

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 Inighttime encounters in my Minaria Campaign. These events dont always occur and when the party are 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. In which they then roll a d10 to see what event occurs.

D10	Encounter Name	Encounter Description												
1	Another Party	One of the watchers notice a small fire through 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)
		STR	DEX	CON	INT	WIS	CHA							
		6 (-2)	13 (+1)	9 (-1)	12 (+1)	14 (+2)	14 (+2)							
		- Caim Windrivver [Tiefling Female 27 Bard]												
		<table><tr><th>STR</th><th>DEX</th><th>CON</th><th>INT</th><th>WIS</th><th>CHA</th></tr><tr><td>11 (+0)</td><td>14 (+2)</td><td>9 (-1)</td><td>13 (+1)</td><td>7 (-2)</td><td>17 (+3)</td></tr></table>	STR	DEX	CON	INT	WIS	CHA	11 (+0)	14 (+2)	9 (-1)	13 (+1)	7 (-2)	17 (+3)
		STR	DEX	CON	INT	WIS	CHA							
		11 (+0)	14 (+2)	9 (-1)	13 (+1)	7 (-2)	17 (+3)							
		- Anne Bushgather [Halfling Female 31 Fighter]												
		<table><tr><th>STR</th><th>DEX</th><th>CON</th><th>INT</th><th>WIS</th><th>CHA</th></tr><tr><td>15 (+2)</td><td>14 (+2)</td><td>17 (+3)</td><td>9 (-1)</td><td>12 (+1)</td><td>10 (+0)</td></tr></table>	STR	DEX	CON	INT	WIS	CHA	15 (+2)	14 (+2)	17 (+3)	9 (-1)	12 (+1)	10 (+0)
STR	DEX	CON	INT	WIS	CHA									
15 (+2)	14 (+2)	17 (+3)	9 (-1)	12 (+1)	10 (+0)									
- Braak [Orc Male 40 Sorcerer]														
<table><tr><th>STR</th><th>DEX</th><th>CON</th><th>INT</th><th>WIS</th><th>CHA</th></tr><tr><td>12 (+1)</td><td>13 (+1)</td><td>12 (+1)</td><td>6 (-2)</td><td>11 (+0)</td><td>15 (+2)</td></tr></table>	STR	DEX	CON	INT	WIS	CHA	12 (+1)	13 (+1)	12 (+1)	6 (-2)	11 (+0)	15 (+2)		
STR	DEX	CON	INT	WIS	CHA									
12 (+1)	13 (+1)	12 (+1)	6 (-2)	11 (+0)	15 (+2)									
2	Lightning Strikes	The player on watch, if they make a DC 10 Perception (WIS), sees a bolt of lighting hit 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 dont 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 Moon-Touched Sword that the ghost used while they were still alive. If they refuse, it attacks.												

4	Mysterious Light	The player on watch, if they make a DC 10 Perception (WIS), they see a shine of blue north of the party. If that party member passes a DC 10 Arcana (INT) check they remember that kind of light was of the Wild Magic. Otherwise they notice nothing and nothing happens.
5	Old Whispering Tree	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.
6	Scary Cows	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. Otherwise they notice nothing and nothing happens.
7	The Old Hermit And his Bug	An old hermit, a 75 year old bugbear named Bron, and a much larger than normal pill bug named Skittle, approaches 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. Bron may notice Bellum and say that in his travel that he has only seen one kind of before. A female one a while ago in Wifcaster. If they decline, he leaves peacefully, not wanting to impose.
8	Fun Raccoon	The player on watch, if they make a DC 15 Perception (WIS), notices a raccoon picks your pocket looking for lunch. Otherwise in the morning they notice a backpack or two that is knocked over and some food that is trailing away.
9	Fun Badger	The player on watch, if they make a DC 15 Perception (WIS), notices a badger that decides your backpack is his new home. 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.
10	Special Friends	One of the watchers notice a small fire through the woods. If the PCs go to investigate they find a familiar set of adventures that they met a long while ago. 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 theres been need of mercenaries for lots of work to do. Stat Blocks: Marble & Whistle