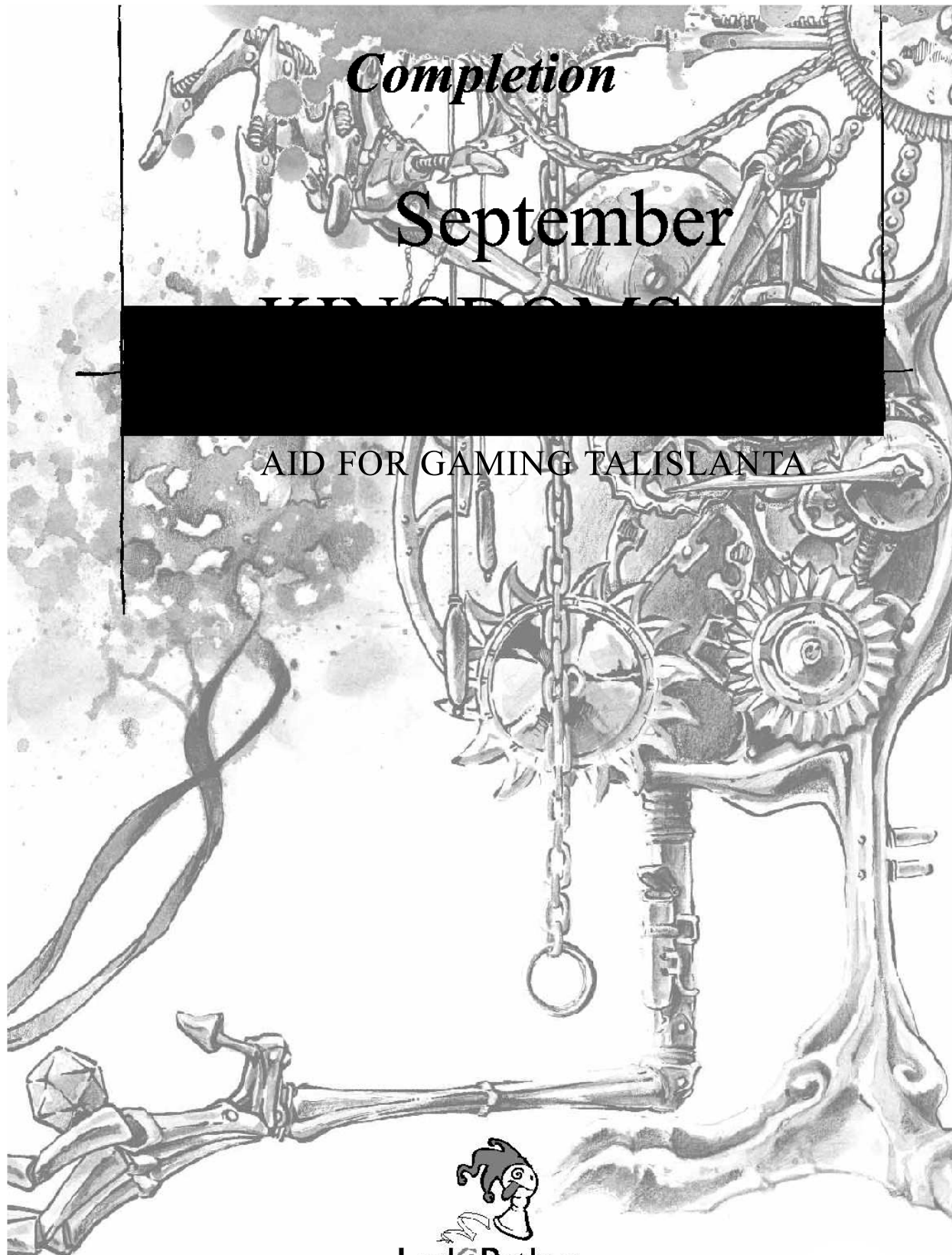




untitled

http://translate.googleusercontent.com/translate_c?hl=de&sl=fr&tl=en...



Completion

September

KNIGHTS

AID FOR GAMING TALISLANTA



Climates and meetings in the Seven Kingdoms

THE CLIMATE OF Seven Kingdoms

To determine the climatic conditions according to the general realm of Confederation where the PCs, the Reaper could refer to the following information.

A competent person or astromancy Survival may deduct the time to come by obtaining a success or better.



ASTAR, CYMRIL, Durner et VARDUNE

Temperature
5 + D20 ° C (-3 ° C after nightfall)

D 2 0	Weather (daily circulation)
1-5	Clear skies, no wind to breeze.
6-12	Clear skies, light winds to strong.
13-15	Clear skies, strong winds, cool (-5 ° C), rain possible *.
16-18	Clouds, light winds with strong cold weather (-10 ° C), rain possible *.
19-20	Rain (D20 / 2 hours) to high winds violent, cold weather (-10 ° C)

*: Remove a D20. 1 to 4 (cool weather) and 1-8 (cold weather), rain (D20 / 2 hours)

begin to fall at midday.
Apply this change that cold weather median for the season.

Modifiers seasonal

Spring: 5 on the draw of the weather, time rainfall multiplied by two.

Median: +10 ° C.

Fall: 2 on the draw of the weather, -10 ° C
50% chance that the rains of degenerate snowfall.

Regional modifiers

Astar: +5 ° C, overnight rain 90% of the time.

Cymril (Valley of Mount Jasper): -3 ° C, shift the wind power by one notch to "high winds".

Durn: -5 ° C, 10% chance that the rain-coming snowfall. 20% chance that high winds or violent wind brings a black (T, p. 160).
Chance of rain doubled: from 1 to 8 by cool weather and 1-16 in cold weather.

Vardune: -3 ° C in the region Valan, +3 ° C Vahan in the woods.

KASMIR AND Sindar

Temperature
20 + D20 ° C (night special adjustment)

D 2 0	Weather (daily circulation)
1-10	Partly cloudy, 5 ° C no wind to breeze.
11-15	Partly cloudy, 5 ° C breeze to strong winds.
16	Partly cloudy, 5 ° C, strong winds, heat storm without rain in late day (D20 / 4 hours).
17	Cloudy breeze to strong wind rainfall (duration: D20 rounds).
18-19	Cloudy weather, high winds to violent sandstorm (D20 / 2 hours).
20	Cloudy, light winds. Aberration climate *.

*: Roll a D20, 1-10: Acid rain / 11-20: Black Lightning.



Modifiers seasonal

Spring / Median: +2 on the draft of the weather, +5 ° C. Night temperature equal to that of day divided by 2. Duration of storms hot and sandstorms doubled.

Fall: Duration of rainfall multiplied by two. Night temperature equal to that of the day divided by 4.

Regional modifiers

Kasimir: in case of strong winds during the day, there are 50% chance (1 to 10 on the draw for a D20) that rises in a sandstorm.

Sindar: an outcome of 18-19, replace the sandstorm by a random climatic aberration tick. Spring / median duration of aberration is doubled.

Characteristic climate

Sandstorm: zero visibility (DIF -15), paces displacement divided by two (vehicles and mounts included), All creatures not protected undergo ID 1 per round of exposure.

TA Z

Temperature

$19 + D20 / 2 \text{ } ^\circ \text{C}$ (-2 ° C after dark)

D 20	Weather (daily circulation)
1 - 5	Clear skies, no wind.
6 - 12	Clear skies, light winds, rain (D20 / 2 hours).
13 - 19	Rain (D20 hours), strong winds
20	Rain (D20 hours) strong to severe winds.

Modifiers seasonal

Spring / Fall: +7 on the draft of the weather. Median duration of rainfall divided by 2, 5 ° C. If a score of 13-19 is achieved, raise a D20: January-October on the new draw, the situation is changing automatically the next day for a result "20."

COMMON DATA

Wind	Speed
Breeze	10 km / h.
Light winds	10 km / h to 40 km / h.
Winds	41 km / h to 80 km / h (storm).
Winds	81 to 110 km / h.

Regional modifiers

Altitude: -3 ° C/500 m, 10% chance Cumulative / 500 m that become rain-NEET snowfalls.

Mountain (1000 m altitude +): Draw the weather every half day.

If the temperature is 0 ° C or less, Rain falls automatically becomes snow.





background image

TABLES MEETINGS

The likelihood of adverse events in
During a trip in the Seven Kingdoms are,
especially in rural and wilderness.
According to his needs, the Reaper can use the
meetings following tables which give
overview of hostile entities that are suscepta-PJ
BLES cross.

According to the Kingdom where the PCs, the
Reaper can carry out the draw of the 2D20
following table to spice up the trip. All
meetings can be replaced by a band
looters marauding bands of large
Road, a caravan Bodor, sarista Djaffer or a
itinerant peddler Pharésien or another.

INSECTS

Name	References	Poss ible locations
Chig	T DO , P. 144	Cymril, Durn, Vardune
Flit	T , p. 245	Astar, Cymril, Taz, Sindar, Vardune
Insects archers	T DO , P. 146	Everywhere
Insects caravan	T , p. 246	Everywhere
Giant water bugs	D D M, P. 92	Astar, Taz, Vardune
Flies taziennes	T , p. 247	T a z
Crystal Butterfly	T DO , P. 147	Everywhere
Ver roots	T , p. 249	Cymril, Vardune

THREATENED PLANT

Name	References	Poss ible locations
Shrub Violet	T , p. 255	Astar (rare), Cymril, Taz, Vardune
Bush scimitar	T , p. 256	Durn, Kasmir, Sindar
O range mushroom	T , p. 256	Cymril (north), Durn, Vardune (North)
Emperator	T , p. 256	Astar (west, rare), Cymril (south), Taz, Vardune (South)
Entangling	T , p. 257	Cymril, Durn, Vardune
Feuillaiguille	T , p. 257	Astar, Cymril, Durn, Vardune
Choking vines	T , p. 258	Taz Vardune (south, rare)
Ronceliane	D D M, P. 103	Astar, Cymril, Taz, Vardune
Sporozoïdes scarlet	T , p. 258	D urn, Taz

Opposed LOCAL								
Meeting	References	Cymril	Kasmir	Astar	T a z	V a r d u n e	Durn	Sindar
Alatus	T, p. 240	-	-	2	2-3	2 (2)	-	-
Aramatus	T, p. 241	-	-	-	4-5	3 (2)	-	-
Surveyor Marsh	T, p. 241	-	-	-	6	-	-	-
Ath-ra	T, p. 242	-	2-4	-	-	-	-	-
Avira	T, p. 242	2-3	5-6	3-5	7-8	4-6	2-3	2-3
Batranc	T, p. 242	4 (1)	7-8 (2)	6 (1)	9 (2)	7 (4)	4-5	4-5
Behemoth	T, p. 243	5 (1)	9-11 (1)	-	-	-	-	6-7 (1)
Buisse-nymph	T, p. 250	6	-	7-8	-	8 (2)	-	-
Shadrach	T, p. 243	-	-	-	10-11	-	-	-
Swamp devil	T, p. 251	-	-	-	12	-	-	-
Durge	T, p. 244	7-8	-	-	-	9-10	6-7	8
Équs	T, p. 251	9-12	-	9-11	13	11-12	8-9	9
Erd	T, p. 244	13-15	-	12	14	13-14	10	10
Fairies	T, p. 252	16-18	-	13-16	-	-	-	-
Exomorphe	T, p. 244	19-22	12-13	17-18	15-17	15-17	11-12	11
Burrowing Marsh	T, p. 245	-	-	-	18-19	-	-	-
Beastman	T, p. 252	23-24	14-16	-	-	-	-	12-13
Kra	T, p. 246	-	17-19	-	-	-	13-14	14
Kra, aquatic	T, p. 246	-	-	19 (5)	20 (5)	18 (5)	-	-
Insects (6)	-	25-28	20	20-22	21-23	19-21	15-17	15-16
Land lizard	T, p. 247	-	21-22	23 (1)	-	-	-	17-18
Lizard primrose	T, p. 247	-	23	24 (1)	24-25	-	-	19
Limon-scavenger	TDO, P. 147	-	-	-	26	-	18	-
Malathrope	T, p. 253	29	24	25-26 (1)	27-28	22-23	19-20	20
Plant Threats (6)	-	30-31	25	27-31	29-31	24-27	21-23	21-22
Obscure	T, p. 253	32-33	-	-	-	28-29 (4)	24-26	23-24
Omnivrax	T, p. 248	34	26-27	32-33 (1)	32-34	30-31	27-28	25
Optéryx	T, p. 253	-	28 (4)	-	-	-	29 (1)	26-27
Satada	T, p. 254	-	29-31	-	-	32 (4)	30-31	28-30
Jumper	T, p. 249	-	32	34-35 (1)	-	-	-	31
Skalanx	T, p. 249	-	-	36-37 (5)	35 (5)	33 (5)	-	-
Stryx	T, p. 254	35 (4)	33 (4)	-	-	34-35 (4)	32-34	32-34
Subterranoide	T, p. 254	36	34	38	36	36	35-36	35
Urthrax (7)	TDO, P. 148	37-38	35	-	37-38	37-38	37-38	36
Viper pits	T, p. 250	-	36-37	-	-	-	-	37-38
Vo racio us	TDO, P. 152	39	38	39-40	39-40	39-40	39-40	39
Za	T, p. 255	40	39-40	-	-	-	-	40

1: especially in the east.
2: especially in the south.
3: especially in western countries.
4: especially in the north.
5: River and river only.
6: Choose the appropriate table according to the region.
7: Garbage, drains, cesspools or manure, ruins, graves, cemeteries, underground.