

# 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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