



WEATHER OF THE MIREWOOD

When the party travels through the Mirewood, you can generate the day's weather by rolling on the table below. For narrative purposes or a more unstable day, roll separately for the morning and the afternoon.

If the party camps outside at night, roll again and discard any aspects of sunlight.

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1d100

Day's Weather

1-10 Misty - Persistent fog clings to the forest, occasionally thinning but never fully dissipating.

11-20 Light Rain - A gentle, steady rainfall continues throughout the day, creating a constant patter.

21-30 Partly Cloudy - Sunlight and shade alternate as clouds drift across the sky.

31-40 Overcast - A uniform gray blanket stretches across the sky, diffusing the light.

41-50 Clear and Mild - Bright sunlight filters through the leaves, with a pleasant temperature.

51-60 Breezy - A constant wind rustles the treetops, carrying the scents of the forest.

61-68 Humid - The air feels thick and close, with occasional light breezes offering brief relief.

69-76 Changeable - Alternating periods of sun and cloud, with a chance of brief showers.

77-82 Patchy Fog - Wisps of mist drift through the forest, thickening and thinning unpredictably.

83-87 Intermittent Showers - Sporadic rain showers interspersed with periods of brightness.

88-91 Windy - Strong, gusty winds persist, causing branches to creak and leaves to whisper constantly.

92-94 Stormy - Periods of heavy rain with distant rumbles of thunder. Risk of lightning in the afternoon.

95-96 Unseasonably Warm - An unusual heat settles over the forest, making the air feel heavy and still.

97 Abnormal Temperature Drop - A surprising chill pervades the air, unusually cold for the season.

98 Heavy Rain - Continuous downpour throughout the day, saturating the ground and reducing visibility.

99 Oppressive Heat - Stifling warmth blankets the forest, with a risk of sudden, violent thunderstorms.

100 Ethereal Mists - Strange, shimmering fog weaves through the trees, seeming to move with purpose.

