

JUNGLE WEATHER

Jungles fall into two distinct categories for climate. The first is equatorial climates, mostly pertaining to inland jungles found near the equator of a world (0-20° latitude). Equatorial environments are hot and humid and feature plenty of rainfall and high temperatures throughout the year.

Unlike monsoon climates, there is no distinctive rainy season; there is a good chance that it could rain every day. This climate zone includes jungle and swamp terrain. Real world examples include the upper Amazon basin, "darkest" Africa, and Indonesia.

The second type of climate that jungles are found in are monsoon zones. Found in coastal areas near the equator, monsoon zones have strong prevailing winds from offshore. It is characterized by hot weather and a distinctive rainy season marked by heavy tropical storms. Real world examples include coastal Amazon, coastal Indian, and southeastern Asia.

TABLE 1
AVERAGE EQUATORIAL TEMPERATURES

1d100	Year round
01-05	60° F (unusually cold)
06-95	70-85° (hot)
95-00	100° F (very hot)

TABLE 2
AVERAGE MONSOON TEMPERATURES

1d100	Year round
01-05	70° F (warm)
06-50	85-100° (hot)
51-95	100-110° F (very hot)
96-100	120° F (extremely hot)

TABLE 3
DAY-BY-DAY PRECIPITATION

Climatic Zone	Time of year	Daily chance of rain
Equatorial	Mar-May	50%
	Jun-Dec	40%
	Jan-Feb	30%
Monsoon	Jun-Oct (rainy season)	90%
	Nov-May (dry season)	15%

USING THE WEATHER TABLES

If you are running your players' characters through a jungle setting and wish to generate realistic weather conditions, follow these steps:

1. **Establish what month it is.** If your campaign world has more or fewer months, months with uneven length, or months with different names, be prepared to make the necessary adjustments.
2. **Establish whether the type of terrain that the group is traveling through is inland or coastal.** Inland will be equatorial and coastal will be monsoon when determining temperatures and weather.
3. **Consult the temperature tables (Tables 1 and 2) for average temperatures for that month.** Most temperatures fall within the average range for the month; however, there is a 5% chance that it will be unusually warm, and a 5% chance that it will be unusually cold that month. Also, make sure to note the possible temperature changes caused by nightfall.
4. **Consult Table 3 for day-by-day precipitation.** Assuming that each month has 30 days, roll percentile dice 30 times, noting how many rainy days result. Rainy days may be scattered throughout the month or may be grouped together as a period of "bad weather."
5. **Construct a logical weather pattern.** For example, drizzle, broken clouds, and light winds on the first day or two, building to moderate rain and wind, then heavy rain and wind, then back to drizzle again. To help characters predict the weather, throw in a few cirrus (high wispy) clouds on the last sunny day to foreshadow the rain to come. Note that wind can occur without precipitation, but clear, windy days usually precede bad weather. To determine the wind strength on a random windy day with precipitation, roll 1d8 and consult Table 5.
6. **Consult how heavy the precipitation gets (at its worst).** Even though the bad weather may span several days, it may never be any more than a light drizzle. Note that in equatorial and monsoon regions, the rainy season tends to produce rainfall almost every day, usually a downpour, and usually at the same time each day (late afternoon).

WEATHER EFFECTS

After you have created the weather for your jungle-based campaign, refer to the details below on how weather can affect the campaign.

EXTREME HEAT

When the temperature is at or above 100 degrees Fahrenheit, a creature exposed to the heat and without access to drinkable water must succeed on a Constitution saving throw at the end of each hour or gain one level of exhaustion.

The DC is 5 for the first hour and increases by 1 for each additional hour. Creatures wearing medium or heavy armor, or who are clad in heavy clothing, have disadvantage on the saving throw. Creatures with resistance or immunity to fire damage automatically succeed on the saving throw, as do creatures naturally adapted to hot climates.

HEAVY PRECIPITATION

Everything within an area of heavy rain (strong rainfall or greater) is lightly obscured, and creatures in the area have disadvantage on Wisdom (Perception) checks that rely on sight. Heavy rain also extinguishes open flames and imposes disadvantage on Wisdom (Perception) checks that rely on hearing.

Rivers swell during heavy rain, making travel by canoe or other light boats impossible as waves swamp boats within 15 minutes of launch (see below).

Travel by foot is equally arduous. For every 8 hours of travel during heavy rainfall, every character gains 1 level of exhaustion automatically and must make a successful DC 10 Constitution check or gain another. Skill checks to avoid becoming lost are made with disadvantage.

FLOODING AND WAVES

Rivers and smaller bodies of water are prone to flooding during heavy precipitation. For each hour of heavy precipitation (strong rainfall or greater) roll 1d4. This is the number of feet that water levels rise to a maximum of 20 feet. Inland flooding recedes at a rate of 2d6 feet per day following strong precipitation.

If the area is a large body of water such as a sea, bay, or even a large lake, strong waves could appear. Each round that characters are in stormy conditions in a large body of water, at initiative count 20, have a wave make a contested Strength check (+5) contested by a water vehicle's Strength check. On a failed contest, a boat is capsized. Gargatnuan vehicles have advantage on the check.

STRONG WIND

A strong wind (near gale or greater) imposes disadvantage on ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing. A strong wind also extinguishes open flames, disperses fog, and makes flying by nonmagical means nearly impossible. A flying creature in a strong wind must land at the end of its turn or fall.

A strong wind in a desert or wasteland can create a sandstorm that imposes disadvantage on Wisdom (Perception) checks that rely on sight.

DENSE FOG

Fog heavily obscures an area, blocking vision entirely. A creature effectively suffers from the blinded condition when trying to see something in that area.

ELECTRICAL STORM

When an electrical storm occurs, there is a chance that lightning could strike near the characters or even a character.

For each hour of an electrical storm that characters are not in shelter during an electrical storm, roll a 1d20.

On a result of 20, lightning strikes at a random point. Roll a 1d10.

On a result of 1-8, the lightning strikes a spot within 30 feet of the characters. If it hits a tree, the tree could collapse.

Each character within the path of the falling tree must succeed on a DC 13 Dexterity saving throw. On a failed saving throw, the tree falls on the character. The character takes 10 (3d6) bludgeoning damage, falls prone in its space, and is restrained by the downed tree (escape DC 15).

On a result of 9-10, the lightning strikes a character. The character and each character within 5 feet of the point the lightning struck must make on a DC 17 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed saving throw, or half as much damage on a successful one.

HURRICANE

In addition to the effects of heavy precipitation, strong wind, and electrical storms, characters could get hit by debris or falling objects during a hurricane or any other powerful storm. As long as characters are out in hurricane conditions, on each round at initiative count 20, characters must succeed on a DC 15 Dexterity saving throw, or take 3d6 damage from an object falling on them or crashing into them.

Travel after a hurricane is exceptionally difficult due to the devastation. For the first two weeks after a hurricane, travel times are tripled. Then, for another four weeks after that, they are doubled.

TABLE 4

PRECIPITATION AND WIND

1d6 Rain	Cloud Cover	Wind type ¹
1 Light mist ²	A few clouds	A
2 Drizzle ²	Mostly clouds	B
3 Steady rainfall	Gray, slightly overcast	C
4 Strong rainfall	Gray, highly overcast	D
5 Pounding rain ³	Dark storm clouds	E
6 Downpour ³	Dark storm clouds	F

¹ Reference these letters on Table 5.

² 10% chance of fog.

³ 15% chance of electrical storm.

TABLE 5

WIND TYPE

Letter ¹	Die roll
A	1d4
B	1d6
C	2d4
D	2d6
E	2d8
F	2d10

¹ Result taken from Table 4.

TABLE 6
WIND SPEED
 Die Result¹ Type

Die Result ¹	Type	Speed (in MPH)	Description
1	Calm	Less than 1	Smoke rises vertically
2-3	Light air	1-3	Wind direction shown by smoke but not wind vanes
4-5	Light breeze	4-7	Wind felt on face, leaves rustle, and ordinary vanes move
6-7	Gentle breeze	8-12	Leaves and small twigs sway and banners flap
8-9	Moderate breeze	13-18	Small branches move, and dust and small branches are raised
10-11	Fresh breeze	19-24	Small trees sway and small waves form on inland waters
12-13	Strong breeze	25-31	Large branches move
14-15	Moderate gale (or near gale)	32-38	Whole trees sway and walking against wind is an inconvenience
16-17	Fresh gale (or gale)	39-46	Twigs break off trees and general progress is impeded
18	Strong gale	47-54	Slight structural damage occurs
19	Whole gale (or storm)	55-63	Trees are uprooted and considerable structural damage occurs
20 ² (1-8))	Storm (or violent storm)	64-72	Widespread damage occurs
20 (9-10) ²	Hurricane	73-136	Widespread devastation

¹ Die result taken from Table 5.

² Whenever a 20 is rolled, roll 1d10 thereafter. If the result is 9-10, consider the result a hurricane.

