

Weather Report For Krynn

Onto Every Campaign, A Little Rain Should Fall

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Weather can breathe excitement into a role playing adventure, as few monsters offer a greater challenge than the raw, untamed elements.

Years of study have defined the weather for the continent of Ansalon on the world of Krynn.

Because Ansalon is in the southern hemisphere, roughly straddling what would be Krynn's equivalent to our Tropic of Capricorn, the prevailing winds are from the northeast. Ocean currents flow west and southwardly, and warmer climes are in the north.

Normally, a southern land would experience a reverse of the seasons of the northern hemisphere, so that summer occurs during the equivalent of our January through March, and winter would occur during our June through August.

However, the Krynn world calendar was developed by the people of Ansalon, so that the months equivalent to the European winter months are in fact the winter months for Ansalon. It is important that you understand this as you read on.

The climate regions of Ansalon are: Tropical, Savanna, Desert, Temperate, Transitional Mixed, Tundra, and Arctic.

The weather charts are designed to aid the DM in determining the weather on any given day anywhere on Ansalon. With a little work they can be used with other fantasy worlds. Weather can be important if there are spells to be cast that require a certain condition. Weather also can have an impact on adventuring—especially if it hinders travel. And, finally, weather sets a mood and creates an atmosphere: rain is bleak, snow is quieting, storms are terrorizing, heat and humidity encourage hot tempers.

Here is a list of the monthly ranges in temperature and other weather conditions divided by climates. To find the daily weather, determine the climate and the month, and then roll the indicated dice to calculate the day's actual weather. The columns and how each alters the daily weather are as follows:

1. Temperature Highs and Lows:

The first entry in each climate type is a set of two numbers separated by a slash. These are the average highs and lows for the days of that month. The actual daily temperature is likely to vary from these averages. To determine the variation, roll 1d6 and 2d10 and read the dice as follows:

6-sided Odd = Lower than normal (subtract 2d10). Even = Higher than normal (add 2d10).

2. Chance of Cloudiness: Cloud cover is determined by rolling the listed die and checking the following chart.

- 1-3 = Clear day
- 4-5 = Partly cloudy
- 6+ = Overcast

Precipitation will only occur if there are clouds. If it is only partly cloudy the precipitation is only a trace.

3. Chance of Precipitation and Catastrophic Weather: The first number is the chance that it will rain, sleet, snow, or hail. Roll percentile dice, and if the number is less than or equal to the score given, there will be precipitation during the day.

If the temperature is greater than 40 degrees the precipitation will be rain.

If the temperature is greater than 40 degrees, but the low falls below 32 degrees it will hail.

If the temperature is between 30 and 39 degrees it will sleet.

If the temperature is lower than 30 degrees it will snow.

Roll the percentile dice again to determine if the weather turns spectacular or catastrophic. The exact nature of the catastrophic weather is the DM's decision. He should consider what would be most appropriate for the time of year. Unless noted otherwise, special weather events will last for 2d12 turns. A list of possible catastrophic weather conditions, organized by climate conditions, is included at the end of this article.

4. Amount of Precipitation: Roll the indicated die. The amount of precipitation equals 1 inch per number, or $\frac{1}{10}$ of an inch if the die type is followed by an asterisk (*).

To determine the time of day that it begins to precipitate, roll 1d6 and 1d12.

If 1d6 = 1,2,3—read the number on the 1d12 as that time in the AM, if 1d6 = 4,5,6, then the number on the 1d12 is that time in the PM. The precipitation will fall at the following rates based on the season.

Winter: $\frac{1}{10}$ of an inch or 1 inch per hour.

Spring: $\frac{1}{10}$ of an inch or 1 inch per half hour.

Summer: $\frac{1}{10}$ of an inch or 1 inch per 10 minutes.

Autumn: $\frac{1}{10}$ of an inch or 1 inch per half hour.

Catastrophic Weather

Heat

Drought: This means no precipitation for the next 2d20 days.

Electrical Storm: Wild lightning wages a battle across the land, setting small fires, hammering buildings and burning those unfortunate to feel its lash. Characters traveling in the open must save vs. breath weapon (Dexterity bonuses apply) once per half hour, or suffer 1d8 + 2 points of damage.

Faerie Fire: An eerie electrical fire dances along trees, masts and buildings, illuminating them with an eldritch flame. The fire is attracted to metal, and causes minor shocks for 1 point of damage for those who fail to save vs. paralysis.

Flash Fire: This sweeps unpredictably across burnable terrain. It attacks all within 10 feet of the flame with a THAC0 of 9 causing 2d6 points of damage if it hits.

Heatwave: Temperatures for the next 2d6 days are automatically higher than the base and the die roll to find the exact temperature is doubled. Those caught without shelter during the day must consume a pint of water each hour, or make a system shock check. Failure means the character suffers 1d6 points of heatstroke and must further make a Constitution check at a -4 penalty. If this second roll fails, the victim begins suffering delusions and hallucinations. When a heatstroke victim reaches 0 hit points, he must make a second system shock roll at a -20 penalty. Failure indicates death, success results in the

character falling into a coma, with a continual loss of hit points of 1 per hour until the PC reaches -10 hit points and dies.

High Humidity: This intense humidity halves movement rates and adds a penalty of 2 on all action rolls (saves, attacks, ability score checks, etc.).

Inversion: This is the same thing as a modern ozone alert; those in the area must make a Constitution check to remain active for the day.

Mirage: This effect distorts distance. It can act like a moderate fog, or project an image of something miles away in the heatwaves on the horizon.

Sandstorm: Fierce, hot windstorms attack with a THAC0 of 13 for 1d6 points of damage each turn.

Wind

Dust Devil: This attacks all in its path with a THAC0 of 19 for 1d3 points of damage. In addition, it rips cloth and snatches light objects up into the air and carries them along for 2d100 yards.

Dust Storm: These choking, blinding storms attack each turn with a THAC0 of 17 causing 1d4 points of damage.

Hurricane: Heavy rains, a furious windstorm, and massive flooding accompanies the rain. A hurricane wind attacks each turn with a THAC0 of 5 for 2d8 points of damage; it lasts for 2d4 days. A hurricane dumps 2d10 inches of rain on the area, which comes at the rate of one inch every half hour during the height of the storm.

Tornado/Cyclone: These great whirlwinds uproot trees, rip apart houses and gouge the land in a 1d10 × 5-foot radius. They attack with a THAC0 of 11, inflicting 2d6 points of damage. They last 1d6 turns and move at a rate of 18.

Windstorm: This breaks saplings, rips off roofs and attacks each turn with a THAC0 of 15 for 2d4 points of damage.

Rain

Blinding Fog: This weather effect impairs vision (see the PHB or the *Tales of the Lance DM's Screen*) and halves travel speed.

Flash flood: A sudden downpour results in a crashing wall of water that sweeps away all in its path who fail a Strength check. This check must be made each round until the character reaches high ground. Those who are swept away are subject to drowning, being attacked each round with a

THAC0 of 13 for 1d6 + 1 points of damage.

Flood: The waters have risen enough to turn the land into a swamp. The dangers of hidden objects lie beneath the dark waters. Further, anyone crossing on foot must make a Strength check at a +2 bonus or be swept along as if by a flash flood.

Squall: A sudden downpour drops all its water within 2d20 minutes, blinding those in it, and attacking like a windstorm.

Thunderstorm: Lightning cracks, thunder booms, and the wind whips the rain down in drenching, blinding sheets. Anyone out in the storm must save vs. petrification every half hour or suffer 2d8 points of electrical damage.

Waterspout: This is a half-size tornado, bringing a rain of fish and debris.

Cold

Blizzard: The snow cracks and whirls and the whipping winds quick-freeze the moisture on characters' faces. Those caught within a blizzard are blinded and confused, wandering aimlessly. The storm attacks once each turn with a THAC0 of 15 for 1d4 points of damage.

Deep Freeze: An arctic wind whips across the land. Temperatures for the next 2d4 days are automatically lower than the base, and the die roll to find the exact temperature is doubled. Prolonged exposure each hour or immersion in water requires the character to make a system shock check. If it failed, the character suffers 1d4 + 1 points of frostbite, and he must make a Constitution check to remain conscious. If rendered unconscious he will lose 1d6 hit points each turn until rescued. If a character's hit points fall to 0, he must make a system shock roll at a -20 penalty. Failure indicates death, while success results in a coma with the character losing 1 point per hour thereafter. The character dies when his hit points fall to -10.

Ice Storm: Freezing rain and huge hail descends on any characters exposed to the elements, causing 2d4 points of damage per turn.

White Out: Characters are blinded by a flurry of snow and snowy ground cover. Characters in this environment must move and act as if they are in total darkness. These effects last for 2d4 turns.

Geologic

Avalanche: Thunder echoes from the mountainside, and the mountain moves, descending in a crushing roar 1d6 × 100 yards wide. Those caught in the avalanche must save vs. paralysis or suffer 2d10 points of damage and be buried alive. Buried creatures lose 1d6 points per turn until rescued. If the avalanche is snow, then PCs suffer from deep freeze effects as well. Victims are buried 2d8 + 4 feet deep.

Earthquake: The land shakes, collapsing buildings, toppling trees, shattering cliff walls and opening wide crevices. All those caught by an earthquake are attacked once per turn with a THAC0 of 5. The damage per successful attack is 2d8, and the quake's duration is 4d6 rounds. A successful save vs. paralysis reduces damage by half.

Eruption: Lava, cinders, and ash bubble up from the earth or explode violently across the countryside, resulting in flash fires, earthquakes, and a pall of ash (treat as a blinding fog and heatstroke).

Mudslide: This is similar to an avalanche, but any victims caught in it suffer 1d10 points of damage. They are not buried, but are carried along as in a flood.

Celestial

Auroras: A natural display of fireworks dances across the sky, throwing shades of crimson, amber and cyan toward the heavens.

Comet: It is a bad omen to see a comet in the sky. Characters viewing a comet suffer a -2 penalty on all NPC reaction checks for the next three days.

Meteor Shower: Like a hailstorm, this condition has an attack of once per turn. It has a THAC0 of 9 and causes 2d6 points of damage. A successful save vs. paralysis halves damage. A meteor shower lasts 2d6 minutes.

Solar Eclipse: This is a terrifying omen that lasts 2d12 minutes. During this time, all Reaction Checks are at a -4 penalty, and light becomes twilight.

Weather Effects on Terrain and Actions

The effects of weather on travel are listed on the *Tales of the Lance DM's Screen* under Terrain Obstacles. Weather can also affect the success of a PC's actions or limit visibility and movement.

Snow and ice melt at a rate of a half

inch per day for each 10 degrees above 30. Mud dries and floods subside at a rate of one inch per day for each 10 degrees above 50. Mud and melting snow turn the land into marsh or moors for determining travel speed.

After rains of one inch or more it can get foggy. Such fog banks are 2d10 feet thick and will linger until the sun has been out for at least an hour.

Weather Wisdom

Many are the folk sayings and traditions to help warn of impending changes in the weather. Some of the most common are listed here.

Earthquakes

- When dogs lie with tails tucked and horses stomp and prance, beware the waking mountain peaks as earth begins to dance.
- When ants an exile make, watch for the ground to shake.
- When cattle low for no excuse and crickets cease to talk, it's time for aspen now to quake and mountain sides to walk.

Fair Weather

- The screech of an owl makes fair weather from foul.
- When fluffy clouds are driven west like herded sheep, there will be three more days of calm and sleep.
- If bats flutter in the air, the morrow will be fair.
- Should lightning flash to no acclaim, the weather will remain the same.

Fair or Foul?

- Blood sky at morning brings dire warning, ember sky at eve will bring a reprieve.
- When birds seek the open sky, clear weather is passing by; but when birds the grass tops sail, be sure a storm is on their tail.
- When no stars shoot before the dying moon, ignore the cries of ill wind's gloom.

Fire

- When cats claw madly at the wicker, somewhere near flames will flicker.
- When grass turns brown and starts to wither, watch out or else hot flames draw hither.
- At eve should trees turn red with anger, beware the approach of fire and danger.

Fog

- When hounds sneeze and bay the moon, a mantle of fog will be rising soon.
- Black gnats on things all about, a thick dark fog will soon be out.

Frost

- A halo around the moons at night, expect the morn a frosty white.
- Snails curl tight, winter's frosty white.

Hail

- Ants flee, cattle gather beneath a tree, it will not fail there will be hail.

Hot

- If clouds sail across sky's pool, a wind will turn the weather cool. But should the sky turn golden gray, expect hot weather today.
- Dew at dawn, warm days here, dew is gone, sun will sear.
- Hawk soaring high, hot weather is nigh.

Hurricane

- When asses stomp and rub and bray, expect a gale is on its way.
- Dead fish and bracken wash ashore, tie down your shutters, storm's at your door.
- Tall grass and trees bend and droop, an ill gale is on the stoop.

Rain

- About the sun a glowing crown foretells that rain will soon come down.
- Should cattle pause and circle, with their tails pointed out, expect the sky to pour, and the raging thunder shout.
- Breakfast smells better than before, rain at the door.

Squall

- Frogs' chorus suddenly quiet, expect a watery riot.
- When choppy seas suddenly grow calm, time to batten the hatches down.
- When dolphins before the mackerel run, a storm approaches e'er the setting sun.

Thunderstorm

- The sun is veiled by dark clouds of sorrow, t'will bring a storm upon the morrow.
- If ducks dive deep beneath the waters, a thunderstorm will soon come after.

Tornado

- The sky becomes a yellow-gray, a cyclone is on the way.
- Dogs chasing their tails means a tornado is coming.
- When chickens clutch and throw double bounties, beware the fury of wind and seas.

Windy

- When swine are restless, grunt and squeal, a windy time is at their heel.
- When spiders are in a hurry, behind them clouds will scurry.

Season

Autumn

- When clouds of gnats cluster over all, be prepared for a pleasant fall.
- Many bees, many eggs in nest, it will be a good harvest.
- Calfing bellow, goat kid bleat, I fear there won't be much to eat. (Lean harvest)

Spring

- When the kingfisher refuses to build a nest, winter has a month more of distress.
- When the crocus raises its sleepy head, it signals spring's dreaming at last has fled.
- Stags butt and goatlings caper, at last the snows will fade and taper.

Summer

- Crickets are summer's orchestra warming up.
- When foxes clean and wink, we are at summer's brink.
- The dogwood blossoms dance their way to summer days.
- Panting dog and shedding hair, means that summer days are near.

Winter

- If moss turns gray and furry, look for winter flurry.
- Wild geese fly and northward go, a vanguard to the winter snow.
- Fat caterpillars covered with fur, herald cold weather when winter draws near.
- When the dog lies down with the cat or lovers spat, a brutal winter is on its way.
- Golden skies at wintry dusk, winter will be a shrivelled husk.
- Squirrels play and show no worry, to their work they do not hurry. Winter's cold will not come early. □

Krynn Weather Tables

	Temp High/Low	Chance of Clouds	Chance of Precip	Amount of Precip
Aelmont (January)				
Tropical	65/48	1d6	20%/04%	1d8* 10ths
Savanna	61/41	1d6	15%/01%	1d6* 10ths
Desert	71/39	1d6	05%/03%	1d3* 10ths
Temperate	39/30	1d10	35%/02%	1d10 inches
Mixed	31/24	1d10	35%/01%	1d6 inches
Tundra	27/19	1d8	20%/02%	80%/05%
Arctic	0/-18	1d20	80%/05%	1d20 inches
Rannmont (February)				
Tropical	60/41	1d6	10%/03%	1d4* 10ths
Savanna	57/36	1d6	10%/—	1d4* 10ths
Desert	70/35	1d6	05%/02%	1* 10th
Temperate	32/23	1d8	40%/01%	1d8 inches
Mixed	26/20	1d10	35%/—	1d6 inches
Tundra	20/12	1d6	15%/01%	1d6* 10ths
Arctic	-5/-23	1d12	75%/04%	1d12 inches
Mishamont (March) (Beginning of Spring)				
Tropical	66/46	1d8	20%/04%	1d10* 10ths
Savanna	63/41	1d6	15%/—	1d6* 10ths
Desert	75/46	1d6	10%/03%	1d4* 10ths
Temperate	41/33	1d8	45%/02%	1d8 inches
Mixed	39/32	1d12	40%/01%	1d8 inches
Tundra	26/18	1d6	20%/02%	1d8* 10ths
Arctic	0/-15	1d12	80%/05%	1d20 inches
Chismont (April)				
Tropical	74/56	1d8	40%/05%	1d12* 10ths
Savanna	66/45	1d6	15%/01%	1d8* 10ths
Desert	82/57	1d6	10%/04%	1d6* 10ths
Temperate	52/41	1d10	50%/03%	1d8 inches
Mixed	47/40	1d12	50%/02%	1d6
Tundra	39/25	1d6	20%/03%	1d10* 10ths
Arctic	12/-4	1d12	80%/06%	1d20 inches
Bran (May)				
Tropical	82/68	1d10	50%/06%	1d4 inches
Savanna	75/53	1d8	20%/02%	1d8* 10ths
Desert	90/68	1d6	10%/05%	1d4* 10ths
Temperate	62/51	1d8	45%/04%	1d6 inches
Mixed	55/46	1d10	40%/03%	1d4 inches
Tundra	47/32	1d6	15%/04%	1d8* 10ths
Arctic	19/5	1d10	80%/07%	1d12
Corij (June) (Beginning of Summer)				
Tropical	86/73	1d10	65%/7%	1d6 inches
Savanna	77/54	1d8	30%/3%	1d6* 10ths
Desert	93/70	1d6	10%/6%	1d3* 10ths
Temperate	67/53	1d10	50%/5%	1d4 inches
Mixed	58/50	1d8	45%/4%	1d3 inches
Tundra	50/30	1d6	20%/5%	1d6* 10ths
Arctic	26/7	1d10	75%/8%	1d10

Argon (July)

Tropical	90/75	1d20	80%/08%	1d4 inches
Savanna	80/54	1d8	40%/04%	1d8* 10ths
Desert	95/70	1d6	10%/07%	1d4* 10ths
Temperate	70/56	1d12	50%/06%	1d12* 10ths
Mixed	62/52	1d10	50%/05%	1d3 inches
Tundra	54/30	1d6	20%/06%	1d6* 10ths
Arctic	32/9	1d8	75%/09%	1d12 inches

Sirrimont (August)

Tropical	95/76	1d20	70%/09%	1d6 inches
Savanna	85/66	1d10	25%/05%	1d6* 10ths
Desert	104/88	1d4	-/08%	—
Temperate	79/63	1d10	35%/07%	1d10* 10ths
Mixed	75/59	1d8	40%/06%	1d6* 10ths
Tundra	66/42	1d6	10%/075	1d4* 10ths
Arctic	34/22	1d6	60%/10%	1d10 inches

Reorxmont (September) (Beginning of Autumn)

Tropical	87/73	1d20	60%/08%	1d6 inches
Savanna	80/62	1d8	15%/04%	1d4* 10ths
Desert	99/80	1d4	-/07%	—
Temperate	75/60	1d8	20%/06%	1d8* 10ths
Mixed	70/55	1d6	30%/05%	1d6* 10ths
Tundra	60/49	1d6	05%/06%	1d3* 10ths
Arctic	30/10	1d6	60%/09%	1d10

Hiddumont (October)

Tropical	80/69	1d12	50%/07%	1d4 inches
Savanna	72/54	1d6	10%/03%	1d4* 10ths
Desert	83/66	1d4	-/06%	—
Temperate	65/49	1d8	20%/05%	1d6* 10ths
Mixed	60/41	1d6	25%/04%	1d6* 10ths
Tundra	53/39	1d6	10%/05%	1d3* 10ths
Arctic	24/03	1d8	70%/08%	1d10 inches

H'rarmont (November)

Tropical	76/64	1d10	40%/06%	1d4 inches
Savanna	66/50	1d6	10%/02%	1d4* 10ths
Desert	80/63	1d6	05%/05%	1d3* 10ths
Temperate	56/41	1d8	25%/04%	1d10* 10ths
Mixed	52/36	1d6	25%/03%	1d8* 10ths
Tundra	47/31	1d6	15%/04%	1d4* 10ths
Arctic	19/-5	1d10	75%/07%	1d12 inches

Phoenix (December) (Beginning of Winter)

Tropical	70/59	1d8	35%/05%	1d4 inches
Savanna	62/45	1d6	15%/01%	1d6* 10ths
Desert	75/44	1d6	10%/04%	1d4* 10ths
Temperate	48/33	1d10	30%/03%	1d12* 10ths
Mixed	44/30	1d8	30%/02%	1d3 inches
Tundra	39/22	1d8	20%/03%	1d6* 10ths
Arctic	10/-12	1d12	80%/06%	1d20 inches