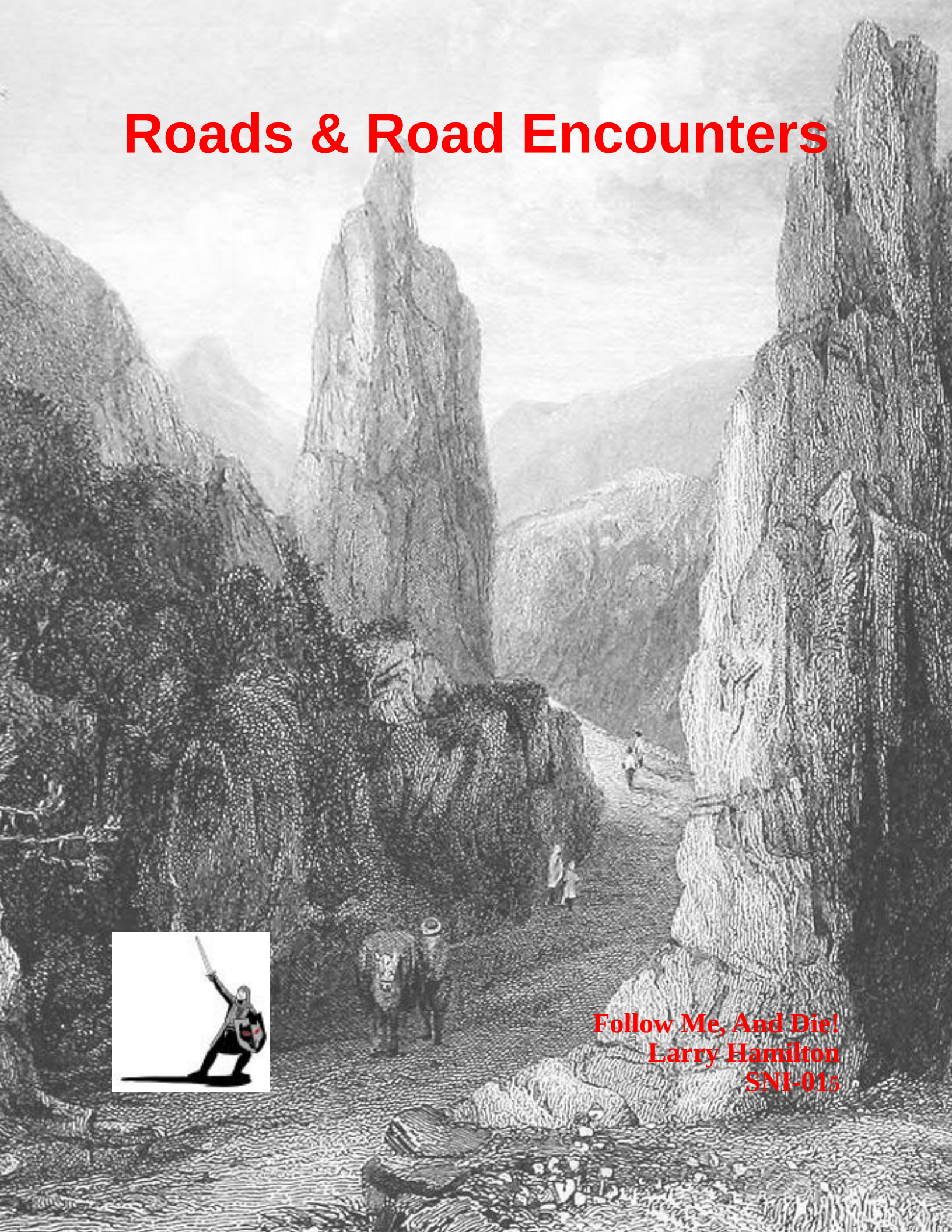


Roads & Road Encounters



Follow Me, And Die!
Larry Hamilton
SNI-015

ROADS & ROAD ENCOUNTERS

Adventurers must cross the world, and most of the time, they prefer the easier method of following roads, even the most battered. Usually on foot, but mounted or in a wagon is often the preference.

I have gathered various ideas for aspects of roads and things one might find along or near a road. I have created some tables from topics suggested on various social media. Some of my earlier PDFs have information that you may also find helpful for dealing with scenes and adventures on and near roads. [Caravans & Trade](#), [Businesses In Settlements](#), [Random Dungeon, City, & Travel Generation](#), and [Multi-Use Encounters \(On The Road\)](#). I also have PDFs with ideas for various types of terrain.

Within these pages are ideas for types of roads, their construction, condition, and various things along the route, including encounter ideas.

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d6	ROAD TYPE
1	Game Trail
2	Foot Trail
3	Farm Road
4	Local Road
5	Highway
6	Military Road

d8	TRANSITIONS
1	Fork
2	Turn
3	Dead End
4	Transition to Greater/Lesser Road
5	T Junction
6	Intersection (Intersecting road is: see Road Types)
7	River/Cliff/Bridge/Causeway
8	Combination

d10	TYPES OF PAVERS
1	Dirt
2	Logs (Corduroy road)
3	Planks
4	Gravel
5	Rough Stone
6	Round Stone
7	Flat Stone
8	Cut Stone
9	Brick
10	Other/Special/Combination

d8	CONDITION OF ROAD
1	Under construction
2	Not maintained
3	In need of repair
4	Washed out
5	Average
6	Somewhat maintained
7	Well maintained
8	Magically built or otherwise immune to the effects of weather and wear & tear

d8	BLOCKAGE
1	Landslide/avalanche/mudslide/Rock slide
2	Fallen Tree(s) 1d6 trees of 1d6 feet in diameter and 1d10 x 10 feet tall.
3	Herd of animals - wild or domesticated. Condition of herder(s)/herding animals.
4	Broken down transport - farmer, merchant, noble, military.
5	Flood or High Tide
6	Military Unit(s)
7	Ambush (Monsters/Bandits)
8	Sleeping giant/monster

(Accidental/Force of Nature or Deliberate)

d10	TRAVELERS
1	Farmers (go to/from market in town) Includes grain crops and herders. If herders will be driving herd to market or returning home with profits.
2	Merchants (heading towards/away from home base)
3	Adventurers (go to/from the nearest dungeon/adventure location; traveling to the next town/city, traveling to a far off place.)
4	Soldiers (Mercenaries, local militia, army, invasion,)
5	Noble(s)
6	Pilgrims - See Pilgrims on page 4.
7	Beggars/Outcasts
8	Troublemakers (bandits, doppelgangers, monsters, etc.) It's a trap!
9	Tax Collector (Will ask questions to determine what they can get out of the party. Assuming taxes works like Roman tax farming.)
10	See SCOUNDRELS TABLE p. 4

(See **MODE OF TRAVEL** p. 2.)

(See **PEOPLE ALONG THE WAY** p. 5.)

MODE OF TRAVEL

Walking Why are they walking?
Breakdown, robbery, poor, close to home, etc.

Mounted (pony, horse, mule, other.)

Conveyance (palanquin, cart, buggy, wagon, coach, levitating, flying) Powered by: draft animals, engine, magic.

d8	CONDITION OF TRAVELERS
1-2	Weak & Sickly
3-4	Hale & Healthy
5-6	Injured/Wounded
7-8	Battered & Bruised

(Also applies to Mounts & Draft Animals)

REASONS FOR APPARENT CONDITION OF TRAVELERS

Illusion vs. Reality

Illusions could be a disguise to hide a famous/infamous person, good natured creature vilified for its appearance, evil creature known by its appearance seeking to reach a special destination or just catch other travelers unawares.

Hale & Healthy farmer could be a sign of a great harvest and good fortune.

Weak & Sickly could be plague victims trying to get away from the plague, or get home before they die....

Injured or wounded could be due to bandits, a brawl, a duel, etc.

Battered & Bruised would be more of a brawl or bar fight.

d20	THINGS NEAR THE ROAD
1	Ditch
2	Gully
3	Hill(s)/Mountain(s)
4	Valley
5	Clump of Trees/copse/wood/forest/Tree tunnel
6	Fields/Pasture
7	Farm house
8	Well
9	Inn/Tavern/Caravansary
10	Settlement (Thorpe/Village/Town/City)
11	Fort/Fortress/Castle
12	Cave/Cavern/Mine/Sinkhole
13	Gallows (hanging tree, constructed gallows, cross/tree) with or without remains or currently dying victims with or without an audience or scavenging creatures
14	Graveyard/Cemetery/Columbarium/Tombs/Crematorium
15	Dungeon/Ruins
16	Stone Circle(s)
17	Faerie Circle(s)
18	Obelisk(s), Cairns, Standing Stones, Monuments
19	Battlefield (ancient, fairly recent (a few years), fresh (recently concluded), cursed, etc. <ul style="list-style-type: none"> • Mounds of buried dead. • Remains of funeral pyres. • Rusted, bent, broken weapons • Rarely - magical or functional weapons (Modern/Sci Fi - unexploded munitions, etc.)
20	Monster Lair

The Romans had mile markers. Do they exist in your world? Are there markers for town and national subdivision boundaries and international boundaries?

d8	CONDITION OF BUILDINGS NEAR THE ROAD
1-5	Normal, nothing out of the ordinary
6	Normal, or so it seems.
7	Something's wrong - rubble, smoking ruins, fire, under attack
8	Long abandoned/Ruins

d10	ROADKILL
1	Squirrels
2	Birds
3	Rabbits
4	Skunk
5	Possum
6	Lynx
7	Wolf
8	Bear
9	Horse
10	Person

More Likely to be stepped on by mount/beast of burden or run over by wagon: rat, cat, dog, snake. Rats, cats, & dogs most often in an urban environment.

d20	Merchants
1	Weapons
2	Armor
3	Sweets
4	Antiques
5	Cloth
6	Fine Cloth (Silk, etc.)
7	Herbs
8	Rare Herbs
9	Rare trinkets
10	Junk/trinkets
11	"magic" trinkets (perhaps one really is magic)
12	Tools
13	Wine
14	Leather Goods
15	Shoes
16	Clothes
17	Fine Inks & Parchment
18	Books
19	Pottery
20	Gems & Jewels

HONESTY/INTEGRITY/FAIRNESS OF MERCHANT

This could be a scale on a percentile roll or use the following table.

d10	HONESTY
1	Honest due to spell or curse. Dispel Magic or Remove Curse will remove the compulsion. Merchant cannot ask for this. If under the effects long enough they may have learned their lesson and continue to be honest, or their true nature wins out....
2	Generally honest unless an opportunity too good to pass up.
3	Honest & proud to stand on their word or handshake.
4	As #3, but will seek justice on those who cheat them, even resorting to hiring thugs or mercenaries.
5	Spy - Honest enough to avoid attracting attention of authorities.
6	Honest but fearful of local/regional crime boss to whom protection is paid.
7	Will only cheat those who can afford it.
8	Will only cheat easy marks when can get away with it.
9	Only cheats when observed by a guard they can't buy off.
10	Cheats all the time and rarely tells the truth or the same story.

Spies can be anything.

- Informants for the mob, enemy nations, monsters, or the big bad.
- A rival merchant may have hired someone who is posing as a different type of merchant to learn a trade secret, etc.
- Thieves may be casing a rich person, temple, guild, or other source of loot.

d6	SCOUNDRELS
1	Unsettled & nervous young man heading on foot to next town. A bruise on his cheek and a torn sleeve. The body of his rival for his true love is in the last well the party passed.
2	Confidence man/woman or team leaving last town where they cleaned out the unwise son or daughter of a rich family. May be calm & collected & interact with party or may flee if they fear they are being pursued.
3	"Toll" For Bridge, Ferry, Ford, Pass, or Road by "Agents" of the government. They are either self-serving militia, or brigands with an idea and poorly duplicated insignia and ranks. Complaints from locals about it who pay out of fear of the government.
4	Rival party seeking to swooping and take the treasure after the heroes have done all the heavy lifting. May seek to "join up" but put little effort into reaching the treasure/goal. They wait for the best moment to pounce when they can easily best the party.
5	Roadside merchant selling "magic" trinkets or "treasure" maps.
6	Band of doppelgangers tired of impersonating farmers invites the party to sleep in their barn. they hope to drug them with stew they offer in order to replace them and infiltrate the nearest town.

PILGRIMS

d8	Destination
1-2	Nearby monument/location along the road
3-4	Turning off at next crossroads
5-6	Going to next town.
7-8	Going to a distant location.

Nature of Pilgrimage

Religious (Orthodox, heterodox, or heretical, evil cult) More likely to have religious icons, and leveled clerics. May exhort sinners to repent, or invite other travelers to join them. Likely to have a map of the pilgrimage route for their faith.

Educational Group of mages, scholars, or students. More likely to have loot. May have high quality guards or items to help them stay safe and find their way, either a map or magic item.

d8	Composition of Group
1	All Male including guards & camp followers
2	All Female including guards & camp followers
3	All Male with Female Guards
4	All Female with Male Guards
5	Unmarried/Uncoupled Men & Women with guards or either all male, all female, or both male & female guards.
6	All male with female servants and male guards.
7	All female with male servants and guards.
8	Guards may or may not be religious. Religious guards will not check morale. Hired guards may have poor morale or ethics.

d8	PEOPLE ALONG THE WAY*
1	Farmers/herders Working Resting Eating Injured Seeking lost animal(s) Chasing kids who got their melons or let the animals loose.
2	Children playing, running away, or watching traffic
3	Lost bear cubs
4	Lost children
5	Lost travelers
6	Lost adventurer(s)
7	Broken down vehicles, or sick/injured mounts, or sick/injured travelers
8	Well groomed dog with flowing hair barks insistently to get the party's attention. Little Timmy fell down the well.

* On the side of the road, near the road, etc.

d8	TERRAIN HAZARDS when traveling
1-2	Avalanche, Landslide, Rock Slide, Mudslide
3-4	Quicksand/Mire
5-6	Sinkhole/Mine/Cave or Cavern
7-8	Forest Fire/Grass Fire/Wildfire

d8	EVENTS when traveling
1-2	Weather
3-4	Accident
5-6	Lost
7-8	Swamp Lights or Odd Lights

d6	ON THE ROAD
1	Merchants - See table
2	Scoundrels - See table
3	Pilgrims - See table
4	Mercenaries
5	Army on the March
6	Farmers/Herders going to or from market

MONUMENTS GENERATION

d10	STYLE/TYPE
1	Standing Stone(s)/Megaliths
2	Cairns
3	Pillars/Columns
4	Obelisk
5	Arch If not spanning this road will span an intersecting road or entrance to a settlement or temple.
6	Mound
7	Pedestal
8	Bier
9	Dais/Platform
10	Building (Shrine or Temple)

d6	(APPARENT) AGE
1	New/Pristine
2	Weathered/Worn
3	Old
4	Ancient
5	Beyond Imagination
6	Indeterminate

d8	DECORATION
1	Paint/Pigment (Bright & colorful or Subdued/Earthtones)
2	Cloth, Wood, or Other Organic Matter
3	Gems
4	Plaster
5	Carved
6	Skins
7	Skulls
8	Letters, Runes, Hieroglyphs, Pictograms, or other symbols

d6	GROWTH/PLANT MATTER
1	Ivy
2	Moss
3	Slime
4	Water (Damp or Submerged)
5	Fungus
6	Sand/Mud/Dirt/Snow/Ice/Lava/etc.

d10	MATERIAL
1	Stone (Soft, Average, Hard, or Impossibly Hard)
2	Skulls (Animals, Intelligent Creatures, or Monsters)
3	Bones
4	Horns
5	Bodies
6	Shells
7	Jewels
8	Metal (Solid or Plated)
9	Wood (Log/Pole/Carved/Structure)
10	Combination or Futuristic

d8	DESCRIPTION
1	Crumbling
2	Glowing (Natural like moss or magic)
3	Charred
4	Cracked
5	Shattered
6	Pristine
7	Floating
8	Spiked (sharp spikes protrude)

d6	COVERS A...
1	Grave/Tomb
2	Site of Importance
3	Treasure
4	Dungeon
5	Gate To Other Plane
6	Portal To Another Location

d8	IMPORTANT EVENT
1-2	Battle
3-4	Death
5-6	Coronation
7-8	Religious Event

WEATHER

Weather is a combination of:

- Climate,
- Terrain (Desert, Forest, Hills, Mountains, Plains, Coast, Open Ocean),
- Wind Pattern,
- Ocean Currents, and
- Zone (Arctic, Sub Arctic, Temperate, Sub Tropical, & Tropical)

WIND

Strength/Speed

Duration

Direction

PRECIPITATION

- Amount/Volume (extremes lead to drought or flood)
- Duration (From trace to a lengthy downpour/monsoon)
- FORM is based on temperature: Ice, Snow, Sleet, Fog, Rain, Hail.

CLOUDS

Clouds may occur with or without precipitation.

- Varies from Clear to Overcast
- Trace/Wispy
- Big, Fluffy White Clouds
- Big, Dark, & Roiling
- Odd - Tubular, Wavy, Other Odd Shapes.

“SPECIAL WEATHER”

- Cold Wave
- Cyclone/Hurricane/Typhoon
- Drought
- Gale
- Mist or Fog
- Sandstorm/Dust storm/Blowing Snow (Blizzard)
- Tornado/Waterspout/Dust Devil
- Extreme Precipitation (Hail, Ice/Sleet, Lightning Storm, Thunderstorm, Severe Snowstorm, Thunder snow.)

MAGIC

Some creatures and spells can influence or flat out control the weather.

Elementals and other extra planar or inherently magical creatures.

Spells - Predict Weather, Call Lightning, Control Winds, Weather Summoning, Control Weather, Wish, etc.

Magic can be used to benefit or bane. Ships at sea that are becalmed benefit from controlling or summoning wind.

Fires can be set raging with wind or extinguished with summoning rain.

Could over reliance on magic to control weather lead to locations or entire regions with chaotic, unpredictable, and uncontrollable weather?

EVENT CATEGORIES

NATURAL & SUPERNATURAL

- Weather
- Geological - Earthquake, Landslide/Mudslide/Avalanche, Glaciers Calving, Icebergs, Volcanic Eruption, Tsunamis
- Astronomical - Comet, Meteor, Meteor Shower, Eclipse, Meteorite(s) Impact, Solar Flares, Planetary or other Stellar Alignments or Oppositions
- Food Supply - Crop Failure/Famine, can be caused by many things: Hail, Flood, Drought, Cold Snap, Heat Wave, Early or late frost, Plant disease, Insect Plague, etc.

Bountiful harvest due to all the right conditions.
- Live Events - Birth, Death (Tragic, murder, assassination, accident), Marriage (True Love, Political, Shotgun), Childbirth, Illness, Divorce, Life or Religious milestone.

Life Events of "important" or powerful individuals will have a ripple effect.
- Political - Ambassador, Incursion (monsters, nomads), War, Bandits/Pirates, Plot, Rebellion, Mystery
- Mystical - Prophecy Given, Prophecy Fulfilled, Astronomical Event (Natural with mystic connotations, or magical in nature.), Religious Event (founding incident, transition/change incident, or ending incident.), Mystic, Wise Man/Woman (teacher/prophet), Evil Villain using Dark Magic
- Religious - Festivals, feasts, celebration, sacrifice, contrition, offering, etc.
- Monster - Big & Troublesome Monster (Dragon, Dragon Turtle, etc.) Something that is a challenge to kill or drive off.
- Timing - Annual Events will be the event that the populace remembers to set that year apart. A calendar with regular or named years may derive significance from the name of the year and look for events to justify it (self-fulfilling prophecy).

Monthly Events can be innocuous, portentous, or devastating.

Weekly or Daily events tend to be routine or monotonous, so it is only the extraordinary that stands apart.