + your Strength modifier if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance. Either way, each foot you clear (vertically and horizontally) on the jump costs a foot of movement. In some circumstances, you can make a Strength (Athletics) check to jump higher than you normally can.

You can extend your arms half your height above yourself during the jump. Thus, you can reach above you a distance equal to the height of the jump plus 1½ times your height.

## FALLING

A fall from a great height is one of the most common hazards facing an adventurer. At the end of a fall, a creature takes **1D6** bludgeoning damage for every 10 feet it fell, to a maximum of **20D6**. The creature lands prone unless it avoids taking damage from the fall.

A fall takes 1 round for every 60 feet fallen.

## FALLING INTO WATER

Falling into water has a chance of rendering a character unconscious. A Con check with a DC of 10 plus 1 for every 10 feet fallen needs to be made. Unconscious characters may suffocate.

Additionally, a character will travel 1 foot into the water for every 10 feet fallen, and if the depth of the water is less than that number, will take an additional **1D6** damage from collision with the bottom.

## SUFFOCATING

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

## ENCOUNTERS

Wilderness encounters can vary tremendously. The type of terrain one is passing through has the most direct and immediate effect on this. The Biome, or kind of natural area, being passed through determines the overall encounter types, and influences the kinds of challenges that are faced.

It should be noted that an encounter in the wilderness may not be something that can be managed by a party of any size. Often, the best course of action when faced with deeply dangerous foes is to avoid or retreat before an encounter has happened and evolved into combat.

Often, wilderness encounters may result in simply meeting something. The actions you take will determine the outcome of that meeting in many cases – but not all.

Wyrld has an abundance of common wildlife, and that wildlife can be of many different sizes. There are giant mice and miniature elephants, there are animals that seems to be a mix of two others, and there are, of course, the monsters. All these kinds of critters are only some of the things that can be met.

Bandits, Pirates, Brigands, Lemurian raiding parties, local Patrols, dreadnaughts, merchants, regular folk – the kinds of things you can meet are unending.

## ENVIRONMENTAL RISKS

On occasion, the environment will be an opponent for you. Damage and effects of an environment are usually expressed in terms of Elemental Damage and/or Conditions. Weather has an effect and an impact on the daily lives, and can hamper or limit, aid or protect, depending on how one uses it.

## WEATHER

Different Weather Environments have different effects. Wyrld has Magic, Powers, Spirits, and more than can all affect weather on a local, regional, or large scale, in addition to the normative weather patterns.

## EXTREME TEMPERATURES

Equiv (°F)	Temp (°W)	Common Level	Effects	Frequency of Checks
-50	-5	Fatally Cold	DC 25 Vitality + DC20 Con or 2 pt Fatigue	1 Minute
-40	-4	Deadly Cold	DC 20 Vitality + DC15 Con or 1 pt Fatigue	10 Minutes
-30	-3	Frigid	DC 15 Vitality + DC10 Con or 1 pt Fatigue	1 Hour
-20	-2	Freezing	DC 10 Vitality or 1 pt Fatigue	4 Hours
-10	-1		DC 5 Vitality or 1 pt Fatigue	8 Hours
0 - 30	0	Frosty		
31 - 40	1	Cold		
41 - 50	2	Cool		
51 - 80	3	Comfortable		
81 - 90	4	Warm		
91 - 100	5	Hot		
101 - 110	6		DC 5 Vitality or 1 pt Fatigue	8 Hours
111 - 120	7		DC 10 Vitality + DC15 Con or 1 pt Fatigue	4 Hours
121 - 130	8	Blistering	DC 15 Vitality + DC20 Con or 1 pt Fatigue	1 Hour
131 - 140	9	Deadly Hot	DC 20 Vitality + DC 25 Con or 2 pt Fatigue	10 Minutes
141+	10	Maximum	DC 25 Vitality + DC 30 Con or 3 pt Fatigue	1 Minute

Extreme Temperatures have an impact. Extreme Temperatures cause Fatigue and have additional risks.

The table gives the Equivalent temperature in degrees Fahrenheit, the Wyrld temperature, and the common term for temperatures in that range. Armor always increases the effective temperature for a given character by 1. Temperatures below and above the listed have the same effects as the final.

The Effects show the nature of the roll(s) that must be made for each time of exposure in that temperature.

[For each period of time in extreme weather, the DC increases by one.](#)

[When two rolls are required, both must be successful in order to resist the point of fatigue.](#)

Certain Cold Weather clothing can provide a reduction of one level in risk, others may reduce the DC.

## STRONG WINDS

Strong Winds can have significant impact. The following table lists general descriptions and impact for winds. Strong Winds also can create Sandstorms and increase Wave Height.

Strong Winds can be combined with storms, for additional or increased effects.

Degree		Up to Speed	MPH	Wave Height	Swim/Fly/Handling	Impact	Effect
1	Calm	9	0	0 feet	Calm	<ul style="list-style-type: none"> <li>•Calm wind.</li> <li>•Smoke rises vertically with little if any drift.</li> </ul>	None
2	Light Air	27	1 to 3	< 1/2		<ul style="list-style-type: none"> <li>•Direction of wind shown by smoke drift, not by wind vanes.</li> <li>•Little if any movement with flags.</li> <li>•Wind barely moves tree leaves.</li> </ul>	None
3	Light Breeze	61	4 to 7	1/2 ft (max 1)	Rippling	<ul style="list-style-type: none"> <li>•Wind felt on face.</li> <li>•Leaves rustle and small twigs move.</li> <li>•Ordinary wind vanes move.</li> </ul>	None
4	Gentle Breeze	106	8 to 12	2 ft (max 3)		<ul style="list-style-type: none"> <li>•Leaves and small twigs in constant motion.</li> <li>•Wind blows up dry leaves from the ground.</li> <li>•Flags are extended out.</li> </ul>	None
5	Moderate Breeze	158	13 to 18	3 ft (max 5)	<ul style="list-style-type: none"> <li>•Choppy</li> <li>•-3 to Swim Speed</li> <li>•-2 to Fly Speed</li> <li>•Handling Check +1</li> </ul>	<ul style="list-style-type: none"> <li>•Wind moves small branches.</li> <li>•Wind raises dust and loose paper from the ground and drives them along.</li> </ul>	<ul style="list-style-type: none"> <li>•Flying STR Check DC 10</li> <li>•+2 Dc Hearing</li> </ul>
6	Fresh Breeze	211	19 to 24	6 ft (max 8)	<ul style="list-style-type: none"> <li>•Cresting</li> <li>•Handling Check +2</li> <li>•-4 to Swim Speed</li> <li>•-3 to Fly Speed</li> </ul>	<ul style="list-style-type: none"> <li>•Large branches and small trees in leaf begin to sway.</li> <li>•Crested wavelets form on inland lakes and large rivers.</li> </ul>	<ul style="list-style-type: none"> <li>•Disadvantage on ranged Weapons</li> <li>•Disperses Fog &amp; Smoke</li> <li>•Flying STR Check DC 15</li> <li>•+4 DC Hearing</li> </ul>
7	Strong Breeze	273	25 to 31	9 ft (max 12)	<ul style="list-style-type: none"> <li>•Rough</li> <li>•Handling Check +3</li> <li>•-5 to Swim Speed</li> <li>•-4 to Fly Speed</li> </ul>	<ul style="list-style-type: none"> <li>•Large branches in continuous motion.</li> <li>•Whistling sounds heard overhead.</li> <li>•Umbrellas used with difficulty.</li> </ul>	<ul style="list-style-type: none"> <li>•Disadvantage on ranged Weapons</li> <li>•Extinguishes flames</li> <li>•Disperses Fog &amp; Smoke</li> <li>•Flying STR Check DC 20</li> <li>•Piloting Check</li> <li>•+6 DC Hearing</li> </ul>
8	Near Gale	334	32 to 38	13 ft (max 19)	<ul style="list-style-type: none"> <li>•Crashing</li> <li>•Handling Check +4</li> <li>•-7 to Swim Speed</li> <li>•-5 to Fly Speed</li> </ul>	<ul style="list-style-type: none"> <li>•Whole trees in motion.</li> <li>•Inconvenience felt when walking against the wind.</li> </ul>	<ul style="list-style-type: none"> <li>•Disadvantage on ranged Weapons</li> <li>•Extinguishes flames</li> <li>•Disperses Fog &amp; Smoke</li> <li>•Ends Flying</li> <li>•Piloting Check</li> <li>•+6 DC Hearing</li> </ul>
9	Gale	405	39 to 46	18 ft (max 25)	<ul style="list-style-type: none"> <li>•Breaking</li> <li>•Handling Check +5</li> <li>•-10 to Swim Speed</li> <li>•-10 to Fly Speed</li> <li>•10 damage/hour</li> </ul>	<ul style="list-style-type: none"> <li>•Wind breaks twigs and small branches.</li> <li>•Wind generally impedes walking.</li> </ul>	<ul style="list-style-type: none"> <li>•Disadvantage on ranged Weapons</li> <li>•Extinguishes flames</li> <li>•Disperses Fog &amp; Smoke</li> <li>•Ends Flying</li> <li>•Piloting Check DC 15</li> <li>•+10 DC Hearing</li> </ul>
10	Strong Gale	475	47 to 54	23 ft (max 32)	<ul style="list-style-type: none"> <li>•Tempest</li> <li>•Handling Check +7</li> <li>•-15 to Swim Speed</li> <li>•-15 to Fly Speed</li> </ul>	<ul style="list-style-type: none"> <li>•Structural damage occurs, such as chimney covers, roofing tiles blown off.</li> </ul>	<ul style="list-style-type: none"> <li>•Disadvantage on ranged Weapons</li> <li>•Extinguishes flames</li> </ul>

Degree	Up to Speed	MPH	Wave Height	Swim/Fly/Handling	Impact	Effect	
				<ul style="list-style-type: none"> <li>•20 damage per hour</li> </ul>	<ul style="list-style-type: none"> <li>•Ground is littered with many small twigs and broken branches.</li> </ul>	<ul style="list-style-type: none"> <li>•Disperses Fog &amp; Smoke</li> <li>•Ends Flying</li> <li>•Piloting Check DC 20</li> <li>•+15 DC Hearing</li> </ul>	
11	Whole Gale	555	55 to 63	29 ft (max 41)	<ul style="list-style-type: none"> <li>•Wrack</li> <li>•Handling Check +9</li> <li>•-20 to Swim Speed</li> <li>•-20 to Fly Speed</li> <li>•30 damage per hour</li> </ul>	<ul style="list-style-type: none"> <li>•Considerable structural damage occurs, especially on roofs.</li> <li>•Small trees may be blown over and uprooted.</li> </ul>	<ul style="list-style-type: none"> <li>•Disadvantage on ranged Weapons</li> <li>•Extinguishes flames</li> <li>•Disperses Fog &amp; Smoke</li> <li>•Ends Flying</li> <li>•Piloting Check DC 25</li> <li>•+20 DC Hearing</li> </ul>
12	Storm Force	660	64 to 75	37 ft (max 52)	<ul style="list-style-type: none"> <li>•Tidal</li> <li>•Handling Check +11</li> <li>•-25 to Swim Speed</li> <li>•-25 to Fly Speed</li> <li>•40 damage per hour</li> </ul>	<ul style="list-style-type: none"> <li>•Widespread damage occurs.</li> <li>•Larger trees blown over and uprooted.</li> </ul>	<ul style="list-style-type: none"> <li>•Disadvantage on ranged Weapons</li> <li>•Extinguishes flames</li> <li>•Disperses Fog &amp; Smoke</li> <li>•Ends Flying</li> <li>•Piloting Check DC 30</li> <li>•+25 DC Hearing</li> </ul>
13	Hurricane Force	Over 661	over 75	45+ ft (max 75)	<ul style="list-style-type: none"> <li>•Devastating</li> <li>•Handling Check +13</li> <li>•-30 to Swim Speed</li> <li>•-30 to Fly Speed</li> <li>•50 damage per hour</li> </ul>	<ul style="list-style-type: none"> <li>•Severe and extensive damage.</li> <li>•Roofs can be peeled off.</li> <li>•Windows broken.</li> <li>•Trees uprooted.</li> <li>•Large vehicles overturned.</li> <li>•Moving vehicles can be pushed off the roadways.</li> </ul>	<ul style="list-style-type: none"> <li>•Disadvantage on ranged Weapons</li> <li>•Extinguishes flames</li> <li>•Disperses Fog &amp; Smoke</li> <li>•Ends Flying</li> <li>•+30 DC Hearing</li> </ul>

## STORMS

The most challenging for of weather is storms.

Storms are often accompanied by wind, and so these effects are added to existing effects of any Wind.

### STORM BUILD UP

Storms build up to their maximum devastation.

The DM decides what the full potency of the storm will be, then rolls a die based on how fast the storm is expected to move in. The result is subtracted from 13 to determine where the storm starts on the wind speed tale above. Each hour or period of 10 minutes, the storm will move up one degree on the chart.

A **SLOW ONCOMING** storm will take 1d12 hours to build up.

An **AVERAGE ONCOMING** storm will build up in 1d6 hours.

A **FAST ONCOMING** storm will move in over 1d12\*10 minutes.

### RAIN STORMS

The most common sort of storm. Rainstorms will be Mild, Average, or Intense. Rain Storms last 10 to 1000 minutes ( $D\%*10$ ).

**MILD STORMS** are more annoyance than anything. They reduce visibility and Obscure anything beyond 90 feet. They add +5 to Handling.

**AVERAGE STORMS** will reduce speed by half, and Obscure anything beyond 60 feet. They add +7 to handling.

**INTENSE STORMS** reduce speed to one quarter and Obscure anything beyond 30 feet. They add +9 to handling.



## THUNDERSTORMS

Thunderstorms are a type of rainstorm that can also be mild, average, or intense. Thunderstorms last 10 to 1000 minutes ( $D\%*10$ )

Thunderstorms introduce a chance to be struck by lightning of 1 in 999 (a roll of 1 on  $3D10$ , with each die being a different digit). Being struck by lightning does  $20D10$  Lightning damage to anything it hits.

## HAILSTORMS

Hailstorms can also be mild, average, or intense. Hailstorms last  $1D4$  hours. Hailstorms cause 1 point of damage to vehicles each minute, overcoming thresholds.

A **MILD** hailstorm features small, pebble sized ice. For each hour out in a mild hail storm, a being or vehicle takes 1 hp of bludgeoning damage.

An **AVERAGE** size storm features larger hailstones. For each hour out in an average hailstorm,  $1d6$  bludgeoning damage happens.

An **INTENSE** hailstorm features fist sized hailstones. For each hour out in an intense hailstorm,  $2d6$  crushing damage is taken.

## TORNADOES

Tornadoes have a 33% chance of including a hail storm, and a 50% chance on including a rainstorm. Tornadoes typically have a radius of 125 feet where they touch ground, an eye of  $1D20$  feet, and being caught in one will have a few different effects. Being caught in a Tornado adds +15 to Handling.

Tornadoes have a Speed of 5500 and move each round in a random direction ( $D8$ ).

Tornadoes last  $1D6$  minutes at a time, but in a given hour, there can be  $2D6$  Tornadoes in a square mile area.

Characters holding on to something or Flying under their own power must make a Str check against a DC20 to resist being sucked up.

$6D6$  bludgeoning damage from debris caught in the funnel.

Carried  $5D10$  feet into the air.

Moved  $6D12$  feet in a random direction away from last position.

Falling damage based on height of fall once released.

## HURRICANES

Hurricanes are always **INTENSE STORMS**, with a radius of 125 miles and an eye of 25 miles. Hurricanes last 6 to 26 hours ( $D20+5$ ).

Being caught in a hurricane will cause 5 hp per hour of abrasion damage. Falling unconscious while exposed in a hurricane has a chance to drown a character. Hurricanes add +6 to Handling.

## BLIZZARDS

Blizzards are snowstorms. Blizzards can be Average or Intense. Blizzards can last 1 to 20 days ( $1D20$ ).

An Average Blizzard reduces visibility to 30', and each hour of exposure the folks out in it must make either a Con or Vitality save against a DC of 18. Failure means they take  $1D6$  Cold Damage and 1 point of Fatigue.

Intense Blizzards reduce visibility to 15', and each hour a Vitality check is made against fatigue, and a Con check is made to avoid cold damage. Intense Blizzards add +10 to Handling.

## SANDSTORMS

Sandstorms happen when the wind hits 6<sup>th</sup> Degree (a speed of 211 (19 to 24 mph) or higher), called a Fresh Breeze. Sandstorms can last  $1D6$  hours.



At (7) Strong Breeze, visibility becomes lightly obscured, and Perception Checks have a DC of 10.

At (8) Near Gale, Visibility becomes Obscured, and Perception Checks have a DC of 13.

At (9) Gale, Perception checks are at disadvantage, and Perception Checks have a DC of 16.

At (10) Strong Gale, Sandstorms do **1D6** damage per hour of exposure, and Perception Checks have a DC of 18.

For each degree above 10, the Perception DC increases by 3. Sand storms increase Handling DC by +1 for each degree above 6 as a result of reduced visibility.

## STORMY SEAS

As noted in the Strong Winds table, large open bodies of water (seas, oceans, etc.) become very dangerous in high-speed winds. Combined with a storm, they can be downright devastating.

## LANDSLIDES & AVALANCHES

The Mountains of Wyrld are all very high, some of the smallest mountains a mere 20,000 feet, while the typical one is around 25,000 feet high. Passes through them that still require climbing usually are about 15,000 feet, and very, very seldom used since there are land and sea routes that are much faster and safer due to the bitterly cold temperatures that can kill a man in under a day above 10,000 feet.

Still, the heights of these mountains mean there is a constant snow pack, and where there is snow pack there are avalanches, which are extraordinarily deadly to be caught up in, causing falling and bludgeoning damage.

A character caught in an avalanche must make a STR or DEX save with a DC of 20 to avoid being caught in an avalanche, with failure meaning they take **6D6** frost damage, and have a good chance of suffocating or suffering from frostbite if they cannot gain escape or freedom within six hours. For each hour trapped, they suffer an additional **1D6** Frost Damage. The DC of this is 15, and can be made using PER, KNO, or SAN. Additional Conditions may apply at the DM's discretion.

If a creature is buried beneath a Landslide or avalanche, they will be 2d10 feet below the surface, and will begin to suffocate. If they are less than 5 feet below the surface, they can burrow their way out or climb their way out through difficult terrain

If they are deeper, they must be dug out by someone else, are sightless and restrained. It takes 1 minute to dig one foot through an Avalanche or Landslide.

## FLASH FLOODS

Flash floods strike in areas where water is rushed together. Flash floods happen without much warning. 10 rounds before a flash flood, a Survival check can be made to determine it is coming. If the area being flooded has a clear sky, 5 rounds before a flood arrives, initiative should be rolled to begin determining actions as the sound of the flood can be heard. If the area is currently experiencing a storm, the sound is only heard two rounds beforehand.

Flash floods one is caught in require a STR (athletics) check or fall into the flood and be swept away **10D20** feet. Falling damage is taken for the distance swept down the flood.

Vehicles caught in a Flash flood will capsize.

## FOREST FIRES

Forest fires travel at a speed of **1D8** each hour. Four hours before a fire is reached, the smoke can be smelled. Two hours before a fire is reached, ash can be seen. Being caught in a Forest Fire causes both **1D6** damage each round, and increases fatigue by 1 point each minute, with suffocation striking if a character is rendered unconscious. Forest Fires last **1D8** days.

## RAGING RIVERS

Raging Rivers are generally shallow (less than 10') but move in excess of a speed of 2500 through rocky, dangerous, difficult terrain. While trying to cross a Raging River, one must make a STR (athletics) check or fall into the river and be swept away **10D20** feet. Falling damage is taken for the distance swept down the river.

## SWAMP GAS

Biomes of this nature typically have escaping gas pockets that give the area a strong, nasty smell not unlike rotten eggs. Every mile of travel is likely to pass through a pocket of such, and exposed flames can light it, doing **3D6** fire damage to all within 60 feet.

## EARTHQUAKE

Earthquakes are very rare on Wyrld, nearly always the effect of some kind of magic or creature. There are no natural fault lines on Wyrld, as the Powers that Be decided they didn't want them.

## SINKHOLES

Sinkholes are unpredictable, as they are areas of soil and rock that lie directly above an empty space in the earth, and there is rarely any way to spot them or be prepared for them (Survival DC of 25 to spot them). Sinkholes themselves are relatively safe, it is the drop should they open into an empty space that is the problem, along with the debris that adds **1D6** crushing damage to any falling.

## QUICKSAND

Quicksand may not be sand. It can be mud, vegetation, or other challenges. Each round that someone is in quicksand, any movement they apply will draw them down 1 foot for every 5 feet of movement they attempt. IF they end up submerged, they begin to suffocate.

## VISION AND LIGHT

The most fundamental tasks of adventuring— noticing danger, finding hidden objects, hitting an enemy in combat, and targeting a spell, to name just a few—rely heavily on a character's ability to see. Darkness and other effects that obscure vision can prove a significant hindrance.

Any visual aspect will have two qualities to it at least. Additional factors like refraction can be treated as one of these two.

## OBSCURENESS

Obscureness is the quality of translucence of something. Rock is not translucent, Fog can vary, smoke can vary.

Level	%	Description	Vision
Clear	0		0
Light	25	Light foliage, thick haze, light fog, typical smoke. Penalty of -1 to rolls.	-20
Medium	50	patchy fog, or moderate foliage, creatures have Disadvantage on Perception checks that rely on sight.	-40
Heavy	75	Thick fog, smoke, or clouds, creatures have Disadvantage on Perception checks that rely on sight.	-80
Total	100	blocks vision entirely. A creature effectively suffers from the blinded condition when trying to see something in that area.	--

## BRIGHTNESS

Brightness is a quality of light source. The presence or absence of light in an environment creates five categories of illumination:

Level	Description	Vision
Bright		0

Dim	usually, a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. Coyola three quarters to full is a moonlit dim night,	-10
Shadowed	Places between the possible sources of light, Sina's three quarters to full nights, shadowy alleys and heavy forests during the day.	-20
Dread		-40
Dark	outdoors at night (even most moonlit nights, but not during any full moon of Sina or Coyola), within the confines of an unlit dungeon or a subterranean vault, or in an area of magical darkness.	-80

A given area might be lightly or heavily obscured.

In a lightly obscured area, such as dim light,

A heavily obscured area—such as darkness,

When trying to see through a lightly obscured area, they also have disadvantage, and things within that range of sight are treated as lightly obscured.

bright light, dim light, and darkness.

**BRIGHT LIGHT** lets most creatures see normally. Even gloomy days provide bright light, as do torches, lanterns, fires, and other sources of illumination within a specific radius.

**DIM LIGHT**, also called shadows, creates a lightly obscured area. An area of dim light is usually a boundary between a source of bright light, such as a torch, and surrounding darkness. The soft light of twilight and dawn also counts as dim light. A particularly brilliant full moon might bathe the land in dim light.

**DARKNESS** creates a heavily obscured area. Characters face darkness outdoors at night (even most moonlit nights, but not during any full moon of Sina or Coyola), within the confines of an unlit dungeon or a subterranean vault, or in an area of magical darkness.

## URSIGHT

A creature with Ursight can perceive its surroundings without relying on sight, within a specific radius.

Creatures without eyes, such as oozes, and creatures with echolocation or heightened senses, such as bats and true dragons, have this sense.

## DARKVISION

Many creatures in Wylde have darkvision, which treats Darkness as Dim Light and Dim Light as Bright Light. The range of this ability varies from being to being, but within that range the treat Dim light as Lightly Obscured. However, the creature cannot discern color in darkness, only shades of gray.

## TRUESIGHT

A creature with truesight can, out to a specific range, see in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceives the original form of a shapechanger or a creature that is transformed by magic.

Furthermore, the creature can see into the Ethereal Plane. As noted, this is not always healthy for those who can see into it. Those who have this ability describe it as a horrific experience that gives them nightmares. Apparently, the Ethereal plane is not a pleasant place, and there are a lot of unseen, invisible spirit beings roaming around.

## HAUNTED LOCATIONS

Haunted areas are those locations that raise goosebumps on the skin and are said to be an effect of a current or recent or future haunting by a ghost. It is a location where the lost still wander and is always searching for a Shrineward or Shaman to send them home.

Haunted locations are typically 10 to 60 degrees colder than the area immediately around them and have reduced visibility both in obscureness and brightness without any identifiable cause. Strange noises, whispered

words, and other markedly disorienting effects can happen. Wisps are known to frequent Haunted locations, drawing on the emotional energy of the area.

## RESONANT LOCATIONS

These areas are off in some way – they have strong psychic vibrations. A common effect of a Resonant location is an eerie feeling, like chills down the spine, or the fine hairs on your arms raising on their own. Resonant Locations may have a Psychic or Necrotic feel to them.

The specific effects of a resonant Location can vary from location to location. Some cause damage, others cause a strange sense of uneasiness, still others can alter or change the nature of the very world, shifting it to astral or ethereal spaces, causing terrors to come to life in both real and illusory ways, and mimicking certain spell effects.

## PALESCENT LOCATIONS

These are places where the Pale is having a hard time, where the veil is thin and threadbare, and there is leakage into the Dimension from the Pale. These locations can have unusual effects on the way that spells operate, and can recharge or drain mana, cause spells to misfire, or result in strange effects that may not have been intended if mana is involved.

Magic can work in extremely unpredictable ways in a Palescent area, such that one spell when cast may produce an effect of a different spell, or the cost of a spell may change, or the spell may be of greater or weaker potency or a combination of all of the above. Magical items may or may not work, and also will suffer from the same effects. Some artifacts may be unbound from restrictions on them.

## FALLING

Falling causes crushing damage. Every 10' of distance fallen causes **1D6** damage. For distances in between 10', increments, the die is added at 7' of distance. Thus, a 15 foot fall only causes **1D6**, but a 28 foot fall causes **3D6**.

## FALLING ONTO A CREATURE

If a creature falls into the space of another creature that is not at least two size categories larger than it, the second creature must succeed on a DC 15 Dex roll or take crushing damage, and any damage taken is divided evenly between both creatures, with prone being the resulting position for all.

## FOOD AND WATER

Characters who don't eat or drink suffer the effects of fatigue. Exhaustion caused by lack of food or water can't be removed until the character eats and drinks the full required amount.

### FOOD

A character needs one pound of food per day and can make food last longer by subsisting on half rations.

A character can go without food for a number of days equal to 3 + his or her Constitution modifier (minimum of 1). Eating half a pound of food in a day counts as half a day without food.

At the end of each day beyond that limit, a character automatically suffers one level of fatigue. A normal day of eating resets the count of days without food to zero.

### WATER

A character needs one gallon of water per day, or two gallons per day if the weather is hot.

A character who drinks only half that much water must succeed on a DC 15 Constitution saving throw or suffer one level of fatigue at the end of the day. A character with access to even less water automatically suffers one level of fatigue at the end of the day. If the character already has one or more levels of fatigue, the character takes two levels in either case.

No one can go more than three days without water unless they have some special ability. At the end of the second day, they must make a Sanity Check against a DC of 15. At the end of the third day they will collapse, exhausted.

## CONDITIONS

Activities and actions in the world will result in assorted Conditions affecting the character. These are the stats for conditions possible.

## WARDINGS

### WEAKNESS

A Creature that has a weakness to a particular type of damage takes a +1 on each die of damage.

### PLEASURE

A Creature that has a Pleasure for a particular type of damage subtracts 1 from each die of damage done.

### WARDED

A creature that is warded moves a damage die down the die chain by one (d4 Minimum), and takes half damage.

### ALLERGY

A creature that is allergic moves the damage die up the die chain by 1 place.

### RESISTANT

A creature that is resistant takes one half the damage.

### VULNERABLE

A creature that is Vulnerable takes double damage.

### IMMUNITY

A creature that is immune takes no damage.

## FATIGUED

Fatigue is an omnipresent risk to all in the World.

Fatigue has 10 steps. Fatigued is the first five of those steps. The person is tired, weary, and worn down.

The next steps, six to 10, are generally called Exhausted.

One starts off collecting Fatigue Points. All people start at 0. Every time there is a chance to gain a fatigue point, you can make a Vitality Check, with degrees of difficulty determined by DM, and a penalty for each prior attempt within the period between long rests. Success will block the point, failure will result in getting it.

Each point of Fatigue adds a -1 penalty to any rolls. This is cumulative for each point, up to 9.

Each point of fatigue reduces your speed by 5. When your speed is reduced to zero, you cannot move.

At 3 points, Fatigue blocks Advantage, such that if you have 2 points of fatigue, you cannot have advantage without magical aid.

One point of Fatigue can be restored by one full day of Rest.

## EXHAUSTED

There are five degrees of exhaustion, which begin when you have 6 to 10 points of fatigue.

Exhaustion means all rolls are at disadvantage.

Exhaustion continues the penalties to rolls, starting a 6 and continuing through 9. However, when exhausted, those penalties apply to any Vitality rolls to resist the effects of fatigue and exhaustion.

Exhaustion continues the speed reduction as well, so at 6 points of exhaustion the penalty is -30.

When you exceed your movement rate, you can no longer move.

At 7 points, you are incapacitated.

At 9 points of exhaustion, a person is rendered unconscious.

Each condition imposes one level of exhaustion that cannot be cleared until its recovery condition(s) are met.

## INCAPACITATED

While you are Incapacitated, you experience the following effects:

**Inactive.** You can't take Actions or Reactions.

**No Concentration.** Your Concentration is broken.

**Speechless.** You can't speak.

**Surprised.** If you are Incapacitated when you roll Initiative, you have Disadvantage on the roll.

## FALLING UNCONSCIOUS

If damage reduces you to 0 hit points and fails to kill you, you fall unconscious (see appendix PH-A). This unconsciousness ends if you regain any hit points.

## UNCONSCIOUS

**INERT.** You have the Incapacitated and Prone conditions, and you drop whatever you're holding. When this condition ends, you remain Prone.

**SPEED 0.** Your Speed is 0 and can't change.

**ATTACKS AFFECTED.** Attack rolls against you have Advantage.

**FAIL STR. AND DEX. SAVES.** You automatically fail Strength and Dexterity saving throws.

**CRITICAL HITS.** Any attack roll that hits you is a critical hit if the attacker is within 5 feet of you.

**UNAWARE.** You're unaware of your surroundings.

## CHANGES TO SPEED

If an effect increases or decreases your Speed for a time, any special speed you have increases or decreases by an equal amount for the same duration.

For example, if your Speed is reduced to 0 and you have a Climb Speed, your Climb Speed is also reduced to 0. Similarly, if your Speed is halved and you have a Fly Speed, your Fly Speed is also halved.

## SLOWED

While you are Slowed, you experience the following effects:

**Limited Movement.** You must spend 1 extra foot of movement for every foot you move using your Speed.

**Attacks Affected.** Attack rolls against you have Advantage.

**Dexterity Saves Affected.** You have Disadvantage on Dexterity saving throws.

## FRIGHTENED

A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.

The creature can't willingly move closer to the source of its fear.

## HORRIFIED

A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within awareness.

The creature will actively seek to move as far away as possible to the source of its horror.

## GRAPPLED

While you are Grappled, you experience the following effects:

**Speed 0.** Your Speed is 0 and can't change.

**Attacks Affected.** You have Disadvantage on attack rolls against any target other than the grappler.

**Movable.** The grappler can drag or carry you, but the grappler suffers the Slowed Condition while moving, unless you are Tiny or two or more Sizes smaller than the grappler.

**Escape.** While Grappled, you can make a Dexterity or Strength saving throw against the grapple's escape DC at the end of each of your turns, ending the Condition on yourself on a success. The Condition also ends if the grappler is Incapacitated or if something moves you outside the grapple's range without using your Speed.

## RESTRAINED

A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.

Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

The creature has disadvantage on Dexterity saving throws.

## UNBALANCED

Target is unable to stay up on their feet, and will stagger, stumble, and fall. While unbalanced, they cannot make attacks, and have both disadvantage and a -2 applied to rolls for reactions and bonus actions.

## IMMOBILIZED

These are effects that prevent a being from motion.

## PETRIFIED

Petrified is the condition of being turned into a solid substance. While petrified, the being cannot move, speak, look around, sense, or otherwise do anything. They cannot hear, see, smell, or taste. They cannot make noise, but they do remain aware, just without any input from their sense or ability to move.

Petrification is always a magical condition. Petrified beings do not age, do not change, but can still be harmed. Breaking a petrified being up into small pieces or removing their head will kill them. Breaking off a limb will result in them losing that limb.

A restored being who lost a limb while petrified will have that space healed over by the restoration, and will not have the use of that limb.

Mending a broken petrified being has a 50% chance of restoring them to life, but only if no pieces are missing.

## NUMBED

This is Paralysis. Paralysis causes the person to be numb, lose control of their body, and their muscles to relax. A stunned creature will become prone and incapacitated at the start of their next turn. While numbed, a character cannot move, speak, or perform any action that requires muscular movement.

## STILLED

Stilled is the condition of being unable to move voluntarily. This is much like the childhood game of "freeze", the person is stopped entirely. If in motion, they may lose their balance and fall prone. Otherwise they will simply stand still or otherwise not move.

Stilled is a common condition of spells, such as Halt, a form of Command.

## IMPAIRMENTS

These are effects that impair the ability of beings to do things.

## CRAMPING

A cramping character has speed halved and is at disadvantage.



## SIGHTLESS

Sightless is what normal D&D calls “Blindness”, and the rules for Blindness apply. Sightlessness affects all visual capabilities, including special abilities.

## SOUNDLESS

Soundless is the Wyrld version of Deafened, and results in a complete loss of all sonic or vibratory capabilities relying on the inner ear to hear, although balance is unaffected. Some things cause both unbalancing and soundless.

## SILENCED

Silenced characters cannot speak. They cannot whistle, hum, or otherwise make noise. For obvious reasons, Silencing is a very bad thing to Mages.

## SNEEZING

This is a “sneezing fit”, a series of uncontrollable sneezes that can last a number of rounds. A Sneezing character is unable to make Perception rolls that rely on sight, cannot take any Bonus actions or reactions, has movement reduced to half, and cannot surprise or engage in Stealth.

## SLEEP DEPRIVATION

After going one day without sleep, a creature that spends 10 or more minutes idle must succeed at a DC 10 CON save or fall asleep. To recover the creature must spend at least six hours asleep. For each day, the difficulty increases by one degree.

## FROSTBITE

After gaining a level of exhaustion due to extreme cold (snowy weather etc.), must pass a DC 10 CON save each hour or become slowed as well. To recover must spend four hours at a moderate or warm temperature while not hungry.

Frostbite conditions also cause 1d6 pain damage every hour.

## HEATSTROKE

After gaining a level of exhaustion due to extreme heat (desert environment etc.), must pass a DC 10 CON save each hour or fall unconscious for 1d20 minus (Level plus Con Modifier) in hours. To recover you must spend four hours at a moderate or cool temperature while not thirsty.

## MADDENED

When one succumbs to madness, one becomes maddened.

## CHARMED

A charmed creature cannot attack the being that charmed them.

A charmed creature cannot target, directly or indirectly, target the charmer with harmful abilities or magical effects.

The charmer has advantage on any ability check to interact socially with the creature.

## MADNESS

Madness can be short-term, long-term, or indefinite. Most relatively mundane effects impose short-term madness, which lasts for just a few minutes. More horrific effects or cumulative effects can result in long-term or indefinite madness.

A character afflicted with **short-term madness** is subjected to an effect from the Short-Term Madness table for 1d10 minutes.

d100	Short-Term Madness Effect (lasts 1d10 minutes)
01-20	The character retreats into his or her mind and becomes stilled. The effect ends if the character takes any damage.
21-30	The character becomes incapacitated and spends the duration screaming, laughing, or weeping.
31-40	The character becomes horrified and must use his or her action and movement each round to flee from the source of the horror.
41-50	The character begins babbling and is incapable of normal speech or spellcasting.
51-60	The character must use his or her action each round to attack the nearest creature.
61-70	The character experiences vivid hallucinations and has disadvantage on ability checks.
71-75	The character does whatever anyone tells him or her to do that isn't obviously self-destructive.
76-80	The character experiences an overpowering urge to eat something strange such as dirt, slime, or offal.
81-90	The character is stunned.
91-00	The character falls unconscious.

A character afflicted with **long-term madness** is subjected to an effect from the Long-Term Madness table for 1d10 × 10 hours.

d100	Long-Term Madness Effect (lasts 1d10 x 10 hours)
01-10	The character feels compelled to repeat a specific activity over and over, such as washing hands, touching things, praying, or counting coins.
11-20	The character experiences vivid hallucinations and has disadvantage on ability checks.
21-30	The character suffers extreme paranoia. The character has disadvantage on Wisdom and Charisma checks.
31-40	The character regards something (usually the source of madness) with intense revulsion.
41-45	The character experiences a powerful delusion. Choose a potion. The character imagines that he or she is under its effects.
46-55	The character becomes attached to a "lucky charm," such as a person or an object, and has disadvantage on attack rolls, ability checks, and saving throws while more than 30 feet from it.
56-65	The character is blinded (25%) or deafened (75%).
66-75	The character experiences uncontrollable tremors or tics, which impose disadvantage on attack rolls, ability checks, and saving throws that involve Strength or Dexterity.
76-85	The character suffers from partial amnesia. The character knows who he or she is and retains racial traits and class features, but doesn't recognize other people or remember anything that happened before the madness took effect.
86-90	Whenever the character takes damage, he or she must succeed on a DC 15 Wisdom saving throw or be affected as though he or she failed a saving throw against the confusion spell. The confusion effect lasts for 1 minute.
91-95	The character loses the ability to speak.
96-00	The character falls unconscious. No amount of jostling or damage can wake the character.

A character afflicted with **indefinite madness** gains a new character flaw from the Indefinite Madness table that lasts until cured.

d100	Indefinite Madness Flaw (lasts until cured)
01-15	"Being drunk keeps me sane."
16-25	"I keep whatever I find."
26-30	"I try to become more like someone else I know—adopting his or her style of dress, mannerisms, and name."
31-35	"I must bend the truth, exaggerate, or outright lie to be interesting to other people."
36-45	"Achieving my goal is the only thing of interest to me, and I'll ignore everything else to pursue it."
46-50	"I find it hard to care about anything that goes on around me."
51-55	"I don't like the way people judge me all the time."
56-70	"I am the smartest, wisest, strongest, fastest, and most beautiful person I know."
71-80	"I am convinced that powerful enemies are hunting me, and their agents are everywhere I go. I am sure they're watching me all the time."
81-85	"There's only one person I can trust. And only I can see this special friend."
86-95	"I can't take anything seriously. The more serious the situation, the funnier I find it."
96-00	"I've discovered that I really like killing people."

## CURING MADNESS

A **calm emotions** spell can suppress the effects of madness, while a **lesser restoration** spell can rid a character of a short-term or long-term madness. Depending on the source of the madness, **remove curse** or **dispel evil and good** might also prove effective. A **greater restoration** spell or more powerful magic is required to rid a character of indefinite madness.

## RAGING

Rage is a loss of control caused by something that could make the character ‘see red’ or ‘black out’– it could be due to a failed Sanity or perception check, or even a part of your normal process when in combat. It is bloodlust, a need to destroy, to hurt, to cause harm. It is the obverse of heart. Gladiators develop it, some Luminars oppose it, Elfs are susceptible to it and Dwarfs tend to be less so.

A character’s Rage DC is an unmodified d20 roll against the average of their Con, Wis, and San added together and divided by three. Elfin folks have disadvantage and Dwarf folks have advantage on this roll.

Exceeding the Rage DC means they launch into an uncontrollable rage.

While raging, you gain the following:

If wearing armor, you take a penalty to all actions of -1 to -5, depending on the kind of armor you are wearing (Heavy = -4), Medium = -3, Light = -2, Common = -1, Shield = -1). This includes Attack rolls but does not change your armor class.

You have Advantage on Strength checks and Strength saving throws.

When you make a melee weapon attack you gain a bonus to the damage roll equal to your Proficiency bonus by level.

Attacks using bludgeoning, piercing, and slashing damage are reduced by your Rage modifier.

If you are able to cast spells, you can’t cast them or concentrate on them while raging.

You will automatically disrupt any rituals.

You will disrupt any spells being cast within 10 feet of you.

You cannot use Hero Points while Raging.

You cannot use Heart while raging.

Your rage lasts for 1 minute (10 rounds). It ends early if you are knocked unconscious or if your turn ends and you haven’t attacked a hostile creature since your last turn or taken damage since then. You can also end your rage on your turn as a bonus action, forcing yourself back under control.

Once you have raged you must finish a long rest before you can rage again, and you take a -5 penalty to speed, a loss of 1 vitality, and a penalty of -1 to all rolls until then. In some cases, a DM may apply a fatigue point, as well.

Rage can be ended with **Calm Emotions**, **Dispel Rage**, or **Restoration**.

## POISONED

This condition applies to poisons that are unknown and naturally occurring but not inherently fatal. Known poisons have a set effect.

A poisoned character will take 1 point of fatigue per hour, the effects of the poison (as described by the poison) and have disadvantage on all rolls while the poison is impacting them. Most major manufactured poisons have specific effects that are dependent on the poison.

## KNOWN POISONS

The effects of known poisons.

Poisons	Type	Effect
Niobe’s Tears	Ingested	Con Save versus DC 16 or die in 1d12 hours.
Helena’s Drought	Ingested	Con Save versus DC 18 or die in 1d12 hours.
Moon’s Rest	Ingested	Con Save versus DC 20 or die in 1d8 hours.
Eyeshut	Ingested	Con Save versus DC 16 or sleep, Vitality DC 18 to avoid Fatigue.

Veracity's Edge	Ingested	Con DC 21 or unable to deceive.
Essence of Aether	Inhalant	Con DC 17 or Charmed for 1d6 hours, sleep 1d20 after, w/ no memory of charmed period.
Scent of Madral	Inhalant	Con save vs DC16 or Coughing, Sneezing, and Busy for 1d8 hours.
Smoke of Severus	Inhalant/Eyes	Con Save vs DC 18 or Blind and Confused for 1d8 hours, under effect of suggestion.
Oil of Shadows	Contact	Con Save DC 15 or sleep
Oil of Silence	Contact	Suffocation begins 1d6 minutes after exposure.
Oil of Serpents	Contact	Con DC 17, San DC 16, Vitality DC 15 or die 1d6 hours later.
Duel's Finish	Injury	Con DC17 or die 1d20 hours later.
Helena's Wrath	Injury	Incapacitated Con DC 14.
Aztec Surety	Injury	Con DC 15 or -1 hp/hour, Unbalanced, Dazed.

## INTOXICATED

Intoxication is impacted by dosage. One unit of a given intoxicant as shown below has a compounding effect on the imbiber.

Substance	Unit	Substance	Unit	Substance	Unit	Substance	Unit
Beer or Ale	3 Pints	Whiskey	1 Shot	Tequila	1 Shot	Fadeleaf	1 Dose
Mead	2 Pints	Vodka	1 Shot	Uzo	1 Shot	Dreamsweet	1 Dose
Wine	1 Cup	Gin	1 Shot	Virale	1 Shot	Spiritboost	1 Dose
Brandywine	1 Shot	Rum	1 Shot	Shouju	1 Shot	Lanternhome	1 Dose
Cider	1 Shot	Rye	1 Shot	Makushmor	1 Shot	Shimmerdark	1 Dose

For the disavowed substances, the effects are found in their description. It should be noted that in all cases of disavowed substances, the subject becomes addicted, and the effects of the substances cease to end.

Each unit taken, the subject must make a Constitution roll on a DC of 13. For alcohol, the DC increases by 1 with each drink/hour, and for disavowed substances the DC increases by 1 for each use. Each failure results in a point of Fatigue, and all rolls are at a *stacking* disadvantage (if you fail twice, you have to roll 3d20 and take the lowest roll, thrice equals 4d20 take the lowest, and so on.)

The disadvantage includes future Con rolls.

The fatigue wears off as normal.

## STEALTH

Efforts to conceal or be unseen are stealth actions.

## OBSCURED

A given area might be lightly or heavily obscured. In a lightly obscured area, such as dim light, patchy fog, or moderate foliage, creatures have disadvantage on Wisdom (Perception) checks that rely on sight. , , ,k mk k

A heavily obscured area--such as darkness, opaque fog, or dense foliage--blocks vision entirely. A creature effectively suffers from the blinded condition when trying to see something in that area.

## HIDDEN

While you are Hidden, you experience the following effects:

**Concealed.** You aren't affected by any effect that requires its target to be seen.

**Surprise.** If you are Hidden when you roll Initiative, you have Advantage on the roll.

**Attacks Affected.** Attack Rolls against you have Disadvantage, and your Attack Rolls have Advantage.

**Ending the Condition.** The Condition ends on you immediately after any of the following occurrences: you make a sound louder than a whisper, an enemy finds you, you make an Attack Roll, you cast a Spell with a verbal component, or you aren't Heavily Obscured or behind any Cover.

## UNSEEN

Unseen is a condition whereby one is not hiding or being invisible and is simply not recognized as anything worth looking at, so the eyes pass over it. Unseen objects cannot be moving at the time they are in a condition of being unseen, as this disrupts the visual. Unseen things always have advantage on rolls against things which do not see them.

## INVISIBLE

While you are Invisible, you experience the following effects:

**Concealed.** You can't be seen, so you aren't affected by any effect that requires its target to be seen. Any equipment you are wearing or carrying also can't be seen.

**Surprise.** If you are Invisible when you roll initiative, you have Advantage on the roll.

**Attacks Affected.** Attack Rolls against you have Disadvantage, and your Attack Rolls have Advantage.

## STUNNED

While Stunned, you cannot take a Bonus Action or a Reaction.

## DAZED

While Dazed, you can Move or take one action on your turn, not both. You also can't take a Bonus Action or a Reaction.

## CONFUSED

While Confused, you can Move or take one non-combat action on your turn, not both. You also can't take a Bonus Action or a Reaction. You make all Kno, Wis, Per, and Cha rolls at disadvantage.

## STUPEFIED

While Dazed, you can take no actions, including a Bonus Action or a Reaction. You fail any Kno, Wis, Per, or Cha rolls automatically.

## SUFFOCATION

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

For example, a creature with a Constitution of 14 can hold its breath for 3 minutes. If it starts suffocating, it has 2 rounds to reach air before it drops to 0 hit points.

## CHOKING

A character that is choking is unable to gain air, but still within the rounds before suffocation begins. Coughing characters cannot move more than  $\frac{1}{4}$  their Speed, are at disadvantage, and cannot take actions other than those that will enable them to breathe, including any form of attack.

## COUGHING

A Coughing character is unable to make Perception rolls that rely on sight, cannot take any Bonus actions or reactions, has movement reduced to half, and cannot surprise or engage in Stealth.

## SICK OR ILL

A plague ravages the kingdom, setting the adventurers on a quest to find a cure. An adventurer emerges from an ancient tomb, unopened for centuries, and soon finds herself suffering from a wasting illness. A warlock offends some dark power and contracts a strange affliction that spreads whenever he casts spells.

A simple outbreak might amount to little more than a small drain on party resources, curable by a casting of lesser restoration. A more complicated outbreak can form the basis of one or more adventures as characters search for a cure, stop the spread of the disease, and deal with the consequences.

A disease that does more than infect a few party members is primarily a plot device. The rules help describe the effects of the disease and how it can be cured, but the specifics of how a disease works aren't bound by a common set of rules. Diseases can affect any creature, and a given illness might or might not pass from one race or kind of creature to another. A plague might affect only constructs or undead or sweep through a halfling neighborhood but leave other races untouched. What matters is the story you want to tell.

Cure disease will cure any disease on Wyrld.

## CONTRACTING A DISEASE

The base chance of contracting a disease is roughly 1 in 20. Some factors increase this chance, and this is why Physics recommend coming to see them monthly. The factors that increase this chance are relatively few, and modify the chance as shown below.

Factor	Modifier	Factor	Modifier	Factor	Modifier
Currently Sick	+6	Infant	+10	Moist Weather	+2
Exposure	+2	Senior	+7	Hot Weather	+4
Crowded	+3	Contaminated Water	+5	Cold Weather	+3
Filthy	+3	Contaminated Food	+3	Spores	+5
Troll Scratch	+7	Animal Scratch	+1	Monster Scratch	+3
Troll Bite	+11	Animal Bite	+3	Monster Bite	+5
Sewage Exposure	+4	Fatigue (per point)	+1		

All modifiers are cumulative, so exposure to a disease in a moist, cold, crowded place has a modifier of +10.

The table above is indeed an expansion of the one from the Environmental section, as it has certain additions reflecting encounters.

When there is a chance of contracting a disease, add up the factors and ask for a Constitution Check of DC 1 plus the total number of modifier. On an equal to or greater result, they did not contract a disease. On a lower than result, they did.

Roll 2d6 to determine incubation time in days. Most diseases have an incubation time. During this time there is no outward sign of illness and no effects of it. After that number of days have passed, you can roll to see what they have contracted on the table below.

D% Roll	Disease	D% Roll	Disease	D% Roll	Disease
01	Yumabasilis	05 - 15	Daebzbugh	97	Wyrldokokus
02	Trips	16 - 35	Chatterburr	98	Timethief
03	Cackle Fever	36 - 96	Influenza	99	Ripley
04	Geostigma			00	Andromede

Note that contracting Lycanthropy can only be done via spell or bite, and in both cases, it is a DC22 on a Constitution Check.

## DISEASE EFFECTS

Several diseases are noted previously under Environment. The effects of each disease are described below. All diseases, once contracted, cause disadvantage on all rolls.

## INFLUENZA

Victim gains 1 point of fatigue per day loses 1 point of Vitality per day. Every eight hours, the victim loses 1 hp. Any time the victim engages in strenuous activity, they must make, the victim must make a Con check against DC 15, or suffer from Choking, Coughing, or Sneezing attacks.

After the loss of points each day, the victim can make a Vitality check against a DC of 15. If unsuccessful, it continues, if successful they recover fully in three days.

## DAEZBUGH

On a successful Con Check against a DC of 10, the illness passes overnight, during which time the victim is incapacitated. On a failure it lasts an additional day, and they suffer a cumulative -1 to vitality.

## CHATTERBURR

Victim gains 1 point of fatigue each hour until unconscious, with normal Vitality checks allowed to avoid it at a DC of 15, failure increasing the next hour DC by 1. It passes after two weeks from contracting.

## SEWER PLAGUE

Victim gains 1 point of fatigue every 8 hours. They experience periodic Cramping (condition) once every 4 hours. Any healing is half as effective, and when they spend hit dice they receive only half the benefit.

Every other day, a Con check at DC 15 can be rolled to see if they rally and begin to recover, which takes a number of days equal to the length of time sick.

## SIGHT ROT

One day after infection, the creature's vision becomes lightly obscured. On day 5 it becomes obscured. On day 9 it becomes heavily obscured, on day 15, they are Sightless.

## ANDROMEDE

Each hour the victim loses 5 hit points. If not treated by magical means, when they hit run out of death saves, the character dies.

## CAKLE FEVER

Victim gains 1 point of fatigue per day loses 1 point of Vitality per day. Every eight hours, the victim loses 1 hp. Stressful events, such as fighting, being hurt, mild fear, nightmares, and the like result in a loss of 3 hp and a sudden fit of shrieking laughter that persists until they can control themselves. The Laughter has the same effect as the Coughing condition.

## GEOSTIGMA

A disease that decreases the efficiency of the body's immune system, causing exhaustion and black sores appearing on the skin.

Mostly affects children due to their weaker constitutions. It is a symptom of planar matter infesting the body. The body tries to eliminate it and overcompensates.

## RIPLEY

Once active, the victim loses 5 hp immediately.

A week later, the victim suffers Cramping, and begins to lose 3 hp per hour.

Once the victim runs out of death saves, they die as the parasite erupts from the body and attacks anything around it.

## TIMETHIEF

Until cured, the victim gains 1 year of age each week. At 80 years of age, they lose 1 point of Str, Con, and Dex each week, but will not drop below 4. At 100 years, roll a d20 to see how many weeks they have left.

When cured, the victim remains at that age they were, with the effects remaining. Restoration will restore the caster's level in years per casting.

## TRIPS

Victim gains 1 point of fatigue per day, loses 1 point of Vitality per day, and loses 3 hp each hour.



## WYRLDOKOKUS

Each day, the victim gains 2 lbs of weight, and requires 1 additional pint of water. This is cumulative. At double the weight, the victim begins to gain 1 point of fatigue each day. When they fall unconscious, they begin to lose 10 hp each day. If not cured, they will die.

## YUMABASILIS

If not cured, in 10 days the victim becomes a monster (NPC) as the person inside is destroyed and the Yuma is born.