

Firefall Storm

Firefall storms occur when the ashen ForeverMist suspend over the Wastelands congeals with itself and begins to cascade to the earth. When this happens each tiny piece of ash gathers more ashen mist as it descends. This accumulation of ash creates a static charge which ignites as fist-sized lumps of ash fall from the sky.

The blackened mist above will glow red in places 1-D6 turns before Firefall exits the overhead mists.

Area of effect:

1 square league (3 square miles)

Chance of being effected:

All within the area of effect will have a 30% chance per turn of being struck by 1-D4 falling lumps of molten ash.

To successfully strike a creature, the GM will roll his or her % dice for each potential strike, adding +50 to the offensive roll. This attack is considered as a hurled weapon (which is already calculated into the +50 adjustment to strike).

Damage:

1-D12 x5 in 1-D4 areas of the body.

There is no impact damage from this natural attack. It is molten heat which causes the damage, and even if the creature dodges the attack, unless a successful avoidance-roll vs. "Coordination" is rolled, the wake of blistering heat which spreads out from the impact area will cause 3-D6 damage to 1-D4 areas of the body.

Duration:

1-D20 x6 turns

or:

When a Firefall Storm happens, there will be a 30% chance of it being a Pyrran Downpour, which will last for 3-D20 x 1-D100 turns.

Time before surface impact:

1-D4 turns.