

The Campfire Scroll

10 fireside encounters to fill your players' watch with



Get a Fire Going...

Your dying fire is all that keeps the terrifying silence of the forest at bay.

{Awakened Fire} The party unknowingly starts a fire in a spot that closely borders the plane of fire, the elemental magics cause the fire to gain sentience and a curious personality, the fire can't move and is deeply saddened at the thought of ever going out

{Creeping Shadows} 1d6 shadows watch the party sleep from the shadows just beyond the light of the fire, shadows creep closer and closer as the fire dies, any creature that goes to get more firewood risks getting snatched up by the shadows



{Threatened Dragon} A prideful red dragon views any fire lit near their lair as a challenge to their authority, those who lit the fire must swear fealty to the dragon or perish in their flames, the dragon is very intimidated by fires of any size but would never openly admit it

{Helpless Bushes} A grove of awakened bushes don't want to be used as kindling, bushes only speak sylvan and beg for their lives, bushes give the party healing/poisonous berries depending on how they treat them

{Freezing Criminal} An escaped bandit captain is close to freezing and politely asks to warm themselves by the party's fire, if the party helps them they can become a useful ally in the criminal underworld, a ruthless bounty hunter is hot on their trail



{Scared Yeti} The fire spooks a young yeti which violently tries to snuff it out, mama yeti is nearby and will come to help her baby in 1d4 rounds, putting out the fire can earn the yetis' trust but greatly increases the risk of freezing to death

{Bard's Journal} The party discovers the ruined campsite of a long-dead bard, inside a tent is the bard's journal and several hand-carved instruments, the journal contains a list of odd questions they enjoyed asking strangers they met on the road

{Smoke Vents} The smoke of the party's fire is mysteriously drawn towards a batch of thickets, hidden within the thickets are the chimney stacks of an ancient dwarf fortress buried deep underground, a slight draft is pulling the smoke down into the forges

{Reflecting Fire} The light of the party's campfire reflects in a shattered mirror resting in some nearby ruins, the ruins were once a shrine to a dark fey princess of mirrors, the character's broken reflections will try and pull them into the mirrors and trap in the fey princess's dungeon

{Fire Crown} While exploring a charred forest the party finds a ring of jagged stones that act as a natural fire pit, these stones are actually the tips of a slain efreeti's partially buried crown, lighting a fire in the crown causes the efreeti to reform and resume their crusade of wildfires

