

# Weather

Weather can be an excellent way of keeping Players on their toes. A severe weather event can be more detrimental to an adventuring party than most random monster encounters. Being ill-prepared or taking the weather for granted is not advisable. Properly equipping characters and keeping an eye to the weather can help give the adventure an authentic and natural feel. Most folks' lives are governed by the weather and seasons, so why should a party of explorers be any different. Weather can be used to enhance gameplay, but it should not detract from the overall game. The people here are hardy, and it's not likely to have moderately inclement conditions deter them from a day's work.

If weather charts are not to your liking, simply make it up. If a Player asks what the weather is like, there's no harm in winging it and simply stating 'sunny and warm'. The idea is to get characters out and about, not tucked away in a tavern or inn awaiting a warm, sunny day. Use extreme weather sparingly and only if it benefits the story.

The Bay of Spirits is a northern Temperate Region with long, cold Winters and short, hot Summers. Days are shorter in the Winter (9 to 11 hours of sunlight) and longer in the Summer (15 to 17 hours of sunlight). Each year is divided into 4 seasons. Seasons are divided into months, weeks, days, and so forth. Real world months are used to keep things simple.

## Seasons.

**WINTER** (Sleep or Gelid's Days - December, January, February)

**SPRING** (The Melt - March, April, May)

**SUMMER** (Highsun - June, July, August)

**AUTUMN** (Harvest - September, October, November)

Weather checks can be used as often as the GM wishes, but it is recommended that a roll is made every 12 hours or at the start and end of each day. A d10 is used with a 1, 2, or 3 added to the die roll with respect to month (ie. June is +1, July is +2, etc.).

### WINTER d10 + month modifier

2	Clear and cold
3	Overcast and mild
4	Overcast and snow
5	Blizzard
6	Overcast and snow
7	Overcast and cold
8	Clear and mild
9	Clear and cold
10	Overcast and snow
11	Blizzard
12	Clear and cold
13	Blizzard

### SPRING d10 + month modifier

2	Blizzard
3	Overcast and snow
4	Clear and mild
5	Overcast
6	Overcast and snow
7	Overcast and rain
8	Clear with strong winds
9	Clear and warm
10	Overcast with strong winds, sleet, rain
11	Overcast and rain
12	Clear and cool
13	Clear and warm

### SUMMER d10 + month modifier

2	Overcast and rain
3	Clear and warm
4	Clear and warm, strong winds
5	Overcast
6	Overcast and fog
7	Sunny and hot / Clear and warm at night
8	Sunny and hot / Clear and warm at night
9	Overcast and rain, strong winds
10	Overcast
11	Sunny and hot / Clear and warm at night
12	Overcast and rain
13	Thunderstorm

### AUTUMN d10 + month modifier

2	Clear and warm
3	Clear and warm, moderate breeze
4	Clear with strong winds
5	Overcast
6	Overcast and fog
7	Overcast and rain
8	Overcast and rain, strong winds
9	Sunny and hot / Clear and warm at night
10	Overcast with strong winds, sleet, rain
11	Overcast and light snow
12	Sunny and cold / Clear and frost at night
13	Blizzard

