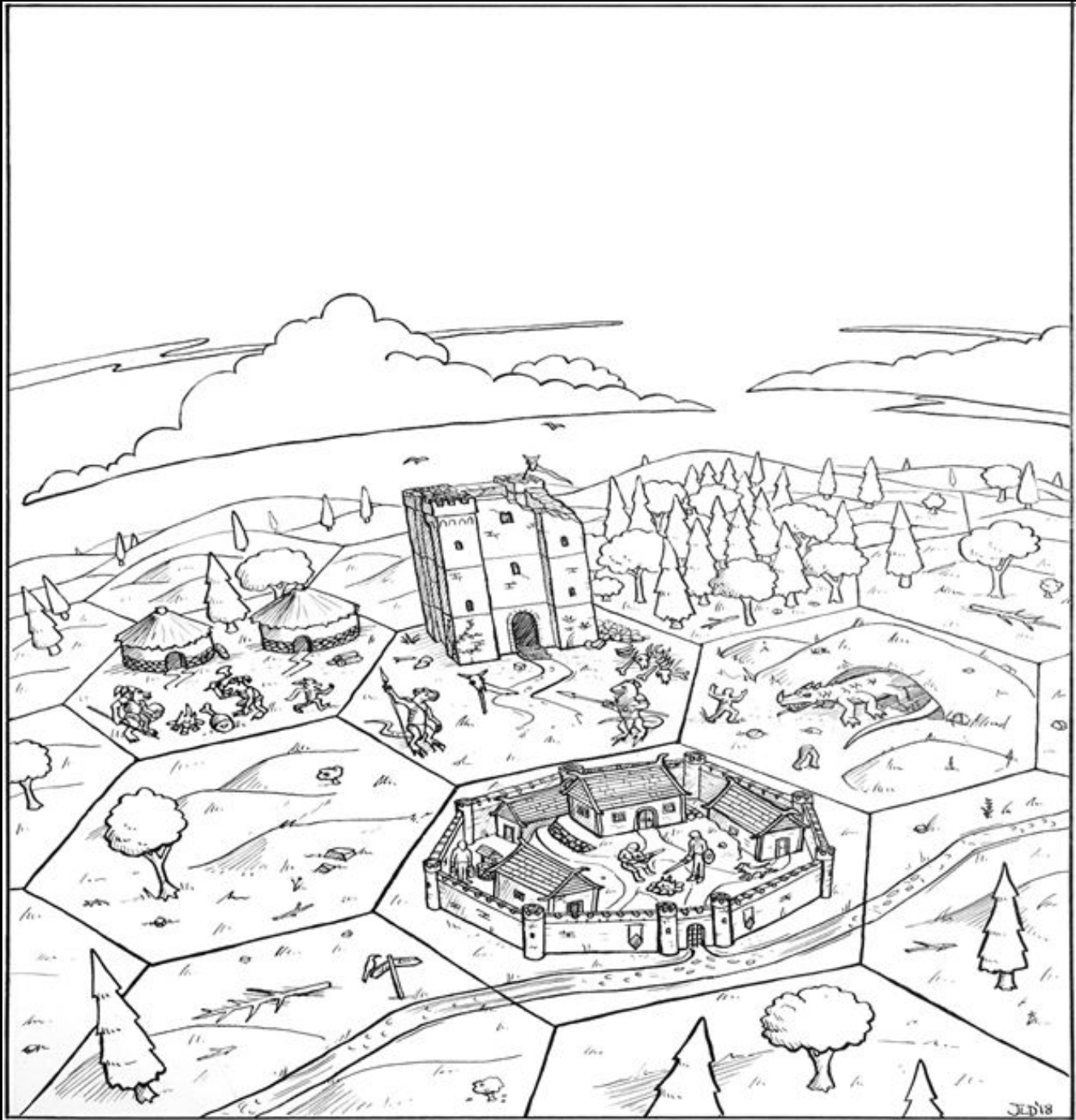


# Populated Hexcrawl Series: Random Weather Generation



Todd Leback

DESIGNED FOR USE WITH  
**OLD-SCHOOL  
ESSENTIALS**

# Random Weather Generation

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## Credits

**Designer:** Todd Leback

**Editing & Layout:** Tim Bannock

**Cover Art:** Jen Drummond (jendart.com)

### Interior Art:

- ❖ Bruno Balixa - page 1
- ❖ Fat Goblin Games - page 2
- ❖ Pixabay - pages 3, 12
- ❖ Walkers.sk - page 7
- ❖ Buddy Nath - page 8
- ❖ Patrick E. Pullen - pages 9, 15
- ❖ Luigi Castellani - page 10
- ❖ Ralph W. Lambrecht - page 14
- ❖ Jack Holliday - page 17
- ❖ Dean Spencer - page 18
- ❖ Johannes Plenio - Page 21

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## Table of Contents

<b>Introduction</b>	<b>2</b>
Planning Ahead	2
Area of Weather	3
<b>Procedure</b>	<b>4</b>
Step 1: Clear or Cloudy?	4
Step 2: Conditions	4
Step 3: Weather Event Timing	5
Step 4: Precipitation	5
Other Effects of Storms	5
Step 5: Unusual Event	5
Unusual Events	6
Unusual Event Origin	18
<b>Game Effects of Weather</b>	<b>19</b>
Rain	19
Wind	19
Lightning	20
Snow	20
Freezing Rain, Sleet & Hail	20
<b>Example</b>	<b>21</b>



# Introduction

This document details a method of generating random weather for any version of fantasy role-playing, although it is primarily designed for use with Old-School systems. It does not determine anything about temperature; unless otherwise stated that is assumed to be average for the time of year and location.

The intent of this document is not to accurately model real-world weather conditions but to instead provide a simple way of generating random weather conditions.

## Planning Ahead

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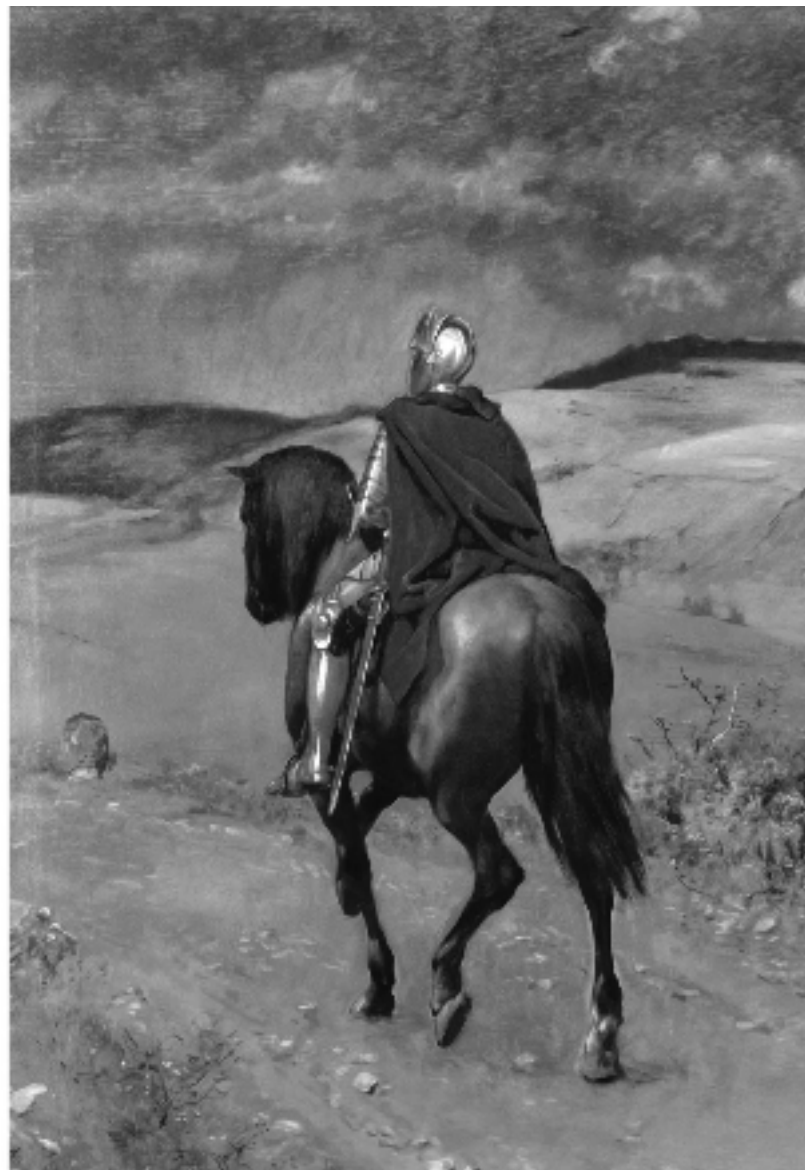
When getting ready to run an adventure, or setting up a campaign, it is always a good idea to roll out a month or more of weather. This enables the referee to work unusual events into the campaign itself. For instance, if the referee determines that a comet will appear in the sky during the third week of the adventure, it is possible that certain sages and learned individuals are aware of its arrival, and soothsayers and oracles may have begun to proclaim loudly that its coming signifies some great weal or woe. The unusual weather table exists partly as a means of generating plot hooks.

The referee can generate weather for as far out in the future as desired. This has two advantages:

1. It reduces the amount of work the referee has to do during the game session, as the weather for each day is plotted in advance.
2. It allows foresight, especially in terms of plot hooks and game play.

### Example

If the referee determines a comet will appear on the twenty-third day of the month, the adventurers may begin to hear rumors of it when they are in town. A hedge witch might have had a vision of a blazing star in the sky, or it may be a known phenomena that returns every seventy-seven years, bringing woe on each journey.



## Area of Weather

---

When rolling for weather the referee must decide how large an area the resulting weather pattern covers.

The first option would be roll for weather, as normal, and assume that each result is "centered" on the party. If the result is for rain, it is raining where the PCs are. If an unusual weather result calls for tornadoes, for instance, the assumption is that the tornadoes happen near where the PCs are.

However, it is typically sufficient to divide the campaign world into geographic regions of approximately 1000 six-mile hexes (roughly 32,000 sq. miles, or an area the size of Maine or South Carolina) or bands of similar geography. To put it plainly, there will rarely be times when characters travel with such speed that they should be changing climes within minutes.

If desired, the referee can roll on the following table to determine the area each weather effect covers. This may be useful at higher levels, when travel becomes faster due to flight, teleportation, and so on.

Some of the results on this table are only possible by getting an Unusual Event that specifies it; see the next section for more on generating unusual weather events.

### Area of Weather

1d20	Area
-4 to -3	One specific feature, such as a town, a single mountain, etc.
-2 to 0	One hex.
1-4	Sub-region. 1d100 hexes.
5-15	One distinct geographic region, usually bordered by hills, mountains, etc. Approximately 100-1000 hexes.
16-20	One distinct nation. 1000+ hexes.
21-24	An entire continent.
25	The entire planet!



# Procedure

Weather is checked for at the beginning of each day, as follows:

1. Roll for Clear/Cloudy, using 1d20.
2. Roll for Conditions, using 1d20.
3. To determine when weather events occur, roll 1d24, which indicates the hour (from midnight) when the event begins. The author recommends using a random number generator or online dice roller (such as orokos.com) to generate numbers for 1 to 24. For instance, a result of "5" indicates the weather event begins at five am, while a result of "13" indicates it begins at 1 pm.
4. Determine amount and intensity of precipitation if it is forecast.
5. If an Unusual Event (on a natural "1" or "20") is called for, determine that by rolling 1d100. If desired, roll to determine why an unusual event has occurred.

Each of these steps is described in detail below.

## Step 1: Clear or Cloudy?

The first roll determines whether the bulk of the day will be clear or overcast. Of course, it is possible to add more granularity, and determine exactly how long any cloud cover lasts. But for purposes of this system, assume the relative cloudiness lasts all day.

A natural "1" or "20" indicates a special event. Refer to the Step 5: Unusual Events, below, for more information.

The default table assumes an even mix of clear and cloudy conditions. Depending on the location, adjust the chances on this table. It may be desirable to adjust the rolls based on the location, or time of year. If the adventure takes place in a locale with weather similar to the Pacific Northwest in winter, it would be

appropriate to weight the results towards cloudy conditions. On the other hand, if it takes place in a locale with weather similar to southern California, it should be weighted towards clear conditions. Some options include:

- ❖ Subtract 1d4 from rolls in arid climates if desired.
- ❖ Add 1d4 to rolls in wet climates if desired.

### Clear/Cloudy

1d20	Area
1-10	Clear
11-20	Cloudy

## Step 2: Conditions

Once it is determined whether the sky is clear or cloudy, a roll is made on the appropriate table below to determine the chance of precipitation. The sample tables below are defined by climate: arid, temperate and tropical.

### Chance of Precipitation - Arid

1d20	Clear	1d20	Cloudy
1-19	Clear all day	1-15	No Precipitation
20	Rain within 24 hours	16-20	Precipitation within 24 hours

### Chance of Precipitation - Temperate

1d20	Clear	1d20	Cloudy
1-16	Clear all day	1-10	No Precipitation
17-20	Precipitation within 24 hours	11-20	Precipitation within 24 hours.

### Chance of Precipitation - Tropical

1d20	Clear	1d20	Cloudy
1-13	Clear all day	1-7	No Precipitation
14-20	Precipitation within 24 hours	8-20	Precipitation within 24 hours

### Step 3: Weather Event Timing

If the result is for rain within the next 24 hours, roll 1d24; the result indicates the hour in which rainfall will begin.

#### Don't Have 1d24?

Roll one die (any size): even numbers are the first half of the day (1AM to 12PM) and odd numbers mean the second half (1PM to 12AM). Then roll 1d12 to determine the hour.

### Step 4: Precipitation

Regardless of the actual chances, once it is determined that there will be rain – either currently falling or at some point during the day – roll on the Precipitation table below to determine what the intensity and duration of the rain will be.

In arid climates, add 2d4 to the roll. In tropical climates, subtract 1d6 from the roll. There is no modification in temperate climates.

#### Precipitation

1d20	Event
1	Storm, Violent (6d6 hours)
2-4	Storm, Moderate (6d6 hours)
5-7	Storm, Mild (6d6 hours)
8	Storm, Violent (1d6 hours)
9-11	Storm, Moderate (1d6 hours)
12-14	Storm, Mild (1d6 hours)
15	Storm, Violent (3d20 minutes)
16-18	Storm, Moderate (3d20 minutes)
19-20	Storm, Mild (3d20 minutes)

Mild storms are essentially a light drizzle or flurry of precipitation, accumulating perhaps 1/4 inch of rain per day, at most, and a light dusting in terms of snowfall.

Moderate storms assume a regular, steady rain or snowfall, accumulating perhaps 1/2 to 2 inches of rain, or 1d8 inches of snow per day. In this case, roll and divide the total by

the length of the storm: a result of 8 inches of snow from a storm lasting 8 hours would yield a total of 2.6 inches.

Violent storms are just that: massive amounts of rain or snow delivered very quickly. Expect a minimum of 1 inch of rain or 1d2 inches of snow per hour.

#### Other Effects of Storms

Mild storms have a 10% chance of lightning and a 10% chance of high winds (4d6 mph).

Moderate storms have a 25% chance of lightning and a 30% chance of high winds (8d6 mph). There is an additional 5% chance of hail (warm weather) or sleet (cold weather).

Violent storms have a 50% chance of lightning and 60% chance of gale force winds (8d20 mph). There is an additional 10% chance of hail (warm weather) or sleet (cold weather).

### Step 5: Unusual Event

When a natural “1” or “20” is rolled when checking for clear/cloudy conditions, roll 1d100 and reference the following section to determine what unusual weather event occurs. If the result does not fit the region or campaign setting, roll again. For any entry that lists a chance the condition is magical in nature, refer to Unusual Event Origin table in the following section to determine what the magical cause is.

The following events are appropriate for both clear and cloudy days. If an event is appropriate for only one condition, it will be indicated as such. Otherwise, assume that events are appropriate for either and will occur regardless. For instance, if a day is rainy and a meteor shower is called for, it will still happen, but most likely will not be visible.

## Unusual Events

The following unusual events are organized by the results of the 1d100 roll.

### 1-20. Unseasonably Hot

Unseasonably hot (approximately 10 degrees hotter than usual). This period of unusual temperature lasts for 1d6 days.

### 21-40. Unseasonably Cold

Unseasonably cold (approximately 10 degrees colder than usual). This period of unusual temperature lasts for 1d6 days.

### 41-45. Very Hot

Unseasonably hot (11-20 degrees hotter than usual). This period of unusual temperature lasts for 1d4 days. There is a 1 in 6 chance the heat is caused by magical means, and an additional 1 in 6 chance it lasts for double the normal duration.

Depending on the season, it may be hot enough that adventurers (especially those wearing heavy armor or engaged in strenuous activity) run the risk of becoming dehydrated.

### 46-50. Very Cold

Unseasonably cold (11-20 degrees colder than usual). This period of unusual temperature lasts for 1d4 days. There is a 1 in 6 chance the heat is caused by magical means, and an additional 1 in 6 chance it lasts for double the normal duration.

Depending on the season, the temperature may become cold enough to pose a significant risk to those caught in the elements.

### 51-55. Becalmed

No winds (becalmed). This lasts for 1d24 hours. There is a 1 in 6 chance this lasts for 1d6+1 days, instead. Unless at sea, or relying upon wind for other reasons, there are no mechanical effects.

### 56-60. Strong Winds

Strong winds: approximately 20+1d20 miles per hour. There is a 1 in 6 chance the winds last for double the indicated duration, and a 1 in 6 chance that the winds bring a change in weather (roll again on for Clear/Cloudy). The winds last for 1d12 hours. These winds are considered strong winds for the purposes of game effects.

### 61-63. Gale Force Winds

Strong winds: approximately 60+2d20 mph. There is a 1 in 6 chance the winds last for double the indicated duration, and a 1-3 in 6 chance that the winds bring a change in weather (roll again on for Clear/Cloudy). The winds are strong enough that light, unsecured objects are blown through the air, and weakened or damaged trees and structures are knocked down. The winds last for 1d8 hours. These winds are considered gale force for the purposes of game effects.

### 64-66. Hail

Instead of rain, the result is hail. Roll for the size of the hail on the table below. If no rain is forecast while this result is rolled, there is a 1-3 chance of a freak storm within 1d24 hours, and a 4-6 chance that the hail merely occurs the next time rain is forecast.

1d6	Hail Size
1-3	Small
4-5	Medium
6	Large





### 67. Weather Pattern Shifts

There is a drastic shift in regional weather patterns. Roll 1d6 to determine if you Increase (1-3) or decrease (4-6) the chance of rain by 1d6 in both categories (clear or cloudy).

Roll 1d6 to determine how long this change in weather will last: 1-2 a week; 3 a month; 4 a year; 5 a decade; or 6 is permanent. The duration may cause other game effects as the referee desires.

#### Example

The referee rolls the following: 5, 4, 4, 5. They have been using the tables as given in this document.

The results of the rolls indicate that the chance of rainfall in the area is decreased for approximately a decade. It will now only rain on a result of 20 when clear, and 15-20 when cloudy.

The referee decides this is a significant change in local rainfall, enough to qualify as a major drought severely affecting the environment. In game terms, over the next few years, the area will be beset by drought and crop failure. The major lake in the region begins to dry, revealing strange obsidian ruins embedded in the lake bed. The lack of rain increases the number of orcish and goblin raids on local settlements as they, too, are affected by the lack of rain.

### 68. Magical Rain

The next time precipitation falls it is imbued with random magical qualities. Roll 1d6 on the table below to determine the magical properties. If using the Area of Weather table, subtract 10 from rolls on that table.

#### 1d6 Magical Properties

- |   |   |
|---|---|
| 1 | The rain is beneficial to the growth of plants, effectively doubling any yields for the upcoming year.  |
| 2 | The rain is detrimental to the growth of plants, effectively halving any yields for the upcoming year.  |
| 3 | The rain leaves a slimy mucus on all surfaces, which lasts for 1d4 hours before evaporating.  |
| 4 | The rain evaporates instantly upon falling, leaving all surfaces dry.   |
| 5 | It rains divinely altered water; roll 1d6. 1-3 it's a weak holy water; 4-6 it's unholy water. Treat the substance as half potency for all creatures normally affected by the given substance. |
| 6 | The rain causes non-magical metallic items to rust instantly, reducing their quality by one. Metal armor has its AC increased by one, metal weapons inflict one fewer point of damage, etc.   |

### 69. Fluctuating Weather

When determining the area the weather covers using the Area of Weather table, roll 1d6: 1-3 increase the roll by 5; 4-6 decrease it by 5. Apply this result for the next 1d6 days.

Roll if you are not using the Area of Weather table.

## 70. Nighttime Comet

A comet appears in the sky, visible only at night. The comet remains visible for 1d6 days. There is a 1 in 6 chance it is visible for twice as long. Roll 1d6 to determine the nature of the comet's effects on the world, and 1d12 to determine its frequency.

### 1d6 Comet Effects

- 1-3 It's just a comet.
- 4 The comet augurs strife and war. Within a month of the comet appearing, a prominent leader in the area will be killed, deposed, or revealed to be a doppelganger, or war will break out between two adjacent nations.
- 5 While visible, unusual weather events are more likely, occurring on a roll of 1-2 or 19-20 on the Clear/Cloudy table.
- 6 The comet increases tensions and negative emotions. All reaction rolls have a -1 penalty applied, but only while the comet is visible (not during the day or on overcast nights).

### 1d12 Frequency

- 1 The comet is a unique event.
- 2 The comet appears in the sky every 3d4 months.
- 3-5 The comet appears in the sky every 1d10 years.
- 6-11 The comet appears in the sky every 10d10 years.
- 12 The comet appears in the sky every 1d10 centuries.

## 71. Comet

A comet appears in the sky, visible day and night. The comet remains visible for 1d6 days. There is a 1 in 6 chance it is visible for twice as long. Roll 1d6 to determine the nature of the comet's effects on the world, and 1d12 to determine its frequency (use the same table for frequency as in entry 70. Nighttime Comet).



### .1d6 Comet Effects

- 1 It's just a comet.
- 2 The comet presages a prominent and ancient family line will end. Roll 1d6 to find out how: by violence (1-2), disease (3-4) or mishap (5-6).
- 3 The comet foretells the birth of an important individual, which will happen while the comet is visible. There is a 1-3 in 6 chance the identity of the person will have been foretold by oracles.
- 4 It presages the waking of a potent evil, buried for centuries. Randomly determine the type of creature that awakens.
- 5 Roll 1d6. One the result of 1-4, all damage rolls made – by PC and NPC alike – gain a +1 bonus. On a result of 5-6, damage rolls suffer a -1 penalty. These modifiers last for as long as the comet is visible. Note that if the comet is not visible, either because it is hidden by clouds or the adventurers are underground, for instance, the comet has no affect. It only occurs when violence is bathed in the comet's light.
- 6 Magic acts in unpredictable ways while the comet is in the sky. Every time an arcane spellcaster casts a spell, roll 1d100 on the Unpredictable Magic table, below.

### Unpredictable Magic

1d100	Unpredictable Magic
1	The target of the spell is chosen at random.
2	The duration of the spell is doubled.
3	The duration of the spell is halved.
4	The range of the spell is doubled.
5	The range of the spell is halved.
6	The spell functions as if the mage is 1d4 levels higher.
7	The spell functions as if the mage is 1d4 levels lower.
8-100	The spell acts as normal.



### 72. The Stars Have Changed

Roll 1d6 to find out what happens to the stars in the night sky: 1-3 a star disappears; 4-6 a new star appears. Roll 1d6 to determine what this signifies and 1d8 to determine how long this event lasts.

1d6	Significance
1	The death or birth of a great force on the mortal plane. Roll 1d6: 1-3 a force of Law; 4-6 a force of Chaos.
2	Roll 1d6: 1-3 the death of a deity; 4-6 the birth of a new deity.
3	The boundaries between the planes are weakened (if the star disappears) or strengthened (if a new star appears). Any spell involving the summoning of creatures or travel between the planes now has a 1 in 6 chance of failure (if strengthens). If the result is weakened, add an extra result for extraplanar creatures to all random encounter tables.
4	Inexplicably affects the turning of undead. If a star disappears, apply a -1 penalty to all turn attempts. If a star appears, apply a +1 bonus.
5	Signifies the onset of a period of either the reduction (if the star vanishes) or increase (if a star appears) in the activities of a specific type of monster (such as undead, lycanthropes, dragons, etc). The referee should interpret how this affects gameplay.
6	Is a natural occurrence and means nothing.
1d8	How Long?
1-2	1d6 days
3-4	1d6 weeks
5-6	1d12 months
7	1d10 years
8	Permanent

### 73. Magical Meteors

Meteor shower: roll 1d6 to find out if it's (1-5) visible at night, or (6) during the day as well. The shower lasts for 1d4 days. There is a 1 in 6 chance of it lasting for twice the rolled duration.

Roll 1d6 on the following table to determine what occurs during the meteor shower.

#### 1d6 Meteor Shower Events

- |     |  |
|-----|--|
| 1   | Causes the recently dead (within the past year) to rise from the grave, and attack the living as zombies, except those killed by the zombies will in turn rise from the dead in 1d4 hours.   |
| 2   | Brings a strange space plague that infects an area determined by rolling on the Area of Weather table. The plague has a 1 in 6 chance of being fatal after a period of 1d20 days. It can only be cured by a specific substance.  |
| 3   | Rains fiery death down upon a region. Everything within the area of the strike takes 3d6 points of damage, and there is a 1-4 out of 6 chance the meteor starts wildfires.   |
| 4   | The meteors are actually space monsters, falling to earth in a cocoon of stone. There is a 1-2 in 6 chance they come in peace.   |
| 5-6 | The meteors are extremely valuable, worth 1d4x100 gold coins per 8 ounces recovered. The star metal can be used as a principle. Randomly determine what properties starmetal imbues when used for weaponry. In Absalom for example, starmetal is born of the void of space and is potent against elementals. |

Roll 1d12 on the following table to determine the frequency of these meteor showers.

#### 1d12 Meteor Shower Frequency

- |       |  |
|-------|--|
| 1-3   | A unique event.                          |
| 4     | Appears in the sky every 3d4 months.     |
| 5-6   | Appears in the sky every 1d10 years.     |
| 7-9   | Appears in the sky every 10d10 years.    |
| 10-12 | Appears in the sky every 1d10 centuries. |

The meteor shower is composed of 1d100 meteors. Each meteor has a 1% chance of reaching the ground. Determine the weight of each meteorite on the table below.

#### 1d6 Meteorite Size

- |     |             |
|-----|-------------|
| 1   | 1d8 ounces  |
| 2-3 | 4d4 ounces  |
| 4-5 | 1d4 pounds  |
| 6   | 2d20 pounds |

### 74. Meteor Shower

This is just a meteor shower. It is composed of 1d100 shooting stars. Each meteor has a flat 1% chance of landing on the ground; roll on the Meteorite Size table, above (entry 73. Magical Meteors), for each one that reaches the earth. Every 8 ounces recovered are worth 1d4x100 gp. See above for the uses of starmetal.



### 75. Forest or Wildfire

A forest or wildfire rips through the region. The fire will burn for 1d6 days if no attempt is made to stop it. For each day it burns, the fire will destroy 3d10 square miles.

Light rain has a 25% chance of extinguishing the fire per day of rain; moderate rain has a 25% chance per four hours of rain and heavy rain has a 25% chance per hour. If using the Area of Weather table, apply a -5 penalty to the roll.

### 76. Sky Hues

The sky turns an unusual color for 1d12 hours. There is a 1 in 6 chance this change lasts for double the given duration. What this means is up to the referee.

### 77. Partial Solar Eclipse

The sun is partially obscured for a period of 1d20 minutes. There is a 1 in 6 chance the eclipse lasts for twice as long as the indicated duration. During this time, roll 1d6 to determine the nature or additional effects. There is a -5 penalty to the roll on Area of Weather table when determining the area affected.

#### 1d6 Nature/Effects

- |     |  |
|-----|--|
| 1   | Barriers between the worlds are lessened. Summoning spells function at twice their normal efficacy   |
| 2   | Undead grow more powerful. All undead, regardless if they can see the eclipse or not, gain an extra hit die during this period.  |
| 3   | During this time period, no clerical spells of fourth level or higher may be cast.   |
| 4   | Magic is altered; roll 1d6. 1-3 it is enhanced; 4-6 it is hampered. All arcane spellcasters cast spells as if they were one level higher (enhanced) or lower (hampered) while the sun is eclipsed. |
| 5-6 | It is just a solar eclipse.  |

### 78. Total Solar Eclipse

The sun is totally obscured for a period of 1d20 minutes. There is a 1 in 6 chance it lasts for twice as long as the given duration. During this time, roll 1d6 to determine the nature or additional effects. There is a -5 penalty to the roll on Area of Weather table when determining the area affected.

#### 1d6 Nature/Effects

- |     |   |
|-----|---|
| 1   | Non-magical fires sputter and go out. There is a 1-3 in 6 chance that they re-light by themselves once the eclipse ends.  |
| 2   | The barriers between worlds totally collapse. Summoning spells function at four times their normal efficacy, and 1d10-1 extra-planar creatures manage to enter the world each time such a spell is cast.  |
| 3   | The dead are free to walk from their graves. Any undead within the effect of the eclipse bound to a specific area is free to move about during the eclipse, but must swiftly return once it is over. In addition, all undead gain an additional 2 hit dice during this time period. |
| 4   | All saving throws are either enhanced or weakened. Roll 1d6: 1-3 all saving throws gain a +1 bonus; 4-6 all saves suffer a -1 penalty.  |
| 5-6 | It is just a solar eclipse.   |

### 79. Lunar Eclipse

Lunar eclipses occur only during the full moon and can typically be seen over a fairly large area (an entire continent, perhaps). If using the Area of Weather table, add +3 to the roll. The eclipse lasts for 4d20 minutes. If the referee has already established a lunar calendar, assume this result occurs during the next full moon. If not, assume the lunar eclipse happens on the day this result is rolled; further full moons can be extrapolated from this result. Unlike solar eclipses, when the earth fully obscures the sun, the moon merely takes on a red to brown tint and is often referred to as a blood moon.

During the full 24 hours on the day a lunar eclipse occurs, roll 1d6 to determine the nature or additional effects.

**1d6 Nature/Effects**

- 1 Wounds do not heal. Any damage taken during the eclipse will not heal by natural means. Either magic or specially prepared poultices must be used to facilitate healing.
- 2 Lycanthropic activity is especially pronounced. Add or increase the chances of encountering lycanthropes on the appropriate encounter tables. In the period during the blood moon, lycanthropes gain an additional hit die, and the risk of contracting the disease is doubled if bitten during this time period.
- 3 It is a time for communing with spirits. Any spell or ability that allows one to ask questions or consult spirits or extraplanar beings is altered. Roll 1d6: 1-3 it grants an additional question; 4-6 it carries an increased chance of getting correct answers.
- 4-6 It is just a lunar eclipse.

**80. Earthquake**

Apply a -7 modifier to the Area of Weather table when determining the area affected by this result. Roll 1d12 to determine the severity of the quake, and 1d6 to determine if there are additional effects. The earthquake lasts for 1d12 rounds.

**1d12 Earthquake Severity**

- 1-3 Mild tremors. The ground shakes slightly, but not quite strong enough to knock paintings off of walls.
- 4-6 Tremors. The ground shakes with enough force to rattle plates on shelves and knock poorly hung paintings off walls. No damage to buildings, unless they're poorly built.
- 7-8 Strong tremors. Objects will likely fall, buildings sustain minor damage (1d3 structural points of damage). At the

epicenter of the quake, a small rift in the earth may open.

- 9-10 Major tremors. Objects are knocked from shelves, buildings take structural damage (1d6 structural points of damage). A large rift in the earth may open up at the epicenter of the quake. Standing adventurers must make an ability check against their Dexterity to avoid being knocked off their feet (see the Checks, Damage, Saves section of the "Adventuring" chapter in *Old School Essentials*).
- 11 Severe tremor. Buildings suffer significant structural damage (3d6 structural points of damage). There is a 1-3 in 6 chance of fires starting in habitable areas. Standing adventurers must make an ability check against their Dexterity at a +2 penalty to avoid being knocked off their feet (see the Checks, Damage, Saves section of the "Adventuring" chapter in *Old School Essentials*). Streams and small rivers may have their courses shifted, and a large rift may open near the epicenter.
- 12 Once in a lifetime quake. Buildings suffer massive damage (6d6 structural points of damage). There is a 1-4 in 6 chance of fires started in habitable areas. There is a 1-3 in 6 chance that major rivers shift course by 1d6 miles. Standing adventurers must make an ability check against their Dexterity at a +4 penalty to avoid being knocked off their feet (see the Checks, Damage, Saves section of the "Adventuring" chapter in *Old School Essentials*).



**1d6 Additional Effects**

- 1-2 It's just an earthquake; nothing else occurs.
- 3 The earthquake releases some ancient evil or imprisoned monster.
- 4 The earthquake reveals a long-lost tomb or ruin.
- 5 It reveals a portal to the elemental plane of earth. There is a 1-3 in 6 chance the portal is not permanent and will close 2d10 hours after the quake.
- 6 The quake uncovers a previously undiscovered vein of valuable ore or minerals, capable of producing 1d100 x 1000 gold coins worth of ore.

**81. Shifting Winds**

The prevailing winds shift directions for 1d24 hours. Roll 1d8 to see what else happens. If using the Area of Weather table, subtract 5 from the roll.

**1d8 Other Effects**

- 1 The wind carries the smell of jasmine or some other exotic spice.
- 2 The smell of the ocean, even if there is not one nearby.
- 3 The charnel smell of a slaughterhouse.
- 4 A light dusting of ash, as if from a fire.
- 5 Whispering voices, speaking in unknown tongues.
- 6-8 Nothing else occurs.

**82. Unusual Rain**

An unusual rain, with no clouds in sight. Roll 1d6 on the table below to find out what this "rain" consists of, and roll on the Precipitation table to determine length and severity of this "rain."

**1d6 It's "raining"...**

- 1 Frogs
- 2 Snakes
- 3 Locusts
- 4 Blood
- 5 Fish
- 6 Flowers

**83. Flooding Rains**

Heavy rains inundate the area, lasting 3d4 minutes and dropping a quarter inch of rain per minute. Flash floods are a danger in ravines, creek beds and low-lying areas. If using the Area of Weather table, subtract 5 from the roll.

**84. Dust Devils**

Strong winds whip through the region, creating miniature dust devils. There is a 1 in 6 chance that dust devils are actually small air elementals. If using the Area of Weather table, subtract 10 from the roll.

The strong winds last for 3d20 minutes. There is a 1 in 6 chance the dust devils last for double the indicated duration.



### 85. Tornadoes

The localized weather system spawns tornadoes. The storm lasts for 4d20 minutes. There is a 1 in 6 chance the tornadoes last for double the indicated duration. The storm spawns 1d12 tornadoes, with a 1 in 6 chance that twice as many are created. If using the Area of Weather table, subtract 7 from the roll. Roll 1d6 to determine the nature or other effects of the tornadoes.

#### 1d6 Nature/Effects

- |     |  |
|-----|--|
| 1-3 | They are just tornadoes.   |
| 4   | A rampaging air elemental appears, who will attack all living creatures it comes across.   |
| 5   | A portal to another plane appears. There is a 1-4 in 6 chance the portal leads to the elemental plane of Air. Those sucked into the tornado are immediately transported there. The portal disappears when the tornadoes end. |
| 6   | The tornadoes cause no physical damage, but instead suck up all the color from the region. There is a 1 in 6 chance this effect is permanent.  |

### 86. Shapes in the Clouds

The clouds form recognizable shapes. Roll 1d6 to determine the duration, and another 1d6 to determine the nature of the cloud shapes.

#### 1d6 Duration

- |     |                |
|-----|----------------|
| 1-2 | A few minutes. |
| 3-4 | A few hours.   |
| 5-6 | All day.       |

#### 1d6 Shapes

- |   |   |
|---|---|
| 1 | Resemble specific individuals or creatures. |
| 2 | Scenes from history.                        |
| 3 | Events that may occur in the future.        |
| 4 | Words or runes in a known language.         |
| 5 | Words or runes in an unknown language.      |
| 6 | The PCs themselves.                         |

### 87. Colored Clouds

The clouds are an unusual color. They retain this color for a short time: roll on the duration table above in 86. Cloud Shapes.

### 88. Cloud City

A city can plainly be seen atop a cloud. Roll on the following tables to determine its status, composition, and inhabitants/builders. There is a 1 in 6 chance the city will last for only 1d6 days before disappearing.

#### 1d6 Status

- |     |  |
|-----|--|
| 1-2 | Inhabited.   |
| 3-4 | Abandoned (by its inhabitants or builders; it may still have monsters!). |
| 5-6 | It is an illusion.   |

#### 1d6 Composition

- |     |                                      |
|-----|--------------------------------------|
| 1-2 | The city is composed of cloud stuff. |
| 3-4 | The city is made of stone and earth. |
| 5-6 | The city is spun from magic itself.  |

#### 1d6 Inhabitants/Builders

- |   |                 |
|---|-----------------|
| 1 | Cloud giants    |
| 2 | Winged birdfolk |



- 3 A race of folk that has sworn never to touch solid ground
- 4-6 A randomly determined type of creature

**89. Unnatural Events**

For the next 1d6 days, strange things occur that violate the laws of nature. Apply a -3 penalty if using the Area of Weather table. There is a 1 in 6 chance these events last for twice the indicated duration. There is a 1-3 in 6 chance the unnatural events portend something. Roll 1d6: 1-4 it's a terrible disaster; 5-6 it's a propitious boon. Otherwise, some weird stuff just happens.

There is a 1-3 in 6 chance that only one of the following events happen; on a 4 roll twice, on a 5 thrice, and on a 6 roll four times.

**1d10 Event**

- 1 Birds are observed flying backwards through the skies.
- 2 The roles of prey and predator are reversed: the lamb hunts the lion, the worm hunts the bird.
- 3 Rain can be seen falling up.
- 4 When rain falls it is strangely colored. Roll 1d6 for the color: 1 blue; 2 green; 3 red; 4 orange; 5 black; 6 gray. There is a 1 in 6 chance the rain will actually change the color of the landscape.
- 5 Water does not boil.
- 6 Fires burn but do not give off heat.
- 7 Animals begin speaking with human voices.
- 8 When oracles sacrifice an animal to read its entrails, roll 1d6: 1-2 they find it has no innards; 3-4 they find a message, in the Common tongue, telling them exactly where to put their prophecies; or 5-6 writhing masses of maggots.
- 9 Domesticated animals birth unnatural, deformed monstrosities.
- 10 Uneducated peasants all of a sudden begin to grasp complicated philosophical

arguments and leave their tasks to debate these new ideas.



**90. Rainbows**

A rainbow is visible in the sky without rain. The rainbow lasts for 1d20 minutes. There is a 1 in 6 chance it lasts for twice the given duration, and another 1 in 6 chance its rainbow stripes are arranged in a different order than would normally be expected.

Roll 1d6 for its appearance: 1-3 it is a single rainbow; 4-5 it is a double rainbow; or 6 it is a triple rainbow. Roll for its nature or effects on the table below.

**1d6 Nature/Effects**

- 1-3 It's just a rainbow.
- 4 There is a 1 in 6 chance every five minutes the rainbow is present that a leprechaun approaches the party, offering the adventurers directions to its pot of gold in exchange for some fey bargain.
- 5 The rainbow is a bridge to another world, and will transport any who step aboard to this other realm. There is a 1-2 in 6 chance the bridge is guarded.

- 6 The rainbow is an omen sent by the gods, to guide the adventurers to their destiny. Roll 1d6: 1-3 it's something they actually seek; or 4-6 it's a person, item or place as yet unknown to them.

### 91. Aurora

Strange bands of lights appear in the night sky, dancing as if alive. The aurora typically lasts for 3d20 minutes, although there is a 1 in 6 chance it lasts for double the indicated duration. Typically, the aurora is only seen far north or south of the equator, although this need not be the case in a fantasy world. Roll 1d6 to determine the nature or effects of the aurora.

#### 1d6 Nature/Effects

- |     |  |
|-----|--|
| 1   | The aurora is a sentient creature, possibly an elemental.  |
| 2   | It produces barely audible music.  |
| 3   | The lights act as a gateway to other worlds. One must be able to fly into the shimmering lights in order to travel by these means. |
| 4   | All spells cast under the light of an aurora have all their variable effects occur at their maximum limits.                        |
| 5-6 | The aurora is just pretty lights in the sky.   |

### 92. Corpse-Lights (St. Elmo's Fire)

Typically, this strange form of static lightning is harmless. It tends to coalesce on pointed objects, such as masts, prows, spires of towers, etc., although there are reports of peoples fingers and noses being outlined in this strange, flickering light. This strange weather event most often occurs with precipitation – or foggy conditions – so the referee might want to apply it to the next time it rains/snows. It lasts for 1d20 hours, with a 1 in 6 chance of lasting double the given duration. If using the Area of Weather table, subtract 10 from the roll. Roll 1d6 to determine its nature or effects.

#### 1d6 Nature/Effects

- |     |  |
|-----|--|
| 1-4 | The corpse-light is simply a natural phenomenon.   |
| 5   | It is actually a sentient being, attempting to communicate in a language based on the subtle flickering of light.  |
| 6   | Its presence increases the chances of encounters with undead, for as long as the fire lasts. Add 1d4 types of undead to the applicable encounter tables. |

### 93. The Fog

A dense fog covers the land. The fog lasts for 1d20 hours and has a 1 in 6 chance of lasting twice as long as indicated. Any folk trying to navigate in the fog run the risk of becoming lost. Depending on the thickness of the fog, apply a 1d6-1 penalty to checks to navigate in the wilderness. If using the Area of Weather table, subtract 5 from the roll. Roll 1d6 to determine the nature or effects of the fog.

#### 1d6 Nature/Effects

- |     |   |
|-----|---|
| 1-2 | It's just normal fog, reducing vision by three-quarters.  |
| 3   | The fog contains monsters not native to this region.  |
| 4   | The fog is semi-solid, reducing movement rates in half.   |
| 5   | The depths of the fog leads to another world or plane. Any persons becoming lost in the fog have a 1 in 6 chance of entering this other world for every hour spent wandering. |
| 6   | Any humans or demi-humans that die within the fog are automatically raised from the dead unless cremated within an hour of death.   |



### 94. The Mist

A thin mist covers the land. The mist lasts for 1d12 hours, with a 1 in 6 chance of lasting twice as long as indicated. If using the Area of Weather table, subtract 5 from the roll. Roll 1d6 to determine the nature or effects of the mist.

#### 1d6 Nature/Effects

- 1-3 Is just normal mist.
- 4 Contains life-draining mist monsters.
- 5 Smells of sulfur.
- 6 Casting any sort of spell while physically in the mist requires a Save versus Spells in order to actually cast it.

### 95. Ball Lightning

Literal balls of lightning float about, doing as much damage as an actual bolt of lightning. A typical storm will generate 1d10 balls of lightning within the given area. These balls are slow, however, moving at only 20 feet per round. Still, they are dangerous, especially since one can remain in contact with a target for multiple rounds. If using the Area of Weather table, subtract 10 from the roll. Roll 1d6 to determine what attracts this ball lightning.

#### 1d6 Attracted to...

- 1 Large amounts of metal.
- 2 Tall buildings.

- 3 Strong magical dwellers.
- 4 Creatures of Chaos.
- 5 Creatures of Law.
- 6 Indiscriminate targets.

### 96. Extended Weather System

The weather indicated by the day's roll lasts an additional 1d4 days.

### 97. Changeable Weather

Halfway through the day, the weather has a chance of abruptly changing. Roll again on the Clear/Cloudy table and again for the appropriate conditions tables.

### 98. Magical Ebb & Flow

Magic is altered. For 1d24 hours, the affected source(s) of magic are either empowered or hampered. Roll 1d6 to determine how the magic is affected and 1d8 to determine which sources of magic are affected.

#### 1d6 Magical Effect

- 1-3 Magical drought. Casting a spell of the noted source requires a Save versus Spells to cast successfully.
- 4-6 Surfeit. Casting a spell of the noted source acts as if the caster were 1d4 levels higher (determine randomly each time they cast a spell).

#### 1d8 Source

- 1-3 Arcane magic (magic-users).
- 4-6 Divine magic (clerics).
- 7-8 All spells.

### 99-100. Referee's Choice

These two are left blank for the referee to fill in with their own custom events or to re-enter earlier events, so as to increase the chances of occurrence. For instance, in an area known for seismic activities, they may wish to fill both 99 and 100 with additional earthquake (80) entries.

## Unusual Event Origin

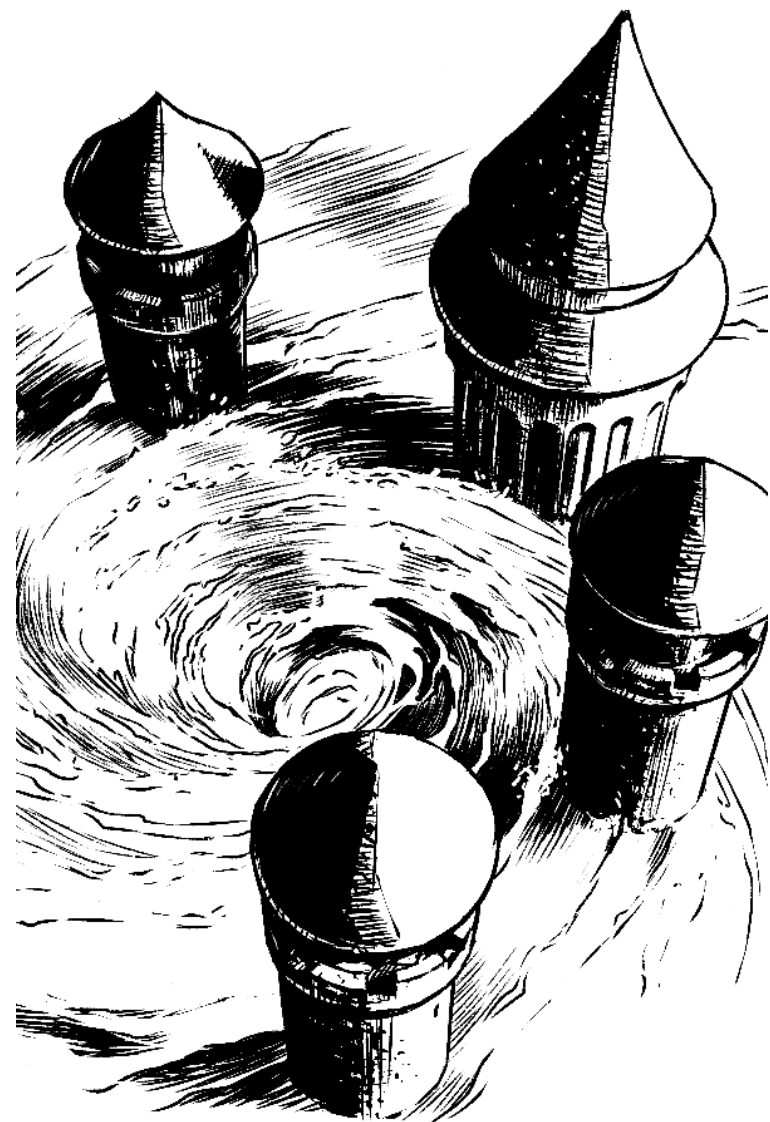
If desired, the referee may roll on the Unusual Event Origin table to determine the exact cause of any unusual weather.

It is possible this result does not make sense with the event. In such cases, roll again on this table, or chose a more appropriate result.

## Unusual Event Origin

### 1d20 Cause

- |       |   |
|-------|---|
| 1-3   | No reason. Stuff like this just happens.  |
| 4-5   | These events occur on a regular or semi-regular basis. There is a 1-3 in 6 chance such occurrences can be predicted, otherwise they happen at random, but semi-regular intervals.   |
| 6     | Planar boundaries between the normal world and an elemental plane have weakened, resulting in an increase in unusual weather.   |
| 7     | It is the result of a malicious spell. Some being has cast a spell to wreak havoc upon the land. There is a 1-3 in 6 chance that, regardless of the duration given in the event description, it will not end until the miscreant is brought to justice.       |
| 8     | It is the result of a beneficial spell.   |
| 9     | A druid or other guardian of nature has precipitated the event in order to achieve balance. Perhaps humanity has been getting too numerous, and a change in weather patterns will result in smaller crop yields.  |
| 10    | It is an unintentional side-effect of some powerful spell. There is a 1-4 in 6 chance the event is a one time event, but otherwise the events will happen with increasing frequency as the wizard or coven in question continues to cast the offending spell. |
| 11    | Some god or mighty being has decided to visit the event upon the people as punishment (or, when a beneficial event occurs, as a boon). There is a 1-2 in 6 chance the event will continue until the god's anger has been sated.                               |
| 12    | The event is part of a prophecy.  |
| 13-19 | The event is foretold as an event that signifies something (the birth of a dreadful monster, the death of a hero, the end of the Age of Heroes).  |
| 20    | It is caused by a powerful artifact.  |



# Game Effects of Weather

Depending on the referee's wishes, it is possible that penalties will be applied due to weather conditions, especially if adventurers are caught outside with no shelter. It is recommended, for added verisimilitude, that the referee stress implications of ignoring foul weather.

## Rain

---

Below are several optional effects of rain.

### Corrosion & Degradation

For adventurers clad in metal armor, or wielding metal weapons, rust can be a constant problem. While not immediately detrimental, rusty armor might apply a movement or dexterity penalty, as joints move less freely. Likewise, a sword that begins to rust does not suffer immediate mechanical issues, but if ignored it can lead to an increased chance of breakage or even a loss of face when dealing with NPCs. For instance, a warrior who cannot keep his blade clean and polished might be the subject of ridicule.

Bow and crossbow strings are affected by the moisture. Roll twice for each attack, taking the worst result. On a natural "1" on the to-hit roll, the string snaps.

It is also possible that unprotected items – especially those made of paper, such as scrolls or spellbooks – could be ruined by rain.

### Visibility

Visibility should be drastically reduced, especially if the storm is moderate or violent.

- Mild rainfall reduces visibility to 600 yards.
- Moderate rain to 400 yards.
- Heavy rain to 100 yards.

### Mobility

Heavy rain reduces movement by 25%. Two days of heavy rain reduce movement off paved roads by 50%. This lasts for 1d4 days after rain stops

### Rest & Recuperation

Sleeping in the rain without proper protection prevents restful sleep. Characters cannot regain spells in the morning, hit points are not regained due to rest, and they run the risk of becoming exhausted.

## Wind

---

Below are several optional effects of high winds.

### Missile Weapons

Firing missile weapons in windy conditions may impose penalties on to-hit rolls. In high winds, increase all range bands by one: firing at short range becomes medium, medium becomes long, and long-range shots are impossible.

In gale force winds all missile attacks are limited to short range. Roll twice for each attack, taking the worst result.

### Small Items

Small or lightweight items, such as scrolls, material components, and the like may be blown away.

### Visibility & Damage

If the PCs are in a region with loose soil or sand, high winds could create visibility issues similar to rain. If the winds are really strong, there is even the potential for damage. Unless precautions are taken, an unprotected character might suffer temporary blindness as a result of a dust or sandstorm.

## Communication

Communication becomes difficult in gale winds. The range that sound carries is reduced by half.

## Mobility

Movement in gale winds is reduced by 25%.

## Lightning

Any time characters are caught outdoors in a thunderstorm there exists the potential for being struck by lightning. When outdoors during a lightning storm there's a 1 in 100 chance of a lightning strike occurring nearby. On a roll of 1 roll 1d100 again. If the result is 1-5 the strike is close enough to cause damage. Everyone must Save versus Breath or suffer 6d6 points of damage. On a successful save, they take half damage.

## Snow

Snow raises similar issues as rain, although with less of a chance of metal weapons and armor immediately rusting.

## Mobility

Accumulated snowfall may reduce movement rates, especially for smaller characters. Assume that every 3 inches of snow reduces movement by 25%, to a minimum movement of 10 feet per round.

## Structural Damage

Extremely heavy snow may collapse roofs/shelters that are not built for such weight.

## Visibility

Falling snow impedes visibility as follows:

- Mild snowfall reduces visibility to 400 yards.
- Moderate snowfall to 200 yards.
- Heavy snowfall to 50 yards.

## Extreme Cold

Mechanical effects may result from cold.

## Missile Weapons

Characters firing missile weapons suffer the same penalties as in rain.

## Freezing Rain, Sleet & Hail

Again, these weather conditions impose modifiers similar to rain.

## Damage

Hail has potential to inflict damage, depending on the size and ferocity of the storm. The actual mechanical effects can be translated as follows:

- A mild hailstorm causes no damage to individuals.
- A moderate hailstorm inflicts 0-1 hp per turn to unprotected individuals and does not harm those wearing helmets and armor.
- Severe storms inflict 1-4 hp per turn to unprotected individuals and 0-1 to those wearing helmets and armor.

## Extreme Cold

Mechanical effects may result from cold.

## Mobility

Hail, sleet and freezing rain reduces movement by 50%. This movement penalty lasts for as long as ice remains on the ground

## Example

Below is an example of two weeks of weather generated using this technique. The referee rolls on the Clear/Cloudy table, followed by the Chance of Precipitation - Temperate tables.

### Day One

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The referee rolls the dice and gets a 20 followed by a 4: cloudy, with no rain.

The natural 20 calls for an Unusual Event roll. The referee gets a 13, indicating unseasonably hot weather. After the appropriate dice rolls and decisions for that entry, the referee determines that it is about five degrees warmer, lasting for 5 days. So, on Day Five the heat wave will end.

### Days Two through Five

---

- **Day Two.** The referee rolls a 14, then a 7. Cloudy, no rain.
- **Day Three.** The referee rolls an 18, then a 4. Cloudy, no rain.
- **Day Four.** 16 followed by an 8. Cloudy, no rain.
- **Day Five.** 8, then a 14. Clear.

### Day Six

---

On day six, the referee rolls an 11 followed by a 3: cloudy, no rain. The temperature returns to normal, the heat wave generated during Day One now expiring.

### Day Seven

---

The referee rolls a 5, then an 18. Clear, but with rain in the next 24 hours. The referee rolls to determine the time the rain begins, and gets a result of 7AM. Referring to the Precipitation table, the referee then rolls a 17, signifying a moderate storm lasting 3d20 minutes. The



referee rolls a fistful of 20-sided dice and determines the storm lasts for 53 minutes.

### Days Eight through Thirteen

---

- **Day Eight.** 8, 9. Clear.
- **Day Nine.** 10, 9. Clear.
- **Day Ten.** 10, 9. Clear.
- **Day Eleven.** 12, 1. Cloudy, no rain.
- **Day Twelve.** 7, 5. Clear.
- **Day Thirteen.** 4, 6. Clear.

### Day Fourteen

---

On day fourteen, the referee rolls 20 and a 9. It's cloudy, with no rain, but another Unusual Event is forecast.

The referee rolls an 86: tornadoes! The storm lasts for one hour. It is within a mile of the PCs. Using the Area of Weather table, the tornado system affects a sub-region of 1d100 hexes, as the referee rolls 13, subtracts 10, and thus ends up with a 3.