

Weather and Climate

A large part of the character of an overworld in Last Odyssey is its climate. From a storytelling perspective, the climate of a given place contributes a great deal to making it feel memorable and distinct from other parts of the game. Mechanically, it also determines the weather that the players will encounter as they traverse its paths. For each different distinct climate the players encounter, there is a different corresponding *weather table*. To make a roll on the weather table, the GM should roll a 1d10. The number shown on the die will correspond to the type of weather that the players will encounter for that day. The exception to this is if a type of weather called a Storm took place the day before, in which case the GM should instead determine the weather based on the rules for the particular Storm instead. There are three types of Storms: Thunderstorms, Sandstorms, and Snowstorms.

While GMs are encouraged to remix existing weather tables and create their own for their games, below are six examples of typical climate types that players will encounter.

Coastal

Lands with sunny and breezy climates are represented by this type. The months of summer and autumn in milder regions and the dry season on tropical islands both very closely resemble a Coastal climate in their weather patterns. While players are traveling through a Coastal region, the weather table is as follows:

- 1-3. Sunny. The sky is a pleasant, clear blue, and the temperature is mild. The players do not experience any penalties or bonuses.
- 4-6. Cloudy. The sky is filled with clouds that cast shadows over the ground, and the temperature is cool. The players do not experience any bonuses or penalties.
- 7-9. Bright. The sun is out and beating down right on the characters. At the end of the camping phase, all characters that did not wear a Sunproof Cloak or piece of Armor will receive the Burn status effect.
10. Rainy. Rain is coming down from the clouds, making tools and equipment damp. All characters that did not wear a Waterproof Cloak or piece of Armor will lose one item of the GM's choice due to their pack filling with water. On Rainy days, the navigation difficulty of the path counts as 1 greater than normal.

Example Natural Hazards: a rising tide, sheer cliffs, slippery rocks.

Temperate

Lands with wet and cool climates are represented by this type. The months of winter and spring in milder regions and the month of spring in more remote regions as well as the climate of cooler wetlands and intertidal zones are all represented by the Temperate climate. While players are traveling through a Temperate region, the weather table is as follows:

- 1-2. Sunny. The sky is a pleasant, clear blue, and the temperature is mild. The players do not experience any penalties or bonuses.
- 3-4. Cloudy. The sky is filled with clouds that cast shadows over the ground, and the temperature is cool. The players do not experience any bonuses or penalties.
- 5-7. Foggy. A fine, white mist cloaks everything, making it significantly harder to see. On Foggy days, the navigation difficulty of the path counts as 1 greater than normal. In addition, enemies during enemy encounters will gain a surprise round unless the Scout action was used the day before.
- 8-9. Rainy. Rain is coming down from the clouds, making tools and equipment damp. All characters that did not wear a Waterproof Cloak or piece of Armor will lose one item of the GM's choice due to their pack filling with water. On Rainy days, the navigation difficulty of the path counts as 1 greater than normal.
10. Thunderstorm. The sky opens up, rain pours down, and lightning begins to boom. All characters that did not wear a Waterproof Cloak or piece of Armor will lose 2 items of the GM's choice due to their pack filling with water. Also, if no character takes the Shelter action during the camping phase, the characters will be unable to use the Cook, Recover, or Mend actions, and will take an injury as though they had run out of Supplies. During the navigation phase the following day, the weather is not determined as normal. Instead, the GM should roll a 1d4 and add 6 to determine the result on the weather table for that day. The navigation difficulty of a path counts as 2 greater than normal during a Thunderstorm.

Example Natural Hazards: a rushing stream, a treacherous bog, a fallen tree.

Boreal

Mountainous regions during spring and autumn and milder regions during the winter season both exhibit weather patterns consistent with the Boreal climate. This climate pattern can also represent the transition zone between temperate and polar regions. While players are traveling through a Boreal region, the weather table is as follows:

1. Sunny. The sky is a pleasant, clear blue, and the temperature is mild. The players do not experience any penalties or bonuses.
2. Cloudy. The sky is filled with clouds that cast shadows over the ground, and the temperature is cool. The players do not experience any bonuses or penalties.
- 3-5. Foggy. A fine, white mist cloaks everything, making it significantly harder to see. On Foggy days, the navigation difficulty of the path counts as 1 greater than normal. In addition, enemies during enemy encounters will gain a surprise round unless the Scout action was used the day before.
- 6-7. Rainy. Rain is coming down from the clouds, making tools and equipment damp. All characters that did not wear a Waterproof Cloak or piece of Armor will lose one item of the GM's choice due to their pack filling with water. On Rainy days, the navigation difficulty of the path counts as 1 greater than normal.
- 8-9. Snowy. Snow drifts gently down from the sky, piling up on the ground and creating problems for the unwary.

Players whose characters that did not wear a Coldproof Cloak or piece of Armor should roll a 1d4 during the camping phase. Each character whose player rolls a 4 will develop the Frostbite status effect.

10. **Snowstorm.** High winds blow swirling vortices of snow and sleet directly into the faces of the characters, obscuring the trail and making it difficult to camp. During a Snowstorm, enemies during enemy encounters will gain a surprise round unless the Scout action was used the day before. At least two characters should take the Shelter action during the camping phase, or else characters will be unable to use the Cook, Recover, or Mend actions, and will take an injury as though they had run out of Supplies as well as gaining the Frostbite status effect. During the navigation phase the following day, the weather is not determined as normal. Instead, the GM should roll a 1d4 and add 6 to determine the result on the weather table for that day. The navigation difficulty of a path counts as 2 greater than normal during a Snowstorm. Finally, at the end of the camping phase, all characters that did not wear a Coldproof Cloak or piece of Armor will receive the Frostbite status effect regardless of whether they take the Shelter action during camping. The effects of snow on the difficulty of navigating a path in a Boreal region are simulated by a value called the Snowpack, which is a modifier that the GM should add to the navigation difficulty of the path during the navigation roll. At the end of a Snowy day, this value increases by 1, at the end of a day with a Snowstorm it increases by 2, at the end of a Rainy day it drops by 1, and after the end of a Sunny day it drops by 1d4. The value of the Snowpack in a Boreal region can never be greater than 5.

Example Natural Hazards: a frozen trail, a rickety bridge, a dangerously steep incline.

Desert

Arid, hot regions such as canyons, plateaus, or sandy deserts are represented by the Desert climate. Characters traveling in these regions should be careful to bring more Supplies than normal. While the characters are traveling through a Desert region, the weather table is as follows:

1. **Cloudy.** The sky is filled with clouds that cast shadows over the ground, and the temperature is cool. The players do not experience any bonuses or penalties.

2-6. **Bright.** The sun is out and beating down right on the characters. At the end of the camping phase, all characters that did not wear a Sunproof Cloak or piece of Armor will receive the Burn status effect.

7-9. **Hot.** It is unbelievably hot, far hotter than the human body can truly handle. At the end of the camping phase, all characters that did not wear a Sunproof Cloak or piece of armor will receive the Burn status effect. Also, every player whose character did not wear a Heatproof Cloak or piece of Armor should roll a 1d4. If they roll a 1, their character takes an injury as though they had been downed in battle.

10. **Sandstorm.** During a Sandstorm, enemies during enemy encounters will gain a surprise round unless the Scout action was used the day before. At least two characters should take the Shelter action during the camping phase, or else characters will be unable to use the Cook, Recover, or Mend actions. No matter what, they are also unable to use the Scout and Watch actions during the camping phase. During the navigation phase the following day, the weather is not determined as normal. Instead, the GM should roll a 1d4 and add 6 to determine the result on the weather table for that day. The navigation difficulty of a path counts as 3 greater than normal during a Sandstorm.

In the dry air of a Desert region, players will lose far more moisture than normal. To represent this, GMs should require their characters to spend 1 additional unit of Supplies in total during the camping phase in order to prevent them from taking an injury.

Example Natural Hazards:

Tropical

Jungles, the summer months in hotter regions, and the wet season on islands are all represented by the Tropical climate. Equatorial wetlands tend to also have Tropical climates or similar. While the characters are traveling through a Tropical region, the weather table is as follows:

1. **Sunny.** The sky is a pleasant, clear blue, and the temperature is mild. The players do not experience any penalties or bonuses.

2. **Cloudy.** The sky is filled with clouds that cast shadows over the ground, and the temperature is cool. The players do not experience any bonuses or penalties.

3-4. **Rainy.** Rain is coming down from the clouds, making tools and equipment damp. All characters that did not wear a Waterproof Cloak or piece of Armor will lose one item of the GM's choice due to their pack filling with water. On Rainy days, the navigation difficulty of the path counts as 1 greater than normal.

5-7. **Humid.** It should be raining, but it isn't, and it's so hot and sticky out that it's difficult to breathe. At the end of the camping phase, all characters that did not wear a Waterproof Cloak will receive the Toxin status effect. Characters that do not wear a Heatproof Cloak should roll a 1d4. If they roll a 1, their character takes an injury as though they had been downed in battle.

8-10. **Thunderstorm.** The sky opens up, rain pours down, and lightning begins to boom. All characters that did not wear a Waterproof Cloak will lose 2 items of the GM's choice due to their pack filling with water. Also, if no character takes the Shelter action during the camping phase, the characters will be unable to use the Cook, Recover, or Mend actions, and will take an injury as though they had run out of Supplies. During the navigation phase the following day, the weather is not determined as normal. Instead, the GM should roll a 1d4 and add 6 to determine the result on the weather table for that day. The navigation difficulty of a path counts as 2 greater than normal during a Thunderstorm. Tropical regions are rife with small animals, poisonous plants, dirty water, and microorganisms, all of which are intent on causing the player characters as much misery as possible. If the characters run out of supplies, they will also receive the Toxin status effect in addition to an injury due to deprivation.

Polar

The farthest reaches of the poles and glaciers and cold regions during the winter resemble the Polar climate. It is also useful for representing the peak of a tall mountain range. The weather table for the Polar climate is as follows:

1-3. **Glaring.** The sun is out and beating down right on the characters. During combat encounters, all characters who

are not wearing a Sunproof Cloak will begin the first round with the Blind status effect.

4-7. Snowy. Snow drifts gently down from the sky, piling up on the ground and creating problems for the unwary. Players whose characters that did not wear a Coldproof Cloak or piece of Armor should roll a 1d4 during the camping phase. Each character whose player rolls a 4 will develop the Frostbite status effect.

8-10. Snowstorm. High winds blow swirling vortices of snow and sleet directly into the faces of the characters, obscuring the trail and making it difficult to camp. During a Snowstorm, enemies during enemy encounters will gain a surprise round unless the Scout action was used the day before. At least two characters should take the Shelter action during the camping phase, or else characters will be unable to use the Cook, Recover, or Mend actions, and will take an injury as though they had run out of Supplies as well as gaining the Frostbite status effect. During the navigation phase the following day, the weather is not determined as normal. Instead, the GM should roll a 1d4 and add 6 to determine the result on the weather table for that day. The navigation difficulty of a path counts as 2 greater than normal during a Snowstorm. Finally, at the end of the camping phase, all characters that did not wear a Coldproof Cloak or piece of Armor will receive the Frostbite status effect regardless of whether they take the Shelter action during camping.

Due to the cold, players in Polar regions should always be wearing a Coldproof Cloak or piece of equipment. Players who are not should roll a 1d4 during each camping phase regardless of the weather. Each character whose player rolls a 4 will develop the Frostbite status effect. While traveling through a Polar region, the navigation difficulty of a path is 5 greater than it otherwise would be according to the Nodes and Paths section due to the effects of snow blindness, ice, snow, and the shifting of the ground.

Climate Modifiers

Some climates are more hostile than others. If GMs want to provide more variation and challenge to their players while they travel along a path, or if the region is in the grip of a Monster (see the campaign guide for more details), they can add one or more of the following modifiers to a given climate:

Mild: the climate here is less volatile than usual. Unless otherwise specified, instead of rolling a 1d10 to determine the weather during the navigation phase, the GM should roll a 1d6 and then consult the weather table.

Dangerous: the climate here is more volatile than usual. Unless otherwise specified, instead of rolling a 1d10 to determine the weather during the navigation phase, the GM should roll a 1d6 and add 4 and then consult the weather table.

Subterranean: this region or path is deep underground. All effects due to glare or brightness are negated, but the navigation difficulty is increased by 2 unless the players are able to maintain a light source.

Volcanic: this area is home to high volcanic activity. Every day, the GM should roll an additional 1d10 when they roll on the weather table. If they roll a 10 on this die, volcanic activity will be visible in the sky, obscuring the sun and negating any effects from brightness. However, they will also have to resist a status-inflicting ability during the navigation phase with a Status Accuracy equal to the navigation difficulty of the path that inflicts Toxin on a hit unless they have proper protection.

Overgrown: the path is choked with flora, making it difficult to advance forward. The navigation difficulty is increased by 2. In addition, natural hazards will be impossible to overcome without a cutting implement.

Barren: there is very little life here, or at least very little life that is well-suited to harboring humans. The Hunt and Gather actions are impossible during the camping phase.

Artificial: the weather patterns here are determined by something more purposeful than the laws of physics. The Divine action is impossible during the camping phase, but the weather is deterministic rather than random, and players should be able to discover the pattern either through deduction or through gathering Lore.

Burning: this region is currently suffering from ongoing wildfires. Every day, the GM should roll an additional 1d10 when they roll on the weather table. If they roll a 10 on this die, the player characters will have to avoid a nearby fire, which takes the form of a status-inflicting ability during the navigation phase with a Status Accuracy equal to the navigation difficulty of the path that inflicts Burn on a hit against them.

Windy: high winds scour this area, and make it more difficult to travel. Players must wear a Cloak of some variety every day or else take an amount of damage equal to the navigation difficulty of the path during the navigation phase.

Infested: this area is crawling with enemies. If the player characters do not encounter a natural hazard during the encounter phase, they will automatically have an enemy encounter.

While players are not traveling, the weather does not have any mechanical effects. However, to add flavor, GMs may choose to roll on the weather table every 24 in-game hours to determine the weather that day. This can add to the character of a settlement, although GMs are not obligated to abide by the area's weather table given that the negative consequences of weather are meant to be due to long-term rather than short-term exposure.

Sometimes, the players will spend enough time in an overworld that the seasons will change around them. If this is the case, the GM can opt to keep track of the days as they go by with a seasonal calendar, which is a stretch of 365 days. Every time the players complete a travel round while traveling or rest for the day at a specific location, the GM should advance the day on the calendar by 1. If they feel like it, GMs can get creative with this, choosing festival days, marking out special seasons like wildfires or high winds, and creating transitional periods when one season becomes another. Doing so will give Last Odyssey a more pastoral tone, and GMs and players should discuss whether or not this is the type of game they'd like to play.