

## Simple Markov Chain Weather

### Random weather for a location similar to Southern England

1. Roll 1d20 each day to determine if the weather remains Settled or Unsettled, or if it changes regime.

#### Settled and Unsettled Weather Regimes (Roll each day)

1d20	Settled Weather Regime	Unsettled Weather Regime
1-15	Weather remains Settled	Weather remains Unsettled
16-20	Weather becomes Unsettled	Weather becomes Settled

2. Now determine the type of weather, which depends on regime:

For a **Settled Weather Regime**:

- At the start of the regime, roll 1d20 to determine the type of Settled Weather. The type of Settled Weather persists until the weather becomes Unsettled.

For an **Unsettled Weather Regime**:

- Roll 1d20 each day to determine the type of Unsettled Weather.

### Summer

#### Settled Weather (Summer) Roll once per regime

1d20	Type	Visibility	Conditions
1-5	Cool & Cloudy	Good	No rain or light rain showers, cloudy, calm or light winds, cool
6-10	Clear & Warm	Good	No rain, clear, calm or light wind, warm
11-15	Clear & Hot	Good	No rain, clear, calm or light wind, hot
16-20	Cloudy & Warm	Poor	No rain or light rain showers, cloudy, light wind, warm

#### Unsettled Weather (Summer) Roll each day

1d20	Type	Visibility	Conditions
1-7	Clear & dry	Good	No rain, clear, calm or light wind, warm
8-12	Rain showers	Poor	Rain showers, cloudy, light wind, warm
13-18	Rain	Poor	Rain, cloudy, light to moderate winds, cool
19-20	Storm	Poor	Heavy rain, cloudy, moderate to strong winds, cool

### Spring and Fall

#### Settled Weather (Spring/Fall) Roll once per regime

1d20	Type	Visibility	Conditions
1-5	Cool & Foggy	Poor am	No rain, morning fog then clear, calm, cool
6-10	Clear & Cool	Good	No rain, clear, calm or light wind, cool
11-15	Clear & Warm	Good	No rain, clear, calm or light wind, warm
16-20	Cloudy & Warm	Poor	No rain or light rain showers, cloudy, light wind, warm

#### Unsettled Weather (Spring/Fall) Roll each day

1d20	Type	Visibility	Conditions
1-6	Clear & dry	Good	No rain, clear, light wind, cool
7-11	Rain showers	Poor	Rain showers, cloudy, light wind, cool
12-17	Rain	Poor	Rain, cloudy, light to moderate winds, cool
18-20	Storm	Poor	Heavy rain, cloudy, moderate to strong winds, cool

### Winter

#### Settled Weather (Winter) Roll once per regime

1d20	Type	Visibility	Conditions
1-5	Cold & Foggy	Poor am	No rain, morning fog then clear, calm, cold
6-10	Clear & Cold	Good	No rain, clear, calm or light wind, cold
11-15	Clear & Cool	Good	No rain, clear, calm or light wind, cool
16-20	Cloudy & Cool	Poor	Light rain or snow showers, cloudy, light wind, cool

#### Unsettled Weather (Winter) Roll each day

1d20	Type	Visibility	Conditions
1-4	Clear & dry	Good	No rain, clear, calm or light wind, cool
5-9	Rain/snow showers	Poor	Rain or snow showers, cloudy, light wind, cool
10-16	Rain or snow	Poor	Rain or snow, cloudy, light to moderate winds, cold
17-20	Storm	Poor	Heavy rain or snow, cloudy, moderate/strong winds, cold

Note the Visibility column in the tables above refers to the long-distance visibility of navigational landmarks for some hexcrawl rules I'm developing.