

Multi-Use Encounters On The Road



Follow Me, And Die!
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SNI-007

Multi-Use Encounters: On The Road

One often needs ideas for encounters. The following tables of ideas are specific to encounters on the road or between two points. They need not be combat encounters. As with all encounters, players may engage with NPCs or ignore them. These encounters can lead to side quests, or be used to further the party's quest for the next stage of the adventure or campaign. Details are left vague so that a GM can incorporate them into their existing campaign with minimal revision.

These encounter ideas are designed to be determined randomly, but one can just as easily use each of the six listed variations of an encounter as 6 separate encounters.

GMs are encouraged to use this as a guide for creating your own multi-use encounter tables for your own campaign.

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d6	BASE ENCOUNTER
1	Wagon on the side of the road.
2	Traveling Show
3	Runaway
4	Laborers
5	Rampaging Monster
6	Lost baby. How long until mamma shows up?

The structure of these encounters is to first determine a base encounter. Each base encounter has its own d6 table with specifics for the encounter. These ideas are intended to be evocative rather than prescriptive. As a GM you should use what is presented here as a springboard for your imagination for creating the necessary details why this encounter fits in the adventure or campaign. Of course, making it up as you go is a tried and true method of running a game.

In addition to each table with specifics of the encounter, there is another d6 table with the conditions of the encounter. Conditions can be weather, situational, health, level of danger, etc. One can easily develop their own tables with multiple types of simultaneous conditions, like weather, health, mood, etc. vary for each of us day to day.



WAGON ON THE SIDE OF THE ROAD

d6	Wagon on the side of the road.
1	Lone farmer headed to or from town. If to town, loaded with grain or produce for market. If from town, may be drunk with a few extra coins from the day's transactions. (A better target for bandits, unless they are starving.)
2	Lone Merchant headed to or from market.
3	Lone wagon, site of an ambush/massacre by bandits, marauding orcs, or monsters.
4	Lone wagon with lone occupant, actually an ambush for unwary travelers. Bandits Orcs, etc. Forward scouts for a military invasion by neighboring kingdom, orcs, BBEG, etc.
5	Actually a coach for an official, noble, or perhaps royal or other powerful personage. With driver and footman and d6+1 mounted guards. Possible additional attendants or assistants inside. Occupant is: <ul style="list-style-type: none"> - Impatiently barking orders, - Having a nervous breakdown, - Having a baby (Are guards panicking or managing the situation as best as they can?) - Being robbed by bandits, - Murdered and body and coach being looted by guards and attendants or bandits, etc.
6	Important wagon belonging to a powerful NPC. (While a lone wagon, it will have driver and guard on the wagon, and d6 walking or riding guards.) Determine which NPC: Known or unknown to characters, if Known, are they acquainted or only have heard of the NPC? If a fighter type it could be a shipment of food for their keep, weapons, armor, etc. If a cleric type it could be food for followers, religious relics or icons, holy books, tapestries and other accouterments for their temple. If a thief type it could be "taxes" from the surrounding countryside. If a wizard type it could be ingredients for spells, components for making scrolls or potions, food for guards, a load of new apprentices, etc. If the BBEG, it could be a load of new prisoners/slaves/experimental subjects, tribute from surrounding villages, etc.

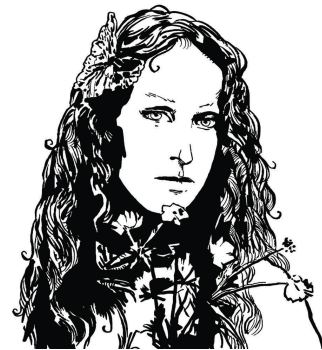
d6	CONDITIONS
1	Stuck in the mud.
2	Road blocked by landslide (mudslide if a lot of rain), rock slide, avalanche, tree fall, etc.
3	Wagon breakdown: Broken wheel, wheel came off, axle broken, axle bracket detached from wagon bed, wagon gate broken (cargo spillage possible), harness broken.
4	Draft animal issue: Animal(s) are: Oxen, horses, mules, exotic.
5	Rampaging Monster Wagon crash: Determine driver's fate, fine, minor injury, major injury (arm or leg broken), dead; Cargo, if any will be spilled and scattered. Determine condition of draft animals.
6	Individuals stopped on journey to relieve themselves in the bushes.

Disposition of wagon. (May not be stuck or broken down.)

TRAVELING SHOW

d6	Traveling Show
1	Single Wagon with d3 performers, including driver/animal handler. d6 1-2: Family with a young child, 3-4: 3 adults (d6 1-2: Young, 3-4: mature/middle aged adults 5-6: older adults, 7-8: one of each age range) 5-6: Family adult with elderly parents.
2	2 wagons with 2d6 performers, including drivers/crew. One wagon opens up/folds out to make a stage.
3	3 wagons with 4d6 performers and small animal acts.
4	d4+3 wagons with 3 people per wagon with wild animals in cages for animal acts and horse acts.
5	Large traveling circus with tents, etc. An international troupe who travel with caravans and on ships. Some are large enough to travel on their own, or allow smaller groups to travel with them.
6	Exotic performers with strange and wondrous acts. Travel by ship and only visit ports and the area near them, or travel by flying ship and go all over the world.

d6	CONDITIONS
1	Stopped to rest, meal, attend to animals.
2	Packing up after show or stop for the night.
3	Unpacking for the night or the next show.
4	Traveling to next location.
5	Driven out of last town.
6	Sick with plague, mother giving birth.

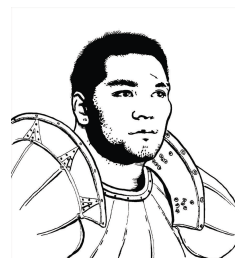


TYPE OF ACTS: d10 1-2: Music, 3-4: stories, 5-6: poetry, 7-8: plays, 9-10: eclectic. Magic as in sleight of hand, juggling, gambling, etc.

RUNAWAY

d6	Runaway
1	Military Deserter, Army, navy, etc. Still in uniform, poorly disguised uniform...
2	Slave/Prisoner/Jail or Prison Break
3	Child/Youth d6 1-2 No Plan, 3-4: Circus, 5-6: City/bigger nearby settlement
4	Fleeing a wild beast or monster.
5	Prince/Princess Escaping Arranged Marriage, Out to explore life outside the palace
6	Giant child/youth.

d6	CONDITIONS
1	Lost
2	Hiding
3	Walking on road to/from same destination as party.
4	Hungry
5	Sick
6	Fleeing from trouble.



LABORERS

d6	Laborers
1	Miners/Quarry Workers To work in morning, From work in evening, dazed and confused seeking help after mine collapse or monster attack.
2	Ditch Diggers
3	Farmers in fields for time of year activity: Plowing/Planting/Harvesting etc.
4	Road Builders/Maintenance Crew. Road Builders will be at boundary of old/new construction improving road from dirt path to cleared and widened dirt road, or gravel, or fitted stone, or magically created pavement AKA Mud to Rock or Wall of Stone.
5	Builders/Maintenance Builders for new construction, Maintenance for repairs. House, Barn, or other building, city/town wall, aqueduct
6	Loggers/Fishers/Hunters appropriate to terrain.

d6	CONDITIONS
1	One worker active, rest watching.
2	Arguing
3	Lunch/Gambling
4	Loafing/Drunk
5	Getting cussed out by boss.
6	Fighting

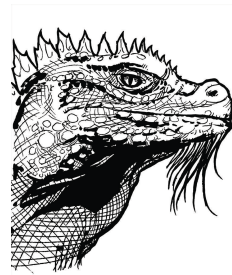


RAMPAGING MONSTER

d6	Rampaging Monster
1	Purple Worm
2	Ankheg
3	Ettin (Mammoth or Mastodon)
4	Giant Fire Lizard (Giant Slug)
5	Earth Elemental (Botched summoning wizard lost control, elemental enraged and out of its mind with rage.)
6	Dragon or Hydra

d6	CONDITIONS
1	Creature is sick.
2	Creature confused/disoriented.
3	Hurt/Wounded
4	Angry/In a rage
5	Hungry
6	Sent out to do another's bidding.

Rampaging monster, suitable to terrain is causing trouble for farmers, travelers, or a settlement.



LOST BABY

d6	Lost baby. How soon does mamma shows up?
1	Hatchling or youngling dragon wondered off. Mamma's Age: d8 1-2: Mature, 3-4: Old, 5-6: Very Old, 7-8: Ancient. Mamma's Size: 1-2 = small, 3-7 = average, 8 = huge
2	Baby Tentacled Cat Beast
3	Bear cub(s). Type of Bear: d6 1-2: Black, 3-4: Brown, 5-6: Cave or use d8 and 7-8: Owlbear.
4	Baby Eagle fell from nest. d6 1-3: Eagle (d6 1-3: Normal, 5-6: Giant), 4: Griffon, 5: Hippogriff.)
5	Baby Gorilla. d6 1-3= Gorilla, 4-6= Giant Ape.
6	Doppelganger child as bait to help mamma or daddy sneak into the group. There is a dead child and mother in the bushes.

d6	CONDITIONS
1	Twins
2	Stuck in a bush or tree.
3	Treed by a hungry wild animal or monster.
4	Treed by cruel goblins or the like.
5	Hungry
6	Sick

