



DAILY ALMANAC

Session #:

CALENDAR YEAR & DATE

CALENDAR YEAR:

NAME OF YEAR:

CURRENT MONTH:

NEXT MONTH:

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31									

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31									

HOLIDAYS, FESTIVALS, & OBSERVANCES

HOLIDAYS, FESTIVALS, & OBSERVANCES

MOON PHASES & CELESTIAL EVENTS

CIRCLE CURRENT MOON PHASE

			New													
		Full														

SUNRISE

SUNSET

DAWN

DUSK



am

pm

am

pm

ROLL 1d100: IF 100, CIRCLE CELESTIAL EVENT OR NONE



Lunar Eclipse

Solar Eclipse

Solar Flare

Meteors

Comet

Asteroid

WEATHER

1: COMPLETE WORKSHEET ON REVERSE SIDE

2: TRANSFER DATA TO FRONT

HIGH

LOW

PRECIPITATION

WIND

WIND DIRECTION

ROLL 1d100: IF 100, CIRCLE SEVERE WEATHER OR NONE

				NW N NE W E SW S SE CIRCLE OR ROLL DIE
F°/C°	F°/C°	TYPE & % CHANCE	MPH: D12s KPH: D20s STRENGTH	

HEAT WAVE	LIGHTNING STORM	DUST STORM	HAIL STORM	BLIZZARD
HURRICANE	TORNADO	HEAVY FOG	ICE STORM	COLD WAVE

ENCOUNTER TRACKING

Location:	
Precipitation:	
Wind Speed:	
Wind Direction:	
Visibility:	

Location:	
Precipitation:	
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Visibility:	

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Location:	
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Wind Speed:	
Wind Direction:	
Visibility:	

ENTER NORMAL TEMPERATURES FOR CLIMATE											
Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec
F/C°	F/C°	F/C°	F/C°	F/C°	F/C°	F/C°	F/C°	F/C°	F/C°	F/C°	F/C°

DETERMINE TEMPERATURE										
1d100 → 1	2-4	5-10	11-25	26-40	41-60	61-75	76-90	91-96	97-99	100
Warmer +7F°/4C°	Warmer +5F°/3C°	Warmer +3F°/2C°	Warmer +2F°/1C°	Warmer +1F°/½ C°	Reset to Normal°	Colder -1F°/½ C°	Colder -2F°/-1C°	Colder -3F°/-2C°	Colder -5F°/-3C°	Colder -7F°/-4C°
<ul style="list-style-type: none"> Roll 1d100 to determine today's temp change. If 1st day of campaign, +/- temp change from Normal Temperature. Otherwise, +/- from Yesterday's Temperatures. Enter Temps on Front Side. Optional: Roll for both High & Low temps and compare to Normal Highs & Lows. If Low Temp > High Temp, set Low Temp = High Temp for the day. 										

DETERMINE PRECIPITATION										
Above Freezing						Below Freezing				
1d20 → 20*	18-19*	16-17	12-15	7-11	1-6	7-11	12-15	16-17	18-19*	20*
Rain Storm	Rain	Showers	Overcast	Mostly Sunny	Clear Skies	Partly Cloudy	Overcast	Flurries	Snow	Snow Storm
<ul style="list-style-type: none"> Roll 1d20 to determine type of precipitation. If Above Freezing, use left of "Clear Skies to Rain Storm". If Below Freezing, use right of "Clear Skies to Snow Storm". Roll 1d10 to determine % chance of Precipitation Type. Enter % Chance on Front Side. When an Encounter occurs, roll 1d10 versus % Chance. If less than % Chance, Precipitation Type occurs. * = Everything within is Lightly Obscured. Heavier rainfall also imposes Disadvantage on Perception (Hearing) checks, and also extinguishes open flames. 										

DETERMINE WIND										
1d20 → 20	18-19	16-17	12-15	7-11	1-6	7-11	12-15	16-17	18-19	20
Squalls +5 Dice	Severe +4 Dice	Strong +3 Dice	Moderate +2 Dice	Light +1 Dice	Calm	Light +1 Dice	Moderate +2 Dice	Strong +3 Dice	Severe +4 Dice	Squalls +5 Dice
<ul style="list-style-type: none"> For MPH, dice are d12s. For KPH, dice are d20s. Wind is measured in 10 minute sustained bursts. When checked at start of Encounters, wind speeds > 25mph/40kph = Disadvantage on Ranged Weapon Attacks, Perception (Hearing) checks, and also extinguishes open flames. 										

DETERMINE SEVERE WEATHER (ENCOUNTERS & AFTER EFFECTS)									
Heat Wave (Regional)	Hurricane (Regional)	Lightning (Local)	Tornadoes (Local)	Dust Storm (Local)	Severe Fog (Local)	Hailstorm (Local)	Ice Storm (Local)	Blizzard (Regional)	Cold Wave (Regional)
100F°/-38C° is normal temp for next 2d20 days. If creatures have no water, each hour make DC CON Save or take 1 level /exhaustion. DC5 1 st hour, and increases by 1 for each hour after. Wearing med or heavy armor has DISADV on CON Saves. Creatures with resistance or immunity to fire auto save.	Storms last 1d6 days. Roll 1d4 for size. Wind speed = 75mph /120kph + (20 x size). Each round, all creatures in storm makes DC15 + Size STR save or take 2d6 Force Damage and get pushed 10 feet/3m, else half damage and no push. Affected Area is Heavily Obscured. DISADV on Perception (Hearing) checks.	Storm lasts 1 hour. Roll 1d6 each round of encounter (6 hits). <u>Bolt attracted to:</u> 1st: Creatures with metal items. 2nd: Tall creatures, structures, or buildings. All creatures in 20ft radius of target make DC15 DEX save or take 4d6 Lightning Damage and fall prone, else take half damage.	Outbreak last for 1 hour. Size is 1d4 x 20ft/6m. At start of each round, roll for direction then the storm moves 30ft/9m. Creatures that start their turn in a funnel must make a DC15 DEX save or Stunned, and take 2d6 force damage (save ends). On save, the creature is thrown 30ft/10m in random direction taking 1d6 force.	Storms last for 1d4 hours. The storm is considered Heavily Obscured area and all creatures have the Blinded condition.	Severe Fog lasts for 1d12 hours. The storm is considered Heavily Obscured area and all creatures have the Blinded condition. If temp is at freezing, then Freezing Fog occurs. Affected surfaces are considered icy Difficult Terrain.	Storms last 1d12 minutes. All Creatures have DISADV on Perception (Hearing) & (Sight) checks. All Creatures in storm take 1 point Bludgeoning each round from falling hail.	Storms last 1d12 hours. Temps are near freezing during the storm. The storm is considered Lightly Obscured. All Creatures have DISADV on Perception (Hearing) & (Sight) checks. Ranged Weapon attacks have DISADV. Affected surfaces are considered icy Difficult Terrain.	Blizzards last for 1d4 days and create 2d8in or 2d20cm snow per day. Storm area is Heavily Obscured (Blinded) for all creatures. Affected surfaces are considered icy Difficult Terrain.	0F°/-18C° is normal temp for next 2d20 days. When temp is at or below 0F°/-18C°, a creature must succeed a DC10 CON save after each hour or gain 1 level of exhaustion. Creatures with resistance or immunity to cold auto success save, as do creatures wearing cold weather gear.
<u>Aftereffects</u> 1d10% Population die from heat. 1d20 (on 20) wild fires erupt.	<u>Aftereffects</u> 1d10% Population die from Storm. 1d12ft (1d4m) of Storm Surge.	<u>Aftereffects</u> 1d20 (on 20) wild fires erupt.	<u>Aftereffects</u> 1d100% die in outbreak path. 1d100% property damage in path.	<u>Aftereffects</u> 1d4in or 1d6cm of sand & dust covers everything.	<u>Aftereffects</u> If Frozen Fog, effects last 1d6 hours after the storm.	<u>Aftereffects</u> 1d100% crops and livestock killed. 10% structures damaged.	<u>Aftereffects</u> Difficult Terrain remains if temps below freezing.	<u>Aftereffects</u> Difficult Terrain remains if temps below freezing.	<u>Aftereffects</u> 1d10% Population die from cold. 1d10% Population sick.
Roll 1d100 check for Severe Weather each day. On a 100, select severe weather for the situation. Temperature, Precipitation, and Wind may be overridden by choice.									