

Nighttime Encounters Table

Version 1.00 (April 2023)

Heavily Inspired: <http://zenithgames.blogspot.com/2013/06/200-random-campfire-events.html>

This is the way I am dealing with nighttime encounters in my Minaria Campaign. These events don't always occur and when the party is traveling from city to city these encounters can occur. Each night the DM rolls a d20 and if the result is 10 or lower an activity occurs in the night. They then roll a d10 to see what event occurs.

D10	Encounter Name	Encounter Description												
1	Another Party	One of the watchers notices a small fire in the woods. If the PCs go to investigate they find a small band of adventurers who will share their meals. - Avan Stormwind [Human Male 58 Druid]												
		<table><tr><th>STR</th><th>DEX</th><th>CON</th><th>INT</th><th>WIS</th><th>CHA</th></tr><tr><td>6 (-2)</td><td>13 (+1)</td><td>9 (-1)</td><td>12 (+1)</td><td>14 (+2)</td><td>14 (+2)</td></tr></table>	STR	DEX	CON	INT	WIS	CHA	6 (-2)	13 (+1)	9 (-1)	12 (+1)	14 (+2)	14 (+2)
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		- Caim Windrivver [Tiefling Female 27 Bard]												
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		- Anne Bushgather [Halfling Female 31 Fighter]												
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- Braak [Orc Male 40 Sorcerer]														
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2	Lightning Strikes	The player on watch, if they make a DC 10 Perception (WIS), sees a bolt of lightning hit a tree a few hundred yards away the tree is on fire and there is a Hammer of Thunderbolts lodged in the tree. Anyone touching the hammer takes a d4 fire damage, the hammer cannot be lifted except by a DC 35 strength check. Otherwise, if they don't notice it they just see that it is a pretty stormy night with thunder and lightning.												
3	Spooky Night	The ghost of a person murdered on the site manifests through the fire. It asks the party to give its bones a proper burial so it can rest. If the party complies, it shows them the location of a Wand of Detect Magic that the ghost used while they were still alive. If they refuse, it attacks.												

4	A Runaway	<p>A younger elven woman comes running past the party and asks for their help in hiding her from the guards.</p> <p>If the party agrees, they can hide her from the guards who come by after and ask the party where she went.</p> <p>If the guards leave afterward the younger woman, named Imryll Iliwynn. She explains she is running from the guards as she ran from the guards recognizes Tobias and realizes who the rest of the party is and tells them and then announces all of them by name.</p> <p>She tells them that she is part of the Iliwynn Emporium, one of the very few magic places in Qrand, as Qrand does not use magic too much due to it being a big steelworking and engineering city. She saw a vision of the party including Wolfe, that will save the town from a danger she does not know of.</p> <p>She announces that the King has just died by some sort of magical means and no one knows what happened. The Queen in her sorrowful and grieving state has ordered to have all magic users be sent to prison for she is unable to pinpoint anything as she does not even trust her advisers anymore.</p> <p>If the party helps but then reveals the woman she then gets upset and yells at the party saying she thought they were heroes!</p> <p>If the party doesn't help, she continues to run past them.</p>
5	Old Whispering Tree	<p>A nearby tree turns out to be a powerful and grumpy Treant shedding his acorns. He will not let the party sleep unless they tell him a good story near the campfire.</p>
6	Scary Cows	<p>The player on watch, if they make a DC 10 Perception (WIS), they see a herd of 3 Cows nearby the players camp. If the player does not know what they are they hear a weird noise they have never heard before, a distorted moan and rings of chains.</p> <p>Otherwise, they notice nothing and nothing happens.</p>
7	The Old Hermit And his Bug	<p>An old hermit, a 75-year-old bugbear named Bron, and a much larger-than-normal pill bug named Skittle, approach and ask if he can use their fire to make dinner for himself. if the party accepts, he shares useful information about the surrounding area.</p> <p>Bron may notice Bellum and say that in his travel he has only seen one kind of before. A female one a while ago in Wifcaster.</p> <p>If they decline, he leaves peacefully, not wanting to impose.</p>

8	Fun Raccoon	<p>The player on watch, if they make a DC 15 Perception (WIS), notices a raccoon picking your pocket looking for lunch.</p> <p>Otherwise, in the morning they notice a backpack or two that is knocked over and some food that is trailing away.</p>
9	Fun Badger	<p>The player on watch, if they make a DC 15 Perception (WIS), notices a badger that decides your backpack is his new home.</p> <p>Otherwise in the morning the one on watch notices that their backpack is heavier if they look into it they find just a normal badger sleeping in their backpack.</p>
10	Special Friends	<p>One of the watchers notices a small fire in the woods. If the PCs go to investigate they find a familiar set of adventures that they met a long while ago.</p> <p>They will be on the adventure to the nearest town to get equipment for their adventure to go past the Vacill's Trail and make it to Emberward as they heard that there's been a need for mercenaries for lots of work to do.</p> <p>Stat Blocks: Marble & Whistle</p>