



YEAR: \_\_\_\_\_

## Light and darkness

During winter, sunlight starts at its nadir and begins to grow.

Month	Sun Rise	Sun Set	Day Length
January	8am	5pm	9 hours
February	7am	5pm	10 hours
March	7am	6pm	11 hours

1 hour before the sun rises and after it sets the world is bathed in **dim light** during twilight. After which, the world is plunged into darkness, and characters without any assistance are effectively **blinded**.

**Full moon.** On the night of the 15<sup>th</sup>, and the morning of the 16, the bright moon bathes the world in **dim light**.

## Temperature

The weather is cold, but slowly warming. Generally, the average temperature will work, but daily temperatures can vary up to 20 degrees from their average.

Month	Avg Low	Avg High	Extremes
Jan	14°F	31°F	15% chance nights are <b>extreme cold</b>
Feb	19°F	36°F	5% chance nights are <b>extreme cold</b>
March	30°F	51°F	

## Precipitation and Cloud Cover

Winter has overcast days and snow. Roll a d100 and consult the weather chart below. Precipitation generally lasts an hour or two, but can continue the whole day.

d100	Weather	Effect
01-50	Clear	None
51-85	Cloudy	None
86-95	Precipitation	<b>Lightly Obscured</b>
96-100	Storm	<b>Lightly Obscured, Strong Wind</b>

**Snow drifts.** Unlike other precipitation snow often lingers. Snow drifts are considered difficult terrain and require double movement speed to get through. Once a blizzard comes through, all but the most well-maintained roads will be drifted until spring.

## Rhythm of Life

Here is what you might see normal, agrarian people doing this time of year

Month	Activities
January	Handicrafts, Repairs
February	Fertilizing, Repairs
March	Fertilizing, Plowing

January						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
1	2	3	4	5	6	7
8	9	10	11	12	13	14
<b>15</b>	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

February						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	<b>15</b>	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

March						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	<b>15</b>	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	<b>Equinox</b>



YEAR: \_\_\_\_\_

## Light and darkness

During Spring, daylight waxes until it reaches its zenith.

Month	Sun Rise	Sun Set	Day Length
April	7am	7pm	12 hours
May	6am	8pm	14 hours
June	6am	9pm	15 hours

One hour before the sun rises and after it sets the world is bathed in **dim light** during twilight. After the sun sets, the world is plunged into darkness, and characters without any assistance are effectively **blinded**.

**Full moon.** On the night of the 15<sup>th</sup>, and the morning of the 16, the bright moon bathes the world in **dim light**.

## Temperature

The weather is cool, but warming. Generally, the average temperature will work, but daily temperature can vary up to 20 degrees from their average.

Month	Avg low	Avg High	Extremes
April	42°F	62°F	
May	56°F	75°F	
June	63°F	81°F	5% chance day is <b>extreme heat</b>

## Precipitation

Spring has some gnarly storms. Roll a d100 and consult the weather chart below. Precipitation generally lasts an hour or two, but can continue the whole day.

d100	Weather	Effect
01-50	Clear	None
51-60	Cloudy	None
61-85	Precipitation	<b>Lightly Obscured</b>
86-100	Storm	<b>Lightly Obscured, Strong Wind</b>

**Flooding.** After the snowfall melts (or after a storm) rivers and low-lying areas (like dungeons) could become flooded.

## Rhythm of Life

Here is what you might see normal, agrarian people doing

Month	Activities
April	Plowing, Sowing Planting
May	Cattle into fields, Planting, Weeding
June	Haymaking, Shearing

April						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
1	2	3	4	5	6	7
8	9	10	11	12	13	14
<b>15</b>	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

May						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	<b>15</b>	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

June						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	<b>15</b>	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	<b>Solstice</b>



YEAR: \_\_\_\_\_

## Light and darkness

During summer daylight starts at its zenith and begins to wane.

Month	Sun Rise	Sun Set	Day Length
July	6am	9pm	15 hours
August	6am	8pm	14 Hours
September	7am	7pm	12 hours

One hour before the sun rises and after it sets the world is bathed in **dim light** during twilight. After the sun sets, the world is plunged into darkness, and characters without any assistance are effectively **blinded**.

**Full moon.** On the night of the 15<sup>th</sup>, and the morning of the 16, the bright moon bathes the world in **dim light**.

## Temperature

The weather in summer is hot, cooling as it gets to September. Generally, the average temperature will work, but if you need a daily temperature, they can vary up to 20 degrees from their average.

Month	Avg low	Avg High	Extremes
July	68°F	86°F	10% chance day has <b>extreme heat</b>
Aug	66°F	84°F	5% chance day has <b>extreme heat</b>
Sept	55°F	75°F	

## Precipitation

Summer has more clear days, although rain and storms happen with the same frequency as Spring. Roll a d100 and consult the weather chart below. Precipitation generally lasts an hour or two, but can continue the whole day.

d100	Weather	Effect
01-55	Clear	None
56-60	Cloudy	None
61-85	Light Rain	<b>Lightly Obscured</b>
86-100	Heavy Rain/Storm	<b>Lightly Obscured, Strong Wind</b>

## Rhythm of Life

Here is what you might see normal, agrarian people doing

Month	Activities
July	Haymaking, Weeding
August	Harvest
September	Harvest, Threshing

July						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
1	2	3	4	5	6	7
8	9	10	11	12	13	14
<b>15</b>	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

August						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	<b>15</b>	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

September						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	<b>15</b>	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	<b>Equinox</b>



YEAR: \_\_\_\_\_

## Light and darkness

During Autumn, daylight wanes.

Month	Sun Rise	Sun Set	Day Length
October	7am	6pm	11 hours
November	7am	5pm	10 hours
December	8am	5pm	9 hours

One hour before the sun rises and after it sets the world is bathed in **dim light** during twilight. After the sun sets, the world is plunged into darkness, and characters without any assistance seeing are effectively **blinded**.

**Full moon.** On the night of the 15, and the morning of the 16, the bright moon bathes the world in **dim light**.

## Temperature

Fall is marked by decreasing temperatures. Generally, the average temperature will work, but if you need a daily temperature, they can vary up to 20 degrees from their average.

Month	Avg low	Avg High	Extremes
Oct	46°F	66°F	
Nov	34°F	46°F	
Dec	20°F	32°F	5% chance nights are <b>extreme cold</b>

## Precipitation

Fall has the same chance for rain, but fewer storms roll through Roll a d100 and consult the weather chart below. Precipitation generally lasts an hour or two, but can continue the whole day.

d100	Weather	Effect
01-50	Clear	None
51-60	Cloudy	None
61-90	Precipitation	<b>Lightly Obscured</b>
91-100	Storm	<b>Lightly Obscured, Strong Wind</b>

**Snow drifts.** Unlike other precipitation snow often lingers. Snow drifts are considered **difficult terrain** and require double movement speed to get through. Once a blizzard comes through, all but the most well-maintained roads will be drifted until spring.

## Rhythm of Life

Here is what you might see normal, agrarian people doing this time of year

Month	Activities
October	Plowing, sowing winter crops, gathering
November	Butchering, smoking/salting meats, preparing for winter
December	Handicrafts, Spinning.

October						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
1	2	3	4	5	6	7
8	9	10	11	12	13	14
<b>15</b>	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

November						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	<b>15</b>	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

December						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	<b>15</b>	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	<b>Sol- stice</b>