

d30 Night Watch Event Table

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The majority of the time when the party is resting up for the night while adventuring nothing significant happens. Sure there might be an “event” consisting of a 1 in 8 chance of a “wandering monster” or something similar, but the rest of the evening is....well, uneventful. This table is intended to add a little color to the rest of the night watch.

Using these tables: Use the same die and probability as you would for a wandering monster check, but on the opposing results (*i.e. If a wandering monster occurs on an “8” on a 1d8, then use this table if you roll a “1”*) If an night watch event occurs, roll 1d30 and apply the result. Results 1-10 indicate that the next wandering monster check is lessened by 1 and results 21-30 indicate that the *next* wandering monster check is increased. Instead of simply numbering the results 1-30 this d30 chart is numbered for the “old” d30’s that were numbered 1-10 three times with one set each using a “-” or a “+” sign.

Night Watch Event Results 1-10

Roll Result

- 1 Downpour:** An unexpected downpour drenches the campsite, causing minor flooding and putting out any fire. Drying out gear will cause delays in the morning.
- 2 Hail Storm:** A freak hail storm blows through the camp, spooking any pack animals and waking all but the soundest of sleepers.
- 3 Wind Gusts:** The wind picks up considerably over the evening, threatening to ruin the camp. Those on watch can make a skill check to secure the camp from harm.
- 4 Lightning Strike:** A nearby tree is struck by lightning, causing a sickening pall of smoke to hang over the campsite.
- 5 Animal Fight:** Several large animals can be heard fighting off in the distance. You don’t know if it is a life & death struggle or some courtship ritual.
- 6 Equipment Damage:** The PC’s belt breaks at the most inopportune time, causing the PC to fall (if moving) and embarrassing ridicule.
- 7 Loud Vermin:** It is the mating season for some large insect and the entire area is inundated with their clamoring for a mate (think Cicadas).
- 8 Fog:** A dense fog floats through the camp, reducing visibility to 1/4 of normal. The fog is completely natural... spooky, but natural.
- 9 Stampede:** A thunderous roar of stampeding animals can be heard off in the distance, with the sound bouncing off of the hills and trees, but never drawing near.
- 0 Hollow:** The camp is set up in a large natural depression which may not be noticeable from within. This feature keeps noise and light from disseminating outward.

Night Watch Event Results 11-20

Roll Result

- 1 Quiet Vermin:** The watch is interrupted by the tiny squeals of vermin trying to get into your foodstuffs. Make a skill check to secure your rations from harm.
- 2 Company:** A small band of religious pilgrims stops at the edge of your camp and beseech you for aid (food, water, shelter, etc.)
- 3 Fire!:** A small brush fire can be seen in the distance, but it doesn’t seem to last for too long before burning out.
- 4 Sign from Above:** A small meteor shower can be seen overhead. Is this a portent of good things to come or an omen of danger?
- 5 Distressed Animal:** You can hear a large animal bellowing in distress off in the distance. The calls weaken over time before being abruptly cutoff mid-cry.
- 6 Little Timmy:** A small child wanders into your camp. He has been lost “all day”, but in the morning he recognizes his surroundings and scurries off.
- 7 It does make a noise:** Off in the distance you can hear a large tree snap and pop its branches as it falls over with one significant crack of its trunk.
- 8 Ember:** A small ember pops from the fire, threatening to set fire to the camp. Depending on how aware those on watch are it might just singe the grass.
- 9 So tired:** Regardless ability or preparation there is a brief moment where the guard on watch nods off just long enough to question if they fell asleep on guard or not.
- 0 Bats:** A swarm of bats flits about the campsite, eating all the insects they can find. The bats aren’t dangerous, but it could be unnerving for some PCs.

Night Watch Event Results 21-30

Roll Result

- +1 Wandering Animal:** Some local livestock that have been wandering through the wilderness find their way into your campsite.
- +2 Alert:** A small flock of birds roosts in the trees around your site and caw in alarm every time they sense movement in the camp.
- +3 The hills have eyes:** You can’t see it, but you are certain that you feel something watching your camp from “out there”.
- +4 Pop Rocks:** One of the stones used for the fire ring bursts open in a small explosion (heard for a mile) that causes 1d2 damage to anyone near the fire.
- +5 Unwelcome Company:** A group of cultists have started a fire within sight of your camp. Their revelry is quite noticeable.
- +6 Failed Check:** Whoever built the fire didn’t quite get it right and now the fire has dwindled to mere embers. It will take some effort, and a skill check, to re-light it.
- +7 Somniloquy:** One of the party members starts talking rather loudly in their sleep and has to be roughly roused before they can fall asleep quietly again.
- +8 Sloppy:** When setting up camp for the night somebody did a poor job of securing their gear, causing those on watch to trip over it and make a small commotion.
- +9 Slovenly:** Somebody didn’t bother to clean up after eating, leaving a small mess of food that isn’t nearly as noticeable by the party as it is by the local wildlife.
- +0 Bored:** The current guard is quite bored and begins doing things to keep them active: tossing pebbles, talking to themselves, whistling, etc.