

SIMPLE DISCOVERIES

This resource was developed to help include more interesting random elements to travel in DND. Use these occasionally in place of random encounters; one every few days of travel. Too many and it will become monotonous.

TYPE OF DISCOVERY

There are three types of discoveries in this resource.

Distractions, Shelters, and Ruins.

Discoveries are not designed with the idea of leading to another encounter. They should be used to deliver lore, provide a boon or bane, or give equipment or loot.

Distractions are quick discoveries. These should not eat into travel time, with the exception of taking the party off their intended path.

Shelters are broken into broad categories - you should determine the kind of structure that is appropriate for the area.

Ruins are shelters that have run into disrepair or some other form of destruction.

Start by rolling on the Type of Discovery Table, then roll in the corresponding section.

Direction Roll 1d8 to determine direction (1=N, 2=NE, etc)

TYPE OF DISCOVERY

1d4 Discovery

1	Distraction
2	Shelter
3-4	Ruin

DISTRACTIONS

1d20 Distraction

1	A small shrine with an offering bowl (Empty or Full)
2	A cairn (small stack of rocks)
3	A cemetery, gravestone or grave marker
5	A ring of stones, small obelisk, or small monument
6	Strange or worked plant growth
7	Friendly or curious wildlife
8	Circling birds of prey, or other carrion-eaters
9	A bright glint or glimmer
10	An unexpected, loud sound
11	A rare, unexpected monster, tracks or remains
12	A source of magic. A rift, a pool, an arcane object
13	An ancient monolithic structure
14	A glade, grove or a clearing
15	A battle between two or more forces
16	An evil or good spirit
17	A gate or ward, possibly a toll gate
18	A waterfall or contemplation pool
19	A large scar in the landscape. Natural or magical
20	Roll twice on this table and combine the results

SHELTERS

Shelters are a staple across the land. Even in the middle of nowhere, there is a chance that someone has set up a home there. Think Craster from Game of Thrones, Anise's Cabin from Skyrim, Craig's Hut in Victoria, Australia.

If the location you roll does not make sense for the current terrain, roll again, or pick an option that best suits your situation.

These tables are 2d4 to try to balance what would be more common towards the middle of the tables.

SHELTERS

2d4 Shelter

2	Agriculture: Farm, Vineyard, Orchard
3	Defence Point: Watchtower, Guard house
4	A Home or Shop: House, Hut or Permanent Tent
5	Temporary: Camp (adventurers, goblins, bandits...)
6	Natural: Cave, Cavern (animal, kobold, dragon...)
7	Religion or Power: Temple, Shrine, Manor or Keep
8	The shelter has an aura of magic. Roll again.

The quality determines the kind of loot that might be available inside.

THE QUALITY OF THE SHELTER IS...

2d4 Quality of Shelter

2	Wealthy
3	Wretched
4	Squalid
5	Poor
6	Modest
7	Comfortable
8	Aristocratic

Of course, shelters don't just exist for adventurers to stumble upon. There is a reasonable chance that it is occupied (50%). As you think of the NPC to put into the shelter, remember that the owner need not be human, or even a playable race.

THE OWNER/OCCUPIER OF THE SHELTER IS...

1d6 Owner is..

1	Hostile
2	Friendly
3	Aloof or nonchalant
4	Absent
5	Has long abandoned this shelter
6	Dead

Dead Roll 1d4. 1 - Died today or yesterday. 2 - Within the past week. 3 - Within the past month. 4 - Years ago.

RUINS

Personally, one of the most exciting things to stumble upon in a game. I have put the table as 75% chance for a ruined shelter, but feel free to swap it to 50/50 if it suits you better.

RUINS

1d4 Type of Ruin

- 1-3 A ruined shelter
- 4 A ruined bridge

RUINED SHELTER

If you roll a ruined shelter, first roll for the type of ruin on the shelter table on the first page, then roll for the reason it is ruined.

TYPE OF DAMAGE

2d4 Damage

- 2 Disaster: Flooding, sinkhole, earthquake, landslide...
- 3 Aged: Standing, but decrepit
- 4-5 Aged: Collapsed
- 6 Fire
- 7 Impact: Tree, siege, etc
- 8 Supernatural: Rift, Implosion, etc

You can choose to fill the ruin with creatures and/or loot of your own choice, or roll on the table below to fill it.

RUINED SHELTER OCCUPANTS

2d10 Inhabitants

- 2 Hidden treasure or magic item. Roll again
- 3 Completely empty; no loot, no creatures
- 4 Recent destruction, eg still smouldering
- 5 Undead
- 6 Original owner still living there
- 7 Medium CR monster(s)
- 8 Wildlife
- 9 Generic loot
- 10 Generally hostile creatures: bandits, goblins, etc
- 11 Humanoid Squatters
- 12 Easy CR monster(s)
- 13 Swarm of creatures. Rats, spiders, rot grubs, etc
- 14 Hard CR monster(s)
- 15 A rambling humanoid
- 16 Roll twice on this table and combine results
- 17 A Spirit. 50/50 chance of being Good or Evil
- 18 Traps. Roll again
- 19 Deadly CR monster(s)
- 20 A high level Spellcaster [the ruin is an illusion]

RUINED BRIDGE

A ruined bridge usually provides some sort of challenge. I would recommend to not overuse this. I have tried to add some things in here that allow a bridge to be ruined without it hampering progress.

1d8 Bridge Description

- 1 A rope bridge that is already collapsed, or about to collapse. [15ft wide]
- 2 An ancient stone bridge that acts as a dam. The dam is intact, but sections of the bridge have collapsed. [30ft wide]
- 3 An old wooden bridge that used to span a natural chasm. [20ft wide, 50ft deep]
- 4 A collapsed natural bridge across a deep gorge. A gentle river flows at the bottom. [20ft wide, 50ft deep]
- 5 A burned bridge across a small stream that looks like it belongs to a religious order. [10ft wide,]
- 6 A collapsed wooden bridge across a small creek.
- 7 A collapsed stone bridge across a road.
- 8 A dangerous looking rope bridge across a deep, narrow gorge. [50lb maximum before bridge collapses]

MORE BRIDGE CHOICES

MATERIAL

1d6 Bridge is made from..

- 1 Rope and planks
- 2 Wood
- 3 Stone or brick
- 4 Natural (skip age)
- 5 Worked metal
- 6 Iron and chain

AGE

1d4 Age of the Bridge

- 1 Ancient
- 2-3 Old
- 4 Reasonably new

SPAN SIZE

1d4 Span of the Bridge

- 1-2 Narrow (10-20ft)
- 3-4 Wide (20+ feet)

OBSTACLE

2d3 Bridge was built..

- 2 As a dam & river crossing
- 3 To cross a natural deep chasm (30+ feet deep)
- 4 To cross a river / stream
- 5 To cross a road (overpass)
- 6 As a decoration, or element of a shrine or temple