

# 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.<sup>1)</sup>
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.

<sup>1)</sup>

For the curious, this system was inspired by Chainmail's weather rules.

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