

WEATHER

1. *Temperature*: is determined by the season.
2. Roll 2d6, on a 2 or 12, check for *Special Weather*, otherwise, check for *Precipitation*.

TEMPERATURE + SEASONAL WEATHER

Sea Season : comparable to spring, time for planting and light rains.

Fire Season : comparable to summer, hot and dry, Warming, ripening and growing. Time of war, since men are free from working.

Earth Season : time of harvest and preparing for the coming cold weather.

Dark Season : snow and storms. Trolls most active. Many elves sleep.

Storm Season : violent battles between darkness and light. Biggest weather changes.

The Sacred Season : many religious rebirth ceremonies.

PRECIPITATION

Check Season + Terrain		SEA			FIRE			EARTH			DARK			STORM			SACRED		
Roll 1d3		1	2	3	1	2	3	1	2	3	1	2	3	1	2	3	1	2	3
Desert		-	T	-	-	T	-	-	-	-	-	T	-	-	T	-	-	T	-
Forest		L	H	M	L	M	M	L	M	M	T	M	L	T	M	L	T	M	L
Hills		L	H	M	L	H	M	T	M	L	T	M	L	T	M	L	T	M	L
Mountains		-	M	L	-	L	T	-	M	L	-	M	L	-	M	L	-	M	L
Plains		L	H	M	L	H	M	T	M	L	-	L	T	-	L	T	-	L	T
Seacoast		T	M	L	-	L	T	L	M	M	L	H	M	L	H	M	L	H	M
Swamp		L	H	L	L	H	M	-	M	L	T	M	L	T	M	L	T	M	L

Precipitation Letter Codes

- = No precipitation

T = Trace

L = Light

M = Moderate

H = Downpour

EXCEPTIONAL WEATHER

Roll 1d4		SEA				FIRE				EARTH				DARK				STORM				SACRED			
Roll 1d4		1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4
Desert		G	S	D	Z	G	S	D	Z	S	G	D	Z	A	S	D	Z	A	S	D	Z	A	S	D	Z
Forest		G	X	M	Z	G	X	M	Z	A	X	M	Z	A	X	M	Z	A	X	M	Z	A	X	M	Z
Hills		A	X	Z	T	A	X	D	Z	A	X	D	Z	A	X	M	Z	A	X	M	Z	A	X	M	Z
Mountains		A	X	M	Z	A	X	D	Z	X	A	D	Z	A	X	M	D	A	X	M	D	A	X	M	D
Plains		A	X	T	Z	X	G	D	Z	X	A	D	Z	A	G	D	Z	A	G	D	Z	A	G	D	Z
Seacoast		C	X	M	Z	C	X	M	Z	A	X	M	Z	A	X	M	Z	A	X	M	Z	A	X	M	Z
Swamp		G	X	M	Z	G	X	M	Z	A	X	M	Z	A	X	M	Z	A	X	M	Z	A	X	M	Z

A = Cold Wave, temp drops for next 2d6+2 days

C = Cyclone/Hurricane/Typhoon, wind speeds of 80-180mph, damage to structures.

D = Drought, no precipitation for 2d6+2 days.

G = Gale, wind speeds of 45 - 70mph for

1d6+1 hours.

S = Sandstorm/duststorm/snowstorm, strong winds of 15-30mph for 1d6+1 hours, no precipitation.

T = Tornado, temperature increases, wind very strong + heavy precipitation for 1d3 hours, then rain and wind stops for 3d6 minutes; tornado passes through,

winds at 200-300mph, major structural damage (from winds + low pressure). Wind stops for 30 minutes, then peaceful for rest of day, and next day.

X = Extreme Precipitation, can be (1) hailstorm, (2) ice storm, (3) sleet storm, (4) lightning storm, (5) severe snowstorm, or (6) nothing.