

Gregorius21778:

*Weather for the dry badlands of
the post-apocalypse*

Version 1.1-MFC; 2016



Legal & other stuff:

Created by: Kai Pütz; (c) 2016
[My blog](#)
[My other releases](#)

Cover artwork: Some artwork copyright John Buckley, used with permission

Page artwork: Misfit Studios(c) 2007 by Steve Trustrum, used with permission.
All rights reserved.

„Mutant Future(tm) is copyright 2008, Daniel Proctor and Ryan Denison. Mutant Future(tm) and Mutants & Mazes(tm) are trademarks of Daniel Proctor. These trademarks are used under the Mutant Future(tm) Trademark License 1.1

Got no copy of Mutant Future(tm)? [Get it for free!](#)

Looking for more post-apocalyptic add-ons? I've got you covered!

[100 names for androids and other artificial beings](#)

[100 names of post-apocalyptic tribes](#)

[99 names for roadwarrior vehicles](#)

[Looks & Details of post-apocalyptic marauders](#)

[Loot tables for stuff inside of post-apocalyptic battlecars](#)

[Looks & Loot of degenerated underground dwellers](#)

Special License Grant:

By buying this product the owner is granted the non-transferable, non-exclusive, non-sublicensable right to use the text, tables, ideas and concepts presented in this product (NOT the artwork!) in his or her own publications as long as the following terms are met:

- 1) credit is given: [Some ideas and concepts taken from "Gregorius21778: Weather for the dry badlands of the post-apocalypse"; used with permission.]
- 2) the publication is non-commercial
- 3) the publication is more than just a reproduction of this product.

Do not hesitate to contact me if you have any questions regarding the license:
gregorius21778@fantasymail.de (answers might take a while, please be patient).

Post-Apocalypse. The world has gone south, and the weather has not changed for the better either. This supplement provides a number of different weather conditions that were written to fit dry badlands in a post-apocalyptic setting. So, break out the dice and create your own forecast for your player group.

How to create your own weather zone

#d20	Weather
01 - 05	A light breeze
06 - 09	Windless heat
11 - 12	Light cloud cover
13 - 15	High winds
16 - 17	Dry thunderstorm
18 - 19	Sandstorm
20	Heavy rain

#d20	Weather
	A light breeze
	Windless heat
	Light cloud cover
	High winds
	Dry Thunderstorm
	Sandstorm
	Heavy rain

Below you will find seven types of weather, each with a brief description and some rules. You can either choose the weather condition you like the most or use a random table (see above) that is based on a d20. As already mentioned, all of them have been tailored for a type of terrain best described as "dry badlands". It does not need to be a desert, but both vegetation and water should be scarce.

If you wish to randomize when the weather is going to change, use the following method: first, determine if the current weather is going to **last longer** or **only briefly**. My suggestions is that **dry thunderstorms**, **sandstorms** and **heavy rain** last only briefly while all other weather types last longer. Any weather that lasts only briefly will be gone after 1d3 hours (1d6 /2). On a natural result of "1" it will be over in less than an hour. Any kind of weather that **lasts longer** will stay the same for 2d6 hours, while a result of "doubles" means that the weather will stay that way for the rest of the day. *Et violá*, a regional weather system!

But perhaps, you have different things in mind. Maybe **sandstorms** are much more common in your setting or there is no rain at all. Perhaps you have no need for a **light cloud cover** as the sky is always black in your game world. No problem! A "blank" table is provided as well, enter your own numbers and feel free to leave some results out altogether. But keep in mind that every "point" on a d20 is equal to a 5% chance).

Furthermore, you can always add special rules. For example, I would suggest that **heavy rain** never happens more than once a month. Thereby all further results in the same "game month" would be re-rolled. You could rule that **windless heat** is always followed by a **dry thunderstorm**. Or, if the weather in your game world has completely gone nuts, that it changes every 1d3 hours. Take the entries and methods mentioned in this supplement as set of toys. TOY WITH THEM!

If a character wants to predict the weather the ML should have the player roll a d6. On a result of 5 or 6 the character is able to determine the weather for the next three hours.

A light breeze is both one of the most common and one of the few desirable weather conditions the post-apocalyptic badland has to offer. While the overall temperatures are high and the time around noon will still be much too hot for any kind of physical activity the wind that comes up now and then helps to fend off the worst effects of the heat. "It could be worse" is the catch phrase here.

Mutant Future rules: As this is considered to be the standard condition, no special rules come into play here. If the ML would like to play up the heat, a **Saving Throw vs. Death** can be called for whenever a character was involved in a strenuous activity. On a failure the character will suffer a -1 penalty to all further Ability Tests as well as on all rolls for damage and to force doors open. This penalty is cumulative but can be negated by rest (at least one hour). The ML might wish to increase the time that the characters take to cross a hex in the wilds by 10%.

Windless heat is the other most common weather condition, and the characters will hate and dread it. With no wind at all the heat built up quickly. Any kind of activity will be exhausting and due to the glimmering air it becomes harder to spot things while they are still far away. Far away is the good distance, the distance that allows the watchful survivor to survive just a little longer by picking the encounters instead of being picked by them.

Mutant Future rules: The ML should call for an **Saving Throw vs. Death** as soon as the characters do anything. Any character that fails it should receive the same penalties as mentioned above. If a character actually engages in any strenuous activity another Saving Throw is called for. The time that the characters take to travel across a hex should be increased by 20% and the distance at which the characters will encounter a monster in the wild should not be higher than 200 yards (see p.44 of the MF core rules). Last but not least the characters might be forced to increase their water intake by 10% to 20% if this weather conditions lasts the better part of the day (and if the game involves any such book keeping).

Light cloud cover is a weather condition welcome to everyone traversing the dry badlands. With the merciless sun blocked most of the time travel becomes much easier and the need for water is reduced a little bit. This might not sound like much of an advantage, but in situation where water needs to be rationed already it becomes a blessing.

Mutant Future rules: The characters might be allowed decreased their water intake by 10% if this weather conditions lasted the better part of the day (and if the game involves any such book keeping).

High winds are a common occurrence in a landscape that is void of trees or other natural wind barriers. While strong winds alone are enough to slow travel and to hamper attempts to set up a camp for the night, more often than not the wind will carry sand or dust. Sand and dust are painful to the unprotected eye, reduce sight and threaten to clog filters of personal gear like gas masks and those of machinery like combustion engines.

Mutant Future rules: The time that the characters take to travel across a hex should be increased by up to 10% and the distance at which they encounter a monster in the wild should be determined with 3d6 instead of 4d6 (see p.44 of the MF core rules). If the optional rules for Technology Condition (p.42 of the MF core rules) are used, a Functional-Roll for each item with a filter should be called for (unless it is not exposed to the elements). On an failure, the Condition Grade of the item drops by one.

A dry thunderstorm brings both thunder and lighting but no drop of rain will touch the surface. It is wise to seek shelter quickly as there is a real risk to get struck by a lightning if one is still out in the open when it begins. But lighting strikes are not the only imminent danger, as dry thunderstorms often cause fires (if any vegetation is left to be set ablaze). A patch of savanna can quickly turn into a field of fire.

Mutant Future rules: If the characters are surprised by a dry thunder storm (if in doubt the ML; rolls a d6 . On a result of 1 or 2, they are) and cannot find shelter quickly each character has 5% chance of suffering a lightning strike. Those who get hit need to pass a **Saving Throw vs Death**. If the saving throw is passed the character will suffers 4d8 points of damage, if it is failed the character will die instantly. As long as there is enough vegetation to support a fire, there is a 10% chance for one to break out nearby during or after a dry thunderstorm.

An actual sandstorm will force everyone into hiding. It is impossible to march on, direction is lost instantly and the wind literally tears at the traveller while the sand (or loose, dry earth) will be painful, especially if the eyes, nose and mouth are unprotected against the elements. Driving a car through a storm is most unwise as well as the wind will carry so much sand and dirt that the filters cannot deal with it and the engine ends up damaged. All one can do is to seek shelter and wait till the storm is over.

Mutant Future rules: If the characters are surprised by a sandstorm (if in doubt the ML rolls a d6 . On a result of 1, they are) they better find something that shields them against the storm. Those who don't will suffer 2d6 points of damage (half of it if a **Saving Throw vs. Death** is passed). The damage is from inhaled sand, the tearing wind and the risk of getting buried or knocked over. If the optional rules for Technology Condition (p.42 of the MF core rules) are used, a Functional-Roll for each item with a filter should be called for (unless it is not exposed to the elements). On an failure, the item stops to function.

Heavy rain might at first sound like a gift from heaven itself, but the truth is that the time of heavenly gifts is no more. The dried-out earth is incapable of dealing with the sudden and massive downpour of water, and as vegetation is sparse there are no roots to hold the ground in place. This results in landslides and flash floods, especially in old city ruins where the canalization is now largely blocked by debris. Out in the wasteland wide plains and dirt-roads suddenly turn into deep quagmire, and right after the rainfall insect populations explode overnight. The only good thing about heavy rain is that it will be easy to find water during the next days ...unless of course the rain was acidic, radioactive or otherwise contaminated. Even rain that is simply black from grime or ashes means trouble as it carries the dirt through every opening, which may spoil food or ruin delicate equipment.

Mutant Future rules: Most of the consequences of heavy rain (see above) are story related, it is up to the ML to incorporate them into the game. Roll a d6 to determine the type and effect of the contamination (if any!)

1-3: No contamination (to speak of...)

- 4: **Acidic rain** is usually not aggressive enough to eat away the skin, but it is caustic and harmful. All characters that were exposed to it for a longer period of time must pass a **Saving Throw vs. Death**. If the Saving Throw is failed a character will suffer 1d4 points of damage.
- 5: **Radioactive rain or poisonous rain** are possibly the result of war or pollution: Roll a d6 to determine which type it is (odd: radioactivity / even: poisonous). Determine the Strength/Type of the radioactivity/poison by 1d3 and call for a matching Saving Throw.
- 6: **Black rain** is a result of heavy air pollution by particles like grime, ashes or (other) industrial exhausts: roll a d6 for each food ration (one day worth of food) a character carries through the rain (unless it is inside of waterproof packaging). On a result of 6 the ration becomes so bitter that it is inedible. Any character that would try will vomit the food up again immediately. If the optional rules for Technology Condition (p.42 of the MF core rules) are used, a Functional-Roll for each item with a filter should be called for (unless it is not exposed to the elements) On an failure, the Condition Grade of the item drops by one.

[illegible]

DESIGNATION OF PRODUCT IDENTITY: The product identity of Gregorius21778 includes (but is not limited to) : The artist names “Gregoriu21778”, the product layout, its presentation and wording. With the exceptions of game mechanics, methods, procedures, processes and routines designated as Open Game Content by (or Product Identity of) Wizards of the Coast(tm), Goblinoid Games(tm) and Lamentations of the Flame Princess(tm) all improvement over prior art and all names and details of new monsters, spells, magic items and characters are Product Identity of Gregorius21778. All product names and line names, logos, identifying marks, trade dress, artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations, names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities, places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols or graphic designs, and any other trademarks or registered trademark, writing, layout, presentation, characterization, setting, compilation, summary, reformatting, or other content is designated Product Identity of Gregorius21778, with the express exception of terms or content designated as Open Game Content by, or Product Identity of, Wizards of the Coast(tm); Goblinoid Games(tm) or Lamentations of the Flame Princess(tm), licensed artwork, or unaltered artwork and texts from the public domain.

NO CHALLENGE TO COPYRIGHT: Gregorius21778 makes no claim of ownership to Mutant Future(tm); Labyrinth Lord(tm); Lamentations of the Flame Princess(tm) or other Product Identity of Goblinoid Games(tm), Wizards of the Coast(tm), Lamentations of the Flame Princess(tm) or OPEN GAME CONTENT. No challenge of copyright is intended.

DESIGNATION OF OPEN GAME CONTENT: to the extent, and only to the extent, required by Open Game License Version 1.0a (Copyright 2000 Wizards of the Coast, Inc.) and the Labyrinth Lord(tm) Trademark License 1.1 and the Mutant Future(tm) Trademark License 1.1, content not designated as Product Identity above is considered Open Game Content.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this

agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.