Simpler Systems Options: Weather, Visibility, & Encounters

Version 1.0

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Weather, Visibility, & Encounters:

Weather:

Weather Table: Roll d20 on the table below to establish initial weather.
Then daily roll 1d12.

- 1 – 3 = Same weather.
- 4 – 5 = Down one result.
- 6 – 7 = Up one result.
- 8 – 10 = Current weather + event or change by two results. Events include lightning strikes, flooding, mud, fires, damaging winds, etc.
- 11 = Use last season column results.
- 12 = Use next season column results.

d20	Spring	Summer	Autumn	Winter
01	Rain Storm	Thunderstorm	Storm	Winter Storm
02–03	Rain	Extremely Hot	Heavy Winds/Rain	Heavy Winds
04–07	Overcast	Very Warm	Changeable (Next roll –1d3)	Freezing Cold
08–13	Clear	Calm, Pleasant, Sunny	Drizzle	Changeable (Next roll –1d6)
14–17	Clear, Cool	Calm, Pleasant, Sunny	Clear, Cool	Cloudy, cold
18–19	Clear, Warm (Next roll +1d3)	Clear Skies (Next roll +1d3)	Dry, Cool	Overcast
20	Beautiful (Next roll +1d6)	Beautiful (Next roll +1d6)	Clear Skies (Next roll +1d3)	Clear Skies (Next roll +1d6)

Climate:

Tierrennor has a yellow, orange sun named Somaris. It is circled by three moons. They are Kesiez, Miasiac, and Samoc.

Kesiez is large and silvery. It has a two month cycle.

Miasiac is small and blueish. It has a one month cycle.

Samoc is tiny and reddish. It has a two week cycle.

Calendar:
- A year in Tierrennor has twelve months and consists of three hundred and thirty six days.
- A month has twenty eight days.
- A week has seven days.
- A day has twenty four hours.

Earth Equivalents to Tierrennor's Months: Pronunciation: e = eh   y = I   i = ee

January	Zimrocia	July	Lipetlo
February	Lutobrez	August	Serpnik
March	Wislub	September	Warrow
April	Ketniar	October	Jussanik
May	Mazien	November	Losbak
June	Coswen	December	Grudziar

Months of:	Winter	Spring	Summer	Fall
Climate Zones:				
Arctic/Antarctic:	6	2	1	3
Sub Arctic/Sub Antarctic:	4	3	2	3
Temperate:	3	3	3	3
Sub Tropical:	2	3	4	3
Tropical:	0	3	6	3

Visibility:

Visibility at range using 6 mi hexes.

Man sized objects or groups of 10 or less can be seen from 1,000' out to half a hex, or 15,000' on clear, open terrain.

Objects over 10' or groups of 100 or less can be seen in an adjacent hex.

Objects over 100' or groups of 100 or more can be seen 2 hexes away.

Objects over 200' can be seen 3 hexes away.

Elevations above 2000' can be seen 10 hexes away.

Castles on hills can be seen 3 – 4 hexes away.

Modifiers & Distances:

Light:	Bright	Overcast	Dim	Dark
	None	–20%	–50%	–75%

Creature Size:	Small or less	Medium	Large	Colossal
	–1d12 to a minimum of 1d12.	None	+2d12' to below	+5d12' to below

Cover & Distance:	Less than ¼	¼ to ½	½ to ¾	¾ to Total
	Per range above	4d12 x100'	2d12 x100'	3d12 x2'

Cover an Distances Defined:

- Less than ¼: Grasslands and sandy deserts.
- ¼ to ½: Hills, mountains, light forest, rocky desert, swamps, and hilly barrens.
- ½ to ¾: Medium forest on any terrain.
- ¾ to Total: Heavy forest on any terrain.

Searching:

Searching is usually modified by Wisdom. If you feel another attribute and a skill/ability/perk are appropriate, make your case.

Searching things:

- Describe how, where, what, and with what you are searching. The referee may ask some questions.
- The referee will either adjudicate the results. They may include:
  - Automatic success.
  - Roll for results.
  - Automatic failure and you know it.
  - Automatic failure and you have no clue.

Searching an area:
- A scan reveals only the obvious. You will not seen anything that has concealment in hexes. This takes one round per small dungeon area or one minute for a six mile hex.
- A quick search reveals all the easily found or seen items or features. Hidden or difficult to see items or features are almost impossible to find or see. This takes one minute per small dungeon area or one hour for a six mile hex.
- A search will reveal all the easily found or seen items or features, provides a good chance to find or see hidden or concealed items or features, and allows a chance to find highly concealed and or deceptively hidden items or features. This takes one turn per small dungeon area or one day for a six mile hex.

Modifiers for Concealment Difficulty and Terrain as determined by the Referee:

Task Difficulty:	Task Difficulty DC:
Very easy	8
Easy	12
Medium	14
Hard	16
Very hard	20
Extreme	24
Nearly impossible	28

Encounters in the World:

Roll d6: 1-2 Use table 1. 3-4 Use table 2. 5-6 Use table 3. Roll a d4 for the column and a d10 for the result. Or, choose an appropriate column and roll a d10 for the result. Or, Choose the result you want.

Random Encounter Table #1:
By Type and Random Number:

d10	Clergy d3/3d8	Tenants d4/3d20	Villagers d3/2d12	Town Folks d10/3d10
01	Seeking out church enemies	Visit to Lord or holy site	Visit to Lord or holy site	Visit to Lord or holy site
02	Healing sick locals	Militia training	Militia training	Militia training
03	Soliciting alms	Working fields	Working fields	Guardsmen patrol
04	Preaching sermon	Hunting in forest	Working a domestic craft	Working a domestic craft
05	Seeking material to sanctify	Collecting material from forest	Collecting material from forest	Guardsmen in pursuit of …
06	Helping poor	Working on manor	Working on manor	Working a craft
07	Seeking place to meditate	Working with riding, wagon, plow animals	Working with riding, wagon, plow animals	Bard, juggler, etc public entertainment
08	On way to inspect church property	Working with flock animals	Working with flock animals	Riot, public disturbance
09	Visit to clergy, noble	Working forests	Festival	Festival
10	Camping, eating meal	Seeking work	Seeking work	Religious celebration

Random Encounter Table #2:

By Type and Random Number:

d10	Knights 1/d12	Nobility d3/2d6	Cavalry 2d4/4d10	Brigands 2d4/2d10
01	Patrolling, Guarding	Surveying lands	Patrolling, Guarding	Ambush & robbery on foot
02	Escorting a Lady	Escorting a Lady	Collecting taxes	Ambush & robbery mounted
03	Hunting	Hunting	Hunting enemy, thief	On way to hide out
04	On quest	On quest	On route to duty	On way to fence
05	Camping, eating meal	Dispensing justice	Camping, eating meal	Hiding or fleeing crime
06	Fighting an enemy	Fighting an enemy	Fighting an enemy	Extorting a local
07	Hunting enemy	Hunting enemy	Checking suspicious strangers	Con man looking for a mark
08	Hunting monster	Hunting monster	Training	Fence posing as traveling peddler
09	Seeks entertainment	Seeks entertainment	Making arrest	Collecting road toll
10	Visit to friends, home	Visit to friends, home	Visit to friends, home	Camping, eating meal

Random Encounter Table #3:

By Type and Random Number:

Crops in d10	Cultivated	Forest	Hills	River
01	Monster TL 0-1	Monster TL 0-3	Monster TL 0-3	Monster TL 0-3
02	Monster TL 2-3	Monster TL 4-5	Monster TL 4-5	Monster TL 4-5
03	Nobles hunting	Monster TL 6-7	Monster TL 6-7	Recent wreck
04	Crops in field	Nature worshipers	Brigands or cavalry	Fishermen
05	Group of tenants	Tenants hunting	Group of tenants	Pirates
06	Sheppard with herd	Nobles hunting	Sheppard with herd	Trade boat
07	Driver with riding, wagon, plow animals	Small hunting animals	Small hunting animals	Sand bar or Object causes hull damage
08	Tenants working on manor	Medium hunting animals	Medium hunting animals	Long, lost wreck
09	Village meeting	Large hunting animals	Large hunting animals	Steep cliffs
10	Group of tenants	Fey creatures	Fey creatures	Sandy beach

Reactions:

When the PCs encounter an NPC whose reaction
to the party is not obvious, the referee may roll
2d6 and consult the following table.

2: Hostile   3-5: Unfriendly   6-8: Unsure/Neutral   9-11: Talkative/Friendly   12: Helpful/Positive

Monster List by Threat Level:

Threat Level 1 HD: ½-2   AD: 6-16   Skill: 0-d3 Damage: d3-d8 #27

Name:	Book:	Page:
Antelope, Deer, Elk	T1	8
Bat- Swarm	T1	43
Birds- Predatory	T1	8
Brownie	T1	35
Centipede- Giant	T2	14
Death Flowers	T2	17
Demon Spawn	T1	22
Doom Teeth	T2	6
Dragon Spawn	T1	26
Fire Tornado	T1	31
Fly- Giant	T2	15
Fox	T1	8
Fungal Terror	T1	54
Horse, Mule, Pony	T1	9
Hound, Dog, Hyena	T1	9
Imp	T1	24
Kobold	T1	27
Monkey, Chimp, Baboon	T1	8
Shrills	T1	12
Snakes- Normal	T2	3
Sprite	T1	36
The Ashen	T1	20
Veiled Ooze	T1	52
Winged Serpent	T1	60
Wolf	T1	8
Wretches	T1	40
Zombie	T1	64

Threat Level 2 HD: 1-3   AD: 6-16   Skill: d3-d4 Damage: d3-d10 #22

Name:	Book:	Page:
Acidic Slime	T1	50
Barghest	T1	18
Beast Taint	T1	38
Beetle- Acid	T2	13
Beetle- Fire	T2	14
Birdmen	T1	10
Boar	T1	8
Crocodile, Alligator	T1	8
Demonfolk	T1	22
Dragonkind	T1	26
Gas Spore	T1	55
Ghoul	T2	20
Hag	T1	47
Lizard Folk	T1	58
Morgen	T1	35
Nymph	T1	31
Rat- Giant	T1	43
Serpent Men	T1	59
Skeleton	T1	63
Swarm	T2	3
Water Weird	T1	32
White Ape	T1	16

Threat Level 3 HD: 2-4   AD: 6-16   Skill: d3-d6 Damage: d3-d10 #28

Name:	Book:	Page:
Ankheg	T2	13
Ant- Giant	T1	42
Banshee	T1	62
Bear- Grizzly	T1	8
Bear- Mutant	T1	14
Beastmen	T1	38
Beetle- Tiger	T2	16
Changeling	T1	34
Crocodile- Giant	T1	58
Cthonic Worm	T2	6
Dragon	T2	7
Drake	T1	27
Fir Needler	T1	54
Gelatinous Mass	T1	51
Harpy	T1	11
Leech- Giant	T2	4
Lion, Tiger, Panther	T1	8
Lizard-Giant Gecko	T2	18
Lizard-Giant Gliding	T2	18
Medusa	T1	48
Norns	T1	36
Psycher	T1	19
Salamander	T1	28
Smoke Wolf	T2	10
Spitting Horror	T2	6
Unicorn	T1	48
Whirlwind	T1	32
Wyrm	T1	28

Threat Level 4 HD: 3-8   AD: 6-16   Skill: d4-d8 Damage: d6-d10 #17

Name:	Book:	Page:
Chimera	T1	14
Clay Men	T1	30
Deviant Beast	T1	19
Demon-Trul	T1	23
Direwolf	T1	15
Elder Fey	T1	34
Fire Phoenix	T1	10
Gargoyle	T2	10
Golem	T1	46
Lizard-Giant Spikes Chameleon	T2	19
Minotaur	T1	39
Mummy	T1	63
Serpent- Giant	T1	59
Sludge Beast	T1	52
Spider- Hunter	T2	15
Spider- Giant	T1	44
Vine- Choker	T1	56

Threat Level 5 HD: 5-10   AD: 10-16   Skill: d6-d10 Damage: d8-d12 #14

Name:	Book:	Page:
Athach	T2	12
Dragon	T2	7
Elephant	T1	8
Fiery Gunk	T1	51
Fire Spirit	T1	30
Ghost	T1	62
Manticore	T1	47
Scorpion- Giant	T1	44
Shadow Mass	T1	20
Tempest	T1	12
Troll	T1	40
Wood Weird	T1	56
Worm- Giant	T1	16
Wyvern	T1	60

Threat Level 6 HD: 7-12   AD: 10-18   Skill: d10-d12 Damage: d8-d12 #11

Name:	Book:	Page:
Amorphous Sludge	T1	50
Ant- Queen	T1	42
Ascendant	T1	46
Basilisk	T1	18
Eye Hellion	T1	23
Gestalt Plant	T1	55
Griffin	T1	11
Ogre	T1	39
Tree Shepherds	T2	11
Werewolf	T1	15
Wight	T1	64

Threat Level 7 HD: 9-14   AD: 12-18   Skill: d10-d12 Damage: d8-d12 #1

Name:	Book:	Page:
Dragon	T2	7

Threat Level 8 HD: 11-17   AD: 12-20   Skill: d12 Damage: d10-d20 #1

Name:	Book:	Page:
Greater Demon	T1	24

Threat Level 9 HD: 13-20   AD: 14-22   Skill: d12-d20 Damage: d10-d20 #1

Name:	Book:	Page:
Dragon	T2	7

Threat Level 10 HD: 15-25   AD: 14-25   Skill: d20 Damage: d10-d20 #14

Name:	Book:	Page:
Ancient Tree	T1	37
Anomalous Beast	T1	53
Behemoth	T1	25
Elder dragon	T1	29
Elder Giant	T1	41
Elemental Gate	T1	33
Forrest Maw	T1	57
Hydra	T1	61
Roc	T1	13
Spider Queen	T1	45
The Forbidden	T1	21
Vampire	T1	65
World Eater	T1	17
Ziggurat of the Ancients	T1	49

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Change Log:

November 15, 2023: Added Modifiers and Distances to Visibility.
April 9, 2024: Search rules added.