

Gregorius21778:

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

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**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.

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

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