

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

| | 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.