

# 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, go to Storms section.	Re-roll. If 1-2, to go Storms section.	Re-roll. If 1-2, go to Storms section.
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

Storms have special chance to continue, as listed in their effects.

d10	Storm
1	Special storm.
2-10	Blizzard (winter) or lightning (other seasons).

## 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.

## Lightning

Counts as the precipitation column. Starting rain is either light (25%) or hard (

## Blizzard

## Excess heat

Only possible during the [summer moons](#).

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

From:

<https://geb.aikuro.net/> - **Geb**

Permanent link:

<https://geb.aikuro.net/weather?rev=1708412017>

Last update: **2024-12-22 15:53**

