

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

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 (75%).
- If "Cloudy" is rolled, the lightning storm ends, and the "Precipitation" column is rolled on once more.

Blizzard

- Counts as the precipitation column. "Light rain" has the effects of "Hard rain", and "Hard rain"'s effects are doubled.
- If "Cloudy" is rolled, the blizzard ends, and the "Precipitation" column is rolled on once more.

Excess heat

Only possible during the [summer moons](#). Counts as clear otherwise.

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

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