

DarkMoore: 4 Season Weather Tables

How to use these Tables:

1. There are 4 seasons listed: winter, tropical, arid and temperate; you simply select the weather table that fits your particular campaign.
2. Establish your initial weather result by rolling a 1d20 on the Season Weather Table you selected...that is the weather for today.
3. Everyday thereafter you roll on the "**Daily Roll Table**" and follow the instructions. If you study the Daily Roll Table you will find:
 - a. There is a 30% chance the weather will change each day.
 - b. There is a 60% chance that the weather will stay the same as yesterday, except for a few minor wind changes.
 - c. There is a 10% chance for an extreme weather event; in this case you roll on the special sub-table. Extreme weather events only occur for 1 day or less, the next day re-roll on the Season Weather Table.

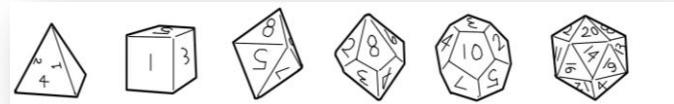
If you think about it, the weather is sort of like that anyway; except for a higher than average extreme weather event....but that's to make things a bit more exciting.

I hope you Enjoy

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Archaic Adventures



Daily Roll Table	Roll (1d20)
*(No Change = weather stays the same as yesterday)	
Change of Weather: Re-roll Season Weather Table	1-6
*No Change: No Wind	7-10
*No Change: Slight breeze (5mph) roll 1d4: 1 = North wind. 2 = South wind. 3 = East wind. 4 = West wind.	11-14
*No Change: Breezy (10mph) roll 1d4: 1 = North wind. 2 = South wind. 3 = East wind. 4 = West wind.	15-18
Extreme Weather Event: Roll on Extreme Sub-table	19-20

Season Weather Table: Temperate/Spring/Fall	Roll (1d20)
Hot and Balmy: (35°C)	1
Balmy: (30°C)	2
Balmy, partly cloudy: (27°C) Rain showers: 25% chance of rain each hour	3-6
Perfect weather, sunny: (25°C)	7-11
Perfect weather, partly cloudy: (23°C) (No rain)	12-14
Rain: (20°C) Soft rain 2d12 hours.	15-17
Cool: (12°C)	18-19
Snow: (5°C) 1d3 feet of snow over 6 hours. Visibility 60'	20

Note:

1. The temperate weather table is the default table for most settings; use this table if you don't want harmful weather in your campaign.
2. The temperate weather table does NOT have an extreme weather event sub-table; roll again on the Daily Roll Table for a different result.

Season Weather Table: Arid/Desert	Roll (1d20)
Fatal Heat: (60°C) Constitution check each hour; Fail = 1d4 heat damage. If wearing metal armor; Fail = 1d6 heat damage. Requires 3 x amount of normal water per hour, if not: dehydration occurs in $\frac{1}{2}$ constitution score in hours; save vs. death or die. (A save provides another hour of respite before rolling again)	1
Arid Heat: (50°C) Constitution check each hour; Fail = 1d2 heat damage. If wearing metal armor; Fail = 1d4 heat damage. Requires 2 x amount of normal water per hour, if not: dehydration occurs in your constitution score in hours; save vs. death or die. (A save provides another hour of respite before rolling again)	2
Dry Heat: (45°C) Requires 2 x amount of normal water per hour, if required amount of water isn't imbibed by the end of the day; roll save vs. death. Fail = 1d4+4 dehydration damage. Success = 1d2 damage.	3-6
Desert Heat: (40°C)	7-11
Heat Wave: (35°C)	12-14
Hot, but bearable: (30°C)	15-17
Desert Bloom, partly cloudy: (25°C) (Rain showers) 20% chance of rain each hour.	18-19
Rain: (25°C) Desert showers, a light drizzle (24 hours)	20

Note:

1. Adequate shelter, shade, water and/or protective spells may negate heat damaging effects.
2. Murphy's Law = event will occur at the worst possible time. (Worst luck)
3. Creatures that live in arid climates are usually immune to all the harmful effects of the desert; they use this to their advantage...sometimes as part of their attack strategy.

Extreme Weather Event Sub-Table: Arid/Desert	Roll (1d20)
Heat Blast: A potent gust of wind blows furnace-like heat in your direction for 1d6 rounds; this event will occur randomly during the day according to Murphy's Law. Constitution check; Fail = knocked prone until blast ends and 1d6+2 heat damage. Success = 1d4 heat damage.	1-3
Dusty Haze: Visibility 40 feet.	4-6
Hot Sand: At end of the day, Save vs. Paralysis; Fail = Sore blisters on feet; movement = 0 for 3d12 hours. A successful healing check for half.	7-8
Shocking Sand: Ground becomes statically charged; 1d4 static shock events will occur randomly during the day according to Murphy's Law. Save vs. Magic Wand; Fail = 1d4+1 damage. (Druids are immune)	9-11
Heavy Breeze (25mph wind) missile weapons are at -5 to hit	12-13
Steam Cooker: Rain shower on a very hot day. Constitution check each hour; Fail = 1d4 steam damage. Those in metal armor take damage x2.	14-15
Gale Force Winds: (50mph) movement rate $\frac{1}{2}$. Visibility 10 feet. Missile weapons are useless. Dexterity check each hour: fail = 1d4 damage	16-17
Sandstorm: Visibility 5 feet, any attempt to hear noise fails. Save vs. Paralyzation every hour or become completely immobilized for duration of storm. (Victim can be made mobile again with 1d4 rounds of aid)	18
Gully Washer: A 5 foot wall of water will flow with frightening speed down a dry riverbed; the flood will occur sometime during the day according to Murphy's Law. Save vs. death or become caught in the flood. If caught, a victim must make a successful swim check to get out. Victims take 1d10 points of damage each round caught in the flood.	19
Ultimate Sandstorm of Ungodly Might: An intense sandstorm that lasts for 12 hours; Only the most durable structures can protect against this sandstorm. Any movement requires a strength check; Fail = no movement. Visibility is zero. Multiple natural effects are possible: Lightning Strike: 20% chance for 5d6 shock damage; rolled every hour. Buried in Sand: 30% chance for 1d8 damage; rolled every hour. If an above effect is unfortunately rolled, then each character must save vs. magic wand for that effect. (A save means the effect missed) Victims may also save vs. spell for $\frac{1}{2}$ damage. The violence of the storm delivering 1d10 points of damage to all within a 10 mile radius (no save).	20

Season Weather Table: Winter/Northern	Roll (1d20)
Warm - Sunny Day* (20°C)	1
Cool - Partly Cloudy (15°C)	2
Very Cool (10°C)	3-6
Cold (0°C) must have winter gear or -4hp per day	7-11
Very Cold (-10°C) must have winter gear or -1hp per hour	12-14
Freezing (-20°C) must have winter gear or -2hp per hour	15-17
Frigid (-30°C) A. Without winter gear: -3hp per hour. B. With winter gear: -4hp per day	18-19
Extreme Cold (-40°C) A. Without winter gear: -5hp per hour. B. With winter gear: -6hp per day	20

Note:

1. Winter Gear = winter clothing/winter sleeping bag/tent.
2. Adequate shelter (cave, cabin, igloo, etc.), protective spells or a large fire may negate winter damaging effects.
- 3.*If an extreme weather event is rolled on a Sunny Day, then the sub-table is not used. Nevertheless, each character must save vs. paralyzation or be snow-blinded for 1d4 days.

Extreme Weather Event Sub-Table: Winter/North	Roll (1d20)
Snow: 1d4 feet (15% chance avalanche sloped areas)	1-3
Fog: (ice crystals) visibility 30 feet	4-6
Snow: 1d4+4 feet (50% chance avalanche sloped areas)	7-8
Hail: (intermittent, 45% chance per hour) $\frac{1}{2}$ movement rate	9-11
Heavy Breeze (25mph wind) missile weapons are at -5 to hit	12-13
Freezing Rain: -2hp/hour if unsheltered. If hp=0 or less, then immediately freeze into block of ice (no save). If attempt to unthaw is made roll (1d20): 1-10 character will revive unharmed with 1hp. 11-20 character will revive with permanent brain damage (-1d4 to intelligence) and 1hp.	14-15
Gale Force Winds: (50mph) move rate $\frac{1}{2}$. Missile weapons are useless. Dexterity check each hour: fail = 1d4 damage	16-17
Large Hail: (1d4 intermittent downpours; duration 1 turn each; will occur during the day according to Murphy's Law) Only hard shelter, massive trees or plate mail armor and better will offer protection. Unprotected: -2hp per round.	18
Blizzard: Visibility 5 feet. Constitution check each hour. Fail = -1 constitution. Constitution 0 = death. Shelter negates. Any lost constitution requires a full day of rest to recover.	19
Hurricane: (80mph wind) Move rate $\frac{1}{4}$. Missile weapons are useless. Dexterity check each hour. Fail = 1d8 damage. Only durable hard shelter may offer protection, i.e. outcrop, cave..	20

Note:

1. **Avalanche:** save vs. dexterity or be caught in avalanche; save vs. dexterity each round to get out. Fail = 1d6 damage each round.
 - a. **Large Avalanche:** duration 1d12+4 rounds.
 - b. **Small Avalanche:** duration 2d4 rounds.

Season Weather Table: Tropical/Equatorial	Roll (1d20)
Extreme Heat: (45°C) 100% humidity. Constitution check each hour; Fail = 1d4 heat damage. If wearing metal armor; Fail = 1d6 heat damage.	1
Blistering Heat: (40°C) 100% humidity. Constitution check each hour; Fail = 1d2 heat damage. If wearing metal armor; Fail = 1d4 heat damage.	2
Sweltering Heat: (35°C) 80% humidity	3-6
Hot/Muggy, partly cloudy: (30°C) 60% humidity	7-11
Perfect Weather: (25°C) 40% humidity	12-14
Warm: (20°C) 40% humidity	15-17
Warm, partly cloudy: (20°C) 100% humidity. (Rain showers) 25% chance of rain each hour	18-19
Thunderstorm: (15°C) 100% humidity. A 50% chance for 1d2 lightning strikes to occur near the party during the day, each obeying Murphy's Law. Each character must save vs. magic wand or take 10d6 damage. (A save means the lightning missed) Characters may also save vs. spell for half damage.	20

Note:

1. Adequate shelter, shade, water and/or protective spells may negate harmful effects.
2. Murphy's Law = event will occur at the worst possible time. (Worst luck)
3. Creatures that live in equatorial climates are usually immune to all the harmful effects of the tropics; they use this to their advantage...sometimes as part of their attack strategy.

Extreme Weather Event Sub-Table: Tropical	Roll (1d20)
Heavy drizzle: After 1st hour of rain, soaked adventurers suffer -1 to movement and add +1 to surprise.	1-3
Sideways Rain: Visibility 25 feet, inability to hear enemy movement; all hear noise checks fail.	4-6
Heavy Downpour: 1d2 intermittent downpours; duration 1 turn each; downpour will occur sometime during the day according to Murphy's Law. Movement reduced by 50% within 1 mile radius of characters: Slippery Mud. Combat: each round must save vs. dexterity or fall prone in mud.	7-8
Light Fog: Visibility 40 feet	9-11
Heavy Breeze (25mph wind) missile weapons are at -5 to hit	12-13
Thunderclap: 1d2 intermittent thunder sessions; duration 1 round; event will occur sometime during the day according to Murphy's Law. Save vs. paralyzation or be deafened for 1d3 hours.	14-15
Gale Force Winds: (50mph) Movement rate $\frac{1}{2}$. Missile weapons are useless. Dexterity check each hour: fail = 1d4 damage	16-17
Heavy fog + Rain: Visibility 10 feet, inability to hear enemy movement; all hear noise checks fail.	18
Monsoon: (Instant lake) 1d4+3 feet of flood water everywhere. All rivers become impassable. If unable to find high ground and/or short characters i.e. dwarves, gnomes and halflings must swim or drown.	19
Ultimate Storm of Ungodly Might: (An intense storm that lasts for 1 turn; this storm will occur sometime during the day according to Murphy's Law). Multiple natural effects are possible: Lightning Strike: 65% chance for 10d6 shock damage. (singular event) Water Spout: 20% chance will carry away characters 1d4 miles from present position to a random location. The fall back to earth delivering 20d6 damage on impact. (A successful tumbling check for $\frac{1}{2}$ damage.) If any effect is unfortunately rolled, then each character must save vs. magic wand for that effect. (A save means the effect missed) Victims may also save vs. spell for $\frac{1}{2}$ damage. The violence of the storm alone delivering 1d10 points of damage to all within $\frac{1}{2}$ mile radius (no save).	20

