

Weather

(Weather generation, and use of the Weather Results record sheet.)

Whoever is in charge of weather generation should first and foremost read the applicable Appendix of the Official Advanced Dungeons & Dragons Wilderness Survival guide (1st edition), Pages 107-119. When generating weather for any particular spot in the Realms it is necessary that two things be determined. The Climatic region, and the terrain type. While the terrain type is easily observable, the Climatic region is not always readily apparent. In all instances where climatic region is needed in order to make a calculation, one will need to make a personal judgment in this regard. I have spent considerable time studying the maps and written references regarding the physical size and location of the Realms on this planet. As a result of these studies I have discovered that the maps and references given would not account for the climatic extremes presented by the maps of the Realms. The maps represent an area of only 6500 miles, north to south. This latitude represents approximately 35° of the planets total. (180°, 90° North & 90° South). Yet both tropical and arctic conditions are shown on the maps of the Realms. This inconsistency cannot be easily rectified, or explained. Thus it remains that the Climatic region must be determined by personal judgment. If necessary, one may turn to the DM for a final determination of the Climatic region. For general purposes one should assume that Willip sits in the middle of a temperate region, at approximately 40° North latitude.

After determining the Climatic region and Terrain type the generator should roll two six sided dice and consult Table A2, pg 109 (Day-to-Day Change). Note that when rolling these dice they should be of different colors. The dice should be designated “die 1”, and “die 2”. This distinction is important whenever there is a chance of precipitation. Table A2, pg 109 (Day-to-Day Change) should be consulted to determine the Temperature change, Chance of Precipitation, and Wind Conditions. The actual temperature is then determined by consulting Table A1, pg 108 (Temperature Variation), and the Temperature letter codes chart, at the bottom of pg 108. If precipitation is indicated, (by a even total on “die 1” and “die 2”) then table A3, pg 110 (Precipitation Variation) should be consulted to determine the type, and amount of precipitation. To determine the type of precipitation it may be necessary to consult the “Rain, Sleet, or Snow” paragraph on page 111. If special weather is indicated, (by a total of 2 or 12 on the Day-to-Day change roll) consult table A4, pg 112 (Special Weather) for the results. Special weather often has persistent, long-term effects. Some times these effects will begin to occur Before the weather event actually happens. Consult the Special Weather Definitions paragraphs on pages 113-115. When this happens, move the special weather event into the future. So that the precipatory weather patterns can be adjusted prior to the actual event. Example; If you roll a Cyclone/Hurricane/Typhoon there should be an increase in both wind speed, and precipitation beginning three days prior to the event. (see the Cyclone/ Hurricane/Typhoon Special Weather Definition paragraphs on page 113) In order to properly adjust the weather prior to this event, simply move the occurrence of the event three days into the future, and begin adjusting the weather patterns accordingly from the current day on. Special weather will pose the greatest challenge to anyone generating weather for the Realms. Be sure and thoroughly read the sections regarding special weather in the Official Advanced Dungeons & Dragons Wilderness Survival guide (1st edition), Pages 112-115. Luckily special weather events are quite rare. In order to determine the times of sunrise and sunset, consult Table A8, pg 117 (Hours of Daylight), and the insert taped to the top of pg 117.

Good luck. Be sure to record all pertinent details on a Weather Records sheet.