Weather

Eventually weather tables for each region may be developed, but for now the following system is used.

Procedure

1. At the start of the expedition, check starting weather by rolling d6 to determine the starting column, and a d20 for the row.
2. At every subsequent dawn and dusk, roll a d20 for the current column. The result may cause a change of column, as seen below.

d20	Clear (1-3)	Cloudy (4-5)	Precipitation (6)
1-2	Re-roll. If 1-2, roll on Storms table.	Re-roll. If 1-2, roll on Storms table.	Re-roll. If 1-2, roll on Storms table.
3-5	Excess heat	←- Clear	← Cloudy
6-8	Clear	Cloudy	← Cloudy
9-11	Clear	Cloudy	Light rain
12-14	Clear	Cloudy	Light rain
15-17	Clear	Cloudy	Hard rain
18-20	Cloudy →	Rain →	Hard rain

In the winter, rain will be sleet/snow.

Storms

Effects

Clear

- Orcs and goblins fight at a penalty. Vampires will be destroyed. Wraiths are powerless. And so on.

Cloudy

- Orcs, goblins, vampires, wraiths, etc. are not affected by sunlight.

Light rain

- -1 to missiles.
- 80% visibility and encounter distance.

Hard rain

- -2 to missiles.
- 50% visibility and encounter distance.
- 50% movement speed, due to mud.
- Double movement point cost.

Excess heat

- Double movement point cost.
- Any chances to start a fire (due to carelessness or intention) are doubled.

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