Introduction

The methodology for generating weather conditions is described in the <u>Official Advanced Dungeons & Dragons Wilderness Survival Guide</u>, published by TSR, Inc., pages 107-119. The weather spreadsheet was developed to expedite this procedure by gathering the necessary input information from the user and then performing the necessary table look-ups and calculations. This guide will describe how to use the spreadsheet, but will not reiterate the weather generation method itself. Please refer to the source mentioned above if you would like to know how the spreadsheet creates the weather conditions shown.

System Requirements

The weather spreadsheet was originally created using MS Excel 2003, and has been used successfully in all versions of that program from 2003 through 2010. It uses Visual Basic macros to gather the requisite input and to generate the weather. The spreadsheets themselves are simply record forms to which the macros output the results. To use the spreadsheet, it is necessary to use MS Excel with its security settings configured to allow macros to run.

Typical Weather Generation

In simplest terms, to generate in-game weather, simply click on the button in the upper left corner of the spreadsheet that reads "Generate Weather", and then follow the on-screen prompts. The spreadsheet will use the information input by the user to generate weather conditions and record them on the spreadsheet for the players' use in-game. Each row in the spreadsheet represents one day's weather conditions.

After clicking on the "Generate Weather" button, the following prompts will appear:

<u>Select Generation Method</u>
The user is given two choices:
  – Generate one day of weather using die rolls (typical during adventures).
  – Generate multiple days of weather at a static location using a random number generator.

Select the radio button next to the method you wish to use and then click the button marked "OK".

The first option is the primary method for generating weather. The second option is used when long spans of time pass rapidly without detailed role-playing, such as during character level-up or similar situations.

<u>Enter Duration</u>
This prompt will not appear if the "Generate one day ..." option is selected for the generation method.

Click the up and down arrows next to the number until the desired number of days for which weather is to be generated is shown. To quickly change the number of days by large amounts, click-and-hold the up or down arrow. Once the correct number of days is shown, click the button marked "OK".

Enter Latitude
This prompt will not appear if the "Generate multiple days ..." option is selected for the generation method. The spreadsheet will instead use the latitude information from the previous day's weather data.

Move the slider until the number next to the slider button corresponds to the latitude (in degrees) of the party's current location. Latitudes north of the equator are positive, and latitudes south of the equator are negative. A map of the Forgotten Realms is available with latitude lines marked on it. Click the button marked "OK" when the correct latitude is showing.

Select Terrain
This prompt will not appear if the "Generate multiple days ..." option is selected for the generation method. The spreadsheet will instead use the terrain information from the previous day's weather data.

Click the down arrow in the pull-down menu and select the type of terrain that the party will be in for the day. If the party will be in a swamp, then also check the checkbox next to "Swamp". Note that this checkbox is not available in conjunction with some terrain types. For example, deserts and swamps are mutually exclusive by definition. Click on the button marked "OK" after the desired terrain type has been selected.

Enter Elevation
This prompt will not appear if the "Generate multiple days ..." option is selected for the generation method. The spreadsheet will instead use the elevation information from the previous day's weather data.

Click the up and down arrows next to the number until the party's elevation (in feet) is shown. Each click will change the elevation in increments of 50 ft. To quickly change the elevation by large amounts, click-and-hold the up or down arrow. Once the correct elevation is shown, click the button marked "OK".

Enter Die Roll
These prompts will not appear if the "Generate multiple days ..." option is selected for the generation method. The spreadsheet will instead use a random number generator to create die rolls.

The spreadsheet will next prompt several times for die rolls. The first prompt will ask for a 1d4, and the remaining prompts will all ask for 1d6. Roll the requested die, and click

on the up or down arrow until the number on the prompt matches the number rolled on the die. Click the "OK" button. Repeat this process for each requested die roll.

Finished!
The next day's or days' weather conditions should now appear at the bottom of the spreadsheet. Consult with the <u>Advanced Dungeons & Dragons Wilderness Survival Guide</u> and the DM for how to interpret the information generated.

<u>Special Circumstances</u>

There are two special circumstances where additional work may be required. These occur either when starting a new adventure, or when it is necessary to generate weather that is not a continuation of the previous days' weather.

New Adventure
An Excel worksheet can have a very large number of rows. However, there is a finite number of rows that a worksheet can have. If weather were to be generated continuously in a single worksheet, it is possible (if extremely unlikely) that the worksheet could run out of rows and no more weather data could be generated. More importantly, however, is that as more weather is generated and more rows are recorded, the worksheet becomes more and more cumbersome to use. For these reasons, it is suggested that a new worksheet be created for each adventure.

To create a new weather worksheet, DO NOT simply insert a new worksheet. Instead, right-click the tab of the current weather data worksheet, and in the pop-up menu, select "Move or Copy ...". In the prompt window that pops up, make sure that the checkbox next to "Create a copy" is checked, and then click the button marked "OK".

Next, right click on the tab of the newly created worksheet, and in the pop-up menu, select "Rename". Type the name of the new adventure for the tab's name.

Now select all of the rows in the newly created worksheet with weather recorded in them EXCEPT FOR THE LAST FOUR DAYS. Right-click within the selected area, and in the pop-up menu, select "Delete". The new worksheet should now be ready to use.

The reason that the last four days of weather are not deleted is because occasionally, while generating weather, the macros utilize weather information generated as far back as four days previous.

Non-Contiguous Weather
Normally, the weather that is generated is based on changing from the previous days' weather, within certain ranges. This is to bring some consistency to the weather and avoid frequent radical weather changes from day to day (except for exceptional circumstances). Sometimes, however, events occur that make it necessary to generate weather that is not a continuation of the weather previously generated. For example, the party might be instantly transported from one part of the continent to an entirely different

part of the continent (or even to another continent entirely!) hundreds/thousands of miles away. Or, the party might travel underground and emerge a great distance from where they entered. In such cases, the weather at the destination may be vastly different from the weather that was generated at the original location.

At first glance, it may appear that the cells in column A are empty. In fact, they are not. If one of the cells in column A is selected in a row containing weather data, the formula bar will show that the cell actually contains a word. The vast majority of the time, the cell will contain the word "Continue". If the column A cell is selected in the first row after the last weather record, it will normally also contain the word "Continue". All cells below this row should be empty.

To generate weather that is not a continuation of the previously generated weather, replace the word "Continue" in the column A cell of the first row after the last generated weather with the word "New" (without the quotation marks). If this is done, additional prompts will appear the next time the "Generate Weather" button is clicked, and the new weather generated will not be a continuation of the previously generated weather. Weather after this can then be generated normally for the new location or circumstance.

The prompts when generating "New" weather are:

Select Generation Method
This prompt will work as described above.

Enter Duration
This prompt will work as described above.

Enter Year
Click the up and down arrows next to the number until the current in-game calendar year is shown. To quickly change the year by large amounts, click-and-hold the up or down arrow. Once the correct year is shown, click the button marked "OK".

Select Current Month
Click the down arrow in the pull-down menu and select the current in-game calendar month. Click on the button marked "OK" after the desired month has been selected.

Enter Date
Click the up and down arrows next to the number until the current in-game calendar day of the month is shown. To quickly change the year by large amounts, click-and-hold the up or down arrow. Once the correct date is shown, click the button marked "OK".

Enter Latitude
This prompt will always appear, even if the "Generate multiple days ..." option is selected for the generation method. It will only appear once if multiple days of weather are being generated. This prompt will otherwise work as described above.

<u>Select Terrain</u>
This prompt will always appear, even if the "Generate multiple days ..." option is selected for the generation method. It will only appear once if multiple days of weather are being generated. This prompt will otherwise work as described above.

<u>Enter Elevation</u>
This prompt will always appear, even if the "Generate multiple days ..." option is selected for the generation method. It will only appear once if multiple days of weather are being generated. This prompt will otherwise work as described above.

<u>Enter Die Roll</u>
This prompt will work as described above.