

# ANWYN WEATHER

In this section, we provide you with a series of tables for determining the weather on Anwyn. These tables are designed to produce results in line with how adventurers and players view it.

Thus temperatures are generic, especially since accurate measuring equipment would be rare and usually limited to only the very wealthy and/or to those for whom such things are important, such as in an Alchemist's lab. For everybody else, they just use the descriptive terms the same as we do in the following tables.

## WEATHER SYSTEM OVERVIEW

As mentioned above, we have created the weather system to use a few simple tables and as few dice rolls as possible. Towards this end, we even include tables for adjusting the results based on the month of the year, and on the region of Anwyn. This allows the same initial base roll to be used, and it is then modified by month and region. And that result will then determine what other rolls may be required.

Towards this end, the main tables are Temperature, Cloud Cover, and Precipitation. For Precipitation, there is a separate table for each Temperature bracket. We also have Wind Direction and Wind Factor tables.

### TEMPERATURE

In Anwyn, there are only 5 temperatures that folks consider relevant and they are Freezing, Cold, Cool, Warm, and Hot.

**Freezing:** Anything below the freezing point of water is considered to be freezing. When out in this type of weather for any extended period, characters would be subject to the rules for Extreme Cold found in the Novus 2e Core rules.

**Cold:** This temperature rating encompasses temperatures from about 10 to 15 degrees above the freezing point of water on down to the freezing point of water. As above, characters out in this type of weather for extended period of time would be subject to the effects of Extreme Cold, but not as quickly as if it were Freezing.

**Cool:** This encompasses temperatures from the high 40s up to about 65 degrees Fahrenheit. Those out in this weather would want to make sure that they had things like jackets, but sufficient exercise and movement would also keep individuals warm enough.

**Warm:** From the high 60s on up to about 90 degrees. Individuals would wear a wide variety of clothing, based on their station, but no special requirements would be needed.

**Hot:** Temperatures above 90 degrees would be considered hot. When it gets up this high, the character must contend with the effects of Extreme Heat as detailed in the Novus 2e Core rules.

### CLOUD COVER

Cloud cover falls into 3 main categories as detailed below:

**Clear:** when you get this result, it means that there are few to no clouds in the sky. By few, we mean that, at most, clouds cover up to 10% of the sky. If you get a result of Clear for the Cloud Cover, there is no chance of precipitation

**Cloudy:** If you get this result, you should roll another 1d10, and that result tells you how much of the sky the clouds cover, from 10 to 100%.

**Overcast:** This cloud cover rating is special. It represents 100% cloud cover, but the clouds are so thick and dark that undead that are susceptible to sun light may actually move about during the day.

### PRECIPITATION

We have five separate tables for precipitation. These tables are based on the temperature that you determined previously. Below we have a description of the types of precipitation that may occur.

**Drizzle:** This is very slight rain or heavy misting, resulting in approximately a quarter of inch of rain per hour. The drizzle can last for up to 10-12 hours. Drizzles have a Wind Factor of 1.

**Fog, (Light or Heavy):** Fog is a cloud that touches the ground. Light fog is thin and limits visibility to about half what it would normally be, out to a maximum distance of about 100'. Heavy fog is much thicker and limits visibility to about a quarter of normal, out to a maximum distance of 30'. Fog usually has a Wind Factor of 1, or else the wind will blow it away.

**Rain, (Light or Heavy):** Rain drops are larger and more numerous than the drops found in a drizzle. Light rain can result in up to a potential 1-2 inches of rain each hour. Heavy rain often results in 3-5 inches of rain per hour. Rain often lasts up to 12 hours and is accompanied by winds with a Wind Factor of 2 or 3 normally, but some could have Wind Factor as low as one, while severe storms could have a Wind Factor as high as a 4 or more rarely, even a 5. Rain can have some lightning and thunder, but not much. Rain storms can last up to 10 to 12 hours.

**Thunderstorm:** A thunderstorm would be just like a heavy rain, except with a lot more thunder and lightning. Thunderstorms usually last up to a maximum of about 6 hours, often bracketed by rain storms on either side. Lightning will strike during a thunderstorm a minimum of once every 10 minutes. However, more severe storms can have lightning strike even more frequently.

**Hailstorm:** Hail forms in warmer weather usually. It is created as water droplet freeze and then are pushed back up into the clouds by winds over and over, until you eventually have icy stones falling from the sky. Hailstorms are also thunderstorms for the purpose of describing them.

**Hurricane:** Hurricanes are massive rain storms with winds up in the Wind Force 6 range. Hurricanes are extremely destructive and the high winds can do massive amounts of damage.

**Sleetstorm:** Sleet is formed by snow passing through a warm layer of air and melting and then refreezing again before it hits the ground. It happens only during colder weather. Treat it as rain for how much sleet there might be falling. On unprotected skin, it feels like being hit by icy needles.

**Snow, (Light & Heavy):** Treat snow the same as you would rain. The same amounts falling per hour and the same number of hours, and the same Wind Factors involved. The main difference is that it falls in frozen flakes rather than liquid drops. Snow only occurs in cold areas or higher elevations. If the temperature is above freezing, it can still snow, but the snow will quickly melt as it lands.

DETERMINING THE WEATHER

In determining the weather, the first step is to know the time of year. This will determine modifiers to the base Temperature roll (keep track of this roll). This is the daytime temperature for Anwyn. You subtract 2 from your total to determine the night time temperature. Once you have these, you then modify by region.

Next up, roll for Cloud Cover. Again, this is a single roll, which is then modified by region. If the result is Cloudy or Overcast, you can then roll for Precipitation. If the result is Clear, roll 1d10, divide by 2 (rounding up), and this will be your Wind Factor if there is no Precipitation.

Precipitation is rolled separately for each region and the results will also give you the Wind Factor (the number in parenthesis), so that you can roll for Wind Direction and speed. You can even roll to determine what time of day the precipitation will start. As with temperatures, the time of day is in descriptive elements, not specific times.

Using this system, you only have to roll for Temperature once per month. You would then roll on the Daily Shift table and use the result to determine the shifts on the Temperature table. And then roll the other elements of weather based on Temperature each day.

TEMPERATURE MODIFIERS BY MONTH			
Winter		Summer	
Haomi	-2	Sechtmí	+3
Daomi	-3	Hochmí	+4
Atrimi	-2	Anaomi	+6
Spring		Autumn	
Cathmí	-1	Adeimi	+3
Cuigmi	0	Hademi	+2
Asemi	+1	Dodhemi	-1

WIND FACTOR		
Force Description		MPH
1	Slight Breezes	0-5
2	Breezes	5-15
3	Windy	15-30
4	Gale Force Winds	30-55
5	Storm Force Winds	55-75
6	Hurricane Force Winds	>75

TEMPERATURE	
≤2	Freezing
3-8	Cold
9-13	Cool
14-20	Warm
21+	Hot

DAILY SHIFT	
1	-1
2-7	0
8-9	1
10	2

TIME PRECIPITATION STARTS	
Roll	Time of Day
2-3	Midnight
4-5	Early Morning
6-7	Mid Morning
8-9	Late Morning
10-11	Mid-day
12-13	Early Afternoon
14-15	Late Afternoon
16-17	Early Evening
18-20	Late Evening

LOCATION MODIFIERS				
Location	Temperature	Cloud Cover	Precipitation	Wind Factor
Tir Tuath	0	0	0	0
Tir Hoige	+2	0	0	+1
Tir Trioch	-1	+2	0	+1
Wraithwood	+2	0	+1	0
Tir Kylmaki	-1	0	+1	+2
Esler Archia	+1	0	+1	+1
Tuist Rhion	+2	+2	-3	+1
Ilthach	0	+8	-2	0
Brackenmire	0	+2	3	0
High Mountains	-1	0	2	+2

CLOUD COVER	
2-7	Clear
8-18	Cloudy*
19-30	Overcast
* - Subtract 10 from roll, multiply by 10% to get percentage of cloud cover.	

PRECIPITATION					
Roll	Freezing	Cold	Cool	Warm	Hot
1-12	None (1-2)	None (1-2)	None (1-2)	None (1-2)	None (1-2)
13	Light Snow (3)	Drizzle (1)	Drizzle (1)	Drizzle (1)	Drizzle (1)
14	Light Snow (3)	Light Fog (1)	Light Fog (1)	Drizzle (1)	Light Rain (1-2)
15	Heavy Snow (3)	Light Rain (1-2)	Light Rain (1-2)	Light Fog (1)	Light Rain (1-2)
16	Heavy Snow (3)	Heavy Fog (1)	Heavy Fog (1)	Thunderstorm (1-3)	Hurricane (6)
17	Sleetstorm (3)	Sleetstorm (3)	Hailstorm (3)	Hailstorm (3)	Heavy Rain (3)
18-20	Light Snow (3)	Heavy Rain (3)	Heavy Rain (3)	Heavy Rain (3)	Heavy Rain (3)
21-25	Hailstorm (3)	Light Snow (3)	Thunderstorm (1-3)	Heavy Rain (3)	Thunderstorm (1-3)
26-30	Heavy Snow (3)	Heavy Snow (3)	Light Snow (3)	Thunderstorm (1-3)	Hurricane (6)

WIND DIRECTION	
2	North
3	Northeast
4	East
5-7	Southeast
8-15	South
16-18	Southwest
19	West
20	Northwest